

054A-0562	-- Field sub	(FIELD)
0564-05A2	-- Blink sub (entry @ 0568)	(BLINK)
05A4-05B2	-- Draw sub	(DRAW)
05B4-05EA	-- Fold sub	(FOLD)
0600-0612	-- Shuffle sub	(SHUFF)
0614-061E	-- Generate RND # sub	(GENER)
0620-0628	-- Timer sub	(TIMER)
062A-0646	-- Hands sub	(HANDS)
0648-065E	-- Evaluation controller sub	(EVAL)
0660-0668	-- Cards sub	(CARDS)
066A-0674	-- Blank sub	(BLANK)
0676-0690	-- Show five sub	(SHO-5)
0692-06A6	-- Decode sub	(DECOD)
06A8-06B8	-- Show card sub	(SHOCD)
06BA-06CE	-- Rank sub	(RANK)
06D0-06D6	-- Set "I" sub	(SET I)
06D8-0796	-- Winner sub	(WINER)
0798-07B4	-- Numbers sub (entry @ 079C)	(NUMBS)
07B6-07DC	-- Name printing subs (N= 1-4)	(NAMEN)
07DE-080A	-- Money printing subs (N= 1-4)	(MONYN)
080C-081E	-- Bet Raise Pot sub	(BRP)
0820-083C	-- BRP value subs	(BET\$)(RSE\$)(POT\$)
083E-084A	-- Message center/Print subs	(MCENT)(PRINT)
084C-089C	-- Draw cards controller sub	(DRACD)
089E-08B4	-- Legal bet test sub	(LEGAL)
08B6-08BE	-- Store V0 @ I sub	(STR4)
08C0-08FF	-- ASCII strings -- hand types	
0900-0925	-- MLS--high sub	
0926-0934	-- Pick up pairs sub	(PICK)
093A-0949	-- MLS--clear text line	
094A-0958	-- MLS--look up message	
0959-0966	-- MLS--look up hand type (sets "I")	
0968-097C	-- Count active players sub	(COUNT)
097E-098E	-- Shuffle bluff masks sub	(BLFL)
0990-099F	-- Hand types look-up table	
09A0-09AF	-- Messages look-up table	
09B0-09FF	-- Data/Names/Bit patterns/ASCII strings	
0A00-0AEB	-- MLS--hand evaluation	
0AEC-0AFF	-- Look-up coversion table	
0B00-0B15	-- MLS--exchange	(XCHNG)
0B16-0B37	-- MLS--sort hand	
0B38-0B7A	-- MLS--display handsdecoding	
0B7B-0B8F	-- MLS--ante	
0B90-0BCB	-- Storage for hands & evaluations	
0BCC-0BFF	-- Deck of cards	