

```

04A0      6A00 ;VA=00 -- Reset raise number to zero
A2        282A ;RSE$ -- Do sub -- redisplay raise number (=000)
A4        6F00 ;VF=00 -- Set VF flag=00 to signal active betting
A6        00EE ;RET  -- Then return (exit sub)
A8 BETT3  :6002 ;V0=02 -- Message #2 index (Please bet)
AA        283E ;MCENT -- Do sub -- display message
AC        2C90 ;MOD  -- Do sub -- call betting modules
                        -- bet returned @ 09B3
AE        A9B3 ; $   -- Set "I" to bet @ 09B3

04B0      F065 ;GET  -- Let V0 = amount being bet
B2        40FF ;SK/FF -- If /FF (folding) skip into next part
B4        1464 BETT1 -- Else jump back for next round -- player folds
B6        4900 ;SK/00 -- If minimum/ 00, skip into next part
B8        14C8 BETT4 -- Else jump forward to skip next part
BA        9090 ;/SKIP -- If amount bet / minimum, skip into next part
BC        14C8 ;BETT4 -- Else jump forward (no raise)

```

## ;PLAYER RAISES

```

BE        282A ;RSE$ -- Do sub -- erase the raise number

04C0      7A01 ;VA+01 -- Add 1 to raise number
C2        282A ;RSE$ -- Do sub -- redisplay raise number (+01)
C4        6005 ;V0=05 -- Message #5 index (bet raised)
C6        283E ;MCENT -- Do sub -- display message
C8 BETT4  :2820 ;BET$ -- Do sub -- erase minimum bet
CA        A9B3 ; $   -- Set "I" to amount being bet
CC        F065 ;GET  -- V0=player's bet
CE        8900 ;V9=V0 -- Let V9 = the bet

04D0      2820 ;BET$ -- Do sub -- display player's bet

```

## ;COLLECT BET

```

04D2      252A DOLAR -- Do sub -- erase player's cash
D4        2524 CSHIN -- Do sub -- set "I" to player's cash storage
D6        F065 ;GET  -- Let V0 = player's cash
D8        8095 ;V0-V9 -- Subtract bet from cash
DA        2524 CSHIN -- Do sub -- set "I" to player's cash storage
DC        F055 ;PUT  -- Store V0 @ M(I) -- adjusted cash
DE        252A DOLAR -- Do sub -- display player's cash

04E0      2518 AMT   -- Do sub -- V0=total bet so far
E2        8094 ;V0+V9 -- Add amount just bet (in V9)
E4        251E AMTIN -- Do sub -- set "I" to player's total variable
E6        F055 ;PUT  -- Store new total as V5 V6 V7 or V8

```