LOOK-UP CONVERSION TABLE

```
0AEC   05  FF    RE.1=05  -- FOLD             =FF -- The numbers
  EE   00  02    RE.1=00  -- TWO PAIR         =02 -- on the right

0AF0   01  06    RE.1=01  -- FULL HOUSE       =06 -- put the
  F2   02  01    RE.1=02  -- ONE PAIR         =01 -- evaluations
  F4   03  03    RE.1=03  -- 3 OF A KIND      =03 -- in their
  F6   04  07    RE.1=04  -- 4 OF A KIND      =07 -- proper
  F8   06  05    RE.1=06  -- FLUSH            =05 -- poker order
  FA   07  00    RE.1=07  -- BUST HAND        =00 --
  FC   0B  08    RE.1=0B  -- STRAIGHT FLUSH   =08 --
  FE   0C  04    RE.1=0C  -- STRAIGHT         =04
```

MLS - XCHNG - (TO SHUFFLE DECK AND STRATEGIES)

```
0B00   22  DEC   R2  ;Decrement stack pointer to free location
  01   9A  GHI   RA  ;Get RA.1 (high part of "I" address)
  02   BE  PHI   RE  ;Put in RE.1 - pointer A
  03   BF  PHI   RF  ;Put in RF.1 - pointer B
  04   8A  GLO   RA  ;Get RA.0  (low part of "I" address)
  05   52  STR   R2  ;Push onto stack
  06   F8  LDI       ;Load "F0" byte into D register
  07   F0
  08   A6  PLO   R6  ;Put in R6.0 to address Chip-8's V0 variable
  09   46  LDA   R6  ;Get value of V0, advance R6 to V1
  0A   F4  ADD       ;Add to byte on stack forming random index
  0B   AE  PLO   RE  ;Put in RE.0 - pointer A
  0C   06  LDN   R6  ;Get value of V1
  0D   F4  ADD       ;Add to byte on stack forming random index
  0E   AF  PLO   RF  ;Put in RF.0 - pointer B
  0F   0E  LDN   RE  ;Get byte (card #1) at pointer A

0B10   52  STR   R2  ;Push onto stack to store temporarily
  11   0F  LDN   RF  ;Get byte (card #2) at pointer B
  12   5E  STR   RE  ;Store card #2 at old card #1 position
  13   72  LDXA      ;Pop card #1 resetting stack pointer
  14   5F  STR   RF  ;Store card #1 at old card #2 position
  15   D4  SEP   R4  ;Return control to Chip-8 Interpreter
```