

character or Messenger won't know when to stop printing. You may use this in your own game programming, but along with the modified interpreter, you will also need to include the character set from location 0C00-0DFF.

If you would like more information on programming poker for computers, an excellent article appeared in the July 1978 issue of Scientific American which should be available in a library near you. The article features a facinating color display for the game plus giving insights into various betting strategies you may want to adapt to VIP-OKER. For more detailed discussions on poker probabilities and strategy, most bookstores carry a selection of inexpensive books on how to play and bet a poker hand. I'm sure fellow VIPers would like to know of your improvements as you make them, and I know I'll be scanning the pages of VIPER for your comments.

A poker fanatic visitor happened to come to my apartment here in Mexico the other day while I was testing out a variation of VIP-OKER. I mentioned that an advantage of playing against a computer is the freedom you have to express your joy at drawing to an inside straight or a full house. Jump up and down if you want -- the computer won't know. His comment was, "Yes, but you don't have the satisfaction of pulling your glasses down and peering with red hot daggers into