

BLANK SUB

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066A BLANK :6D00 ;VD=00 -- VD is VY coordinate for showdown display
6C BLAN1 :2676 SHO-5 -- Do sub -- display 5 blank cards
6E      7D10 ;VD+10 -- Add 10 hex to VD for next row cards

0670      3D40 ;SK=40 -- Skip when VD=40 (5 rows shown)
72      166C BLAN1 -- Go loop till VD = 40
74      00EE ;RET -- Return (blank showdown cards shown)

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SHOW FIVE SUB

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0676 SHO-5 :6C00 ;VC=00 -- VC is VX coordinate for blank cards display
78 SHO :A684 BLOCK -- Set "I" to bit pattern for blank card
7A      DCDD ;SHOW -- Display a blank card @ VC VD
7C      7C08 ;VC+08 -- Add 08 to VX coordinate for next card
7E      3C28 ;SK=28 -- But skip when Vc=28 (5 cards shown)

0680      1678 SHO -- Go loop till VC=28
82      00EE ;RET -- Return (one row 5 cards displayed)

84 BLOCK :FEFE ;BITS -- Bit pattern for solid blank card
86      FEFE -- "
88      FEFE -- "
8A      FEFE ; " -- "
8C      FEFE -- "
8E      FEFE -- "
0690      FE00 ; " -- "

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DECODE SUB

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0692 DECOD :266A BLANK -- Do sub -- display 5 rows blank cards
94      6D01 ;VD=01 -- VD is VY coordinate for display
96      AB90 ;HAND1 -- Set "I" to player's hand #1
98      26A8 SHOCD -- Do sub -- decode and display card values
9A      AB9F ;HAND2 -- Repeat for
9C      26A8 SHOCD -- hands
9E      ABAE ;HAND3 -- #2, 3 and 4

06A0      26A8 SHOCD -- "
A2 PLAYR :ABBD ;HAND4 -- " (enter for displaying user hand) "
A4      26A8 SHOCD -- "
A6      00EE ;RET -- Return

```