0556		282A	;RSE$	-- Do sub -- display raise number
58		2834	;POT$	-- Do sub -- display pot amount
5A	CASH	:27DE	;MONY1	-- Do sub -- display player #1 cash
5C		27E8	;MONY2	-- Do sub -- display player #2 cash
5E		27F2	;MONY3	-- Do sub -- display player #3 cash
0560		27FC	;MONY4	-- Do sub -- display player #4 cash
62		00EE	;RET	-- Return

BLINK SUB (USER DRAWS CARDS)

0564	RSTR	:6007	;V0=07	-- Message #7 index (Try Again)
66		283E	;MCENT	-- Do sub -- Display message
68	BLINK	:6200	;V2=00	-- Begin sub here--V2=number cards drawn
6A	BLIN1	:F30A	;V3=KY	-- Let V3=value hex key pressed (Waits)
6C		430E	;SK≠0E	-- Skip next if Key E (Enter) <u>not</u> pressed
6E		159E	BLIN2	-- Go end on Key E
0570		73FF	;V3-01	-- Subtract 01 (= to + FF) from key pressed
72		6004	;V0=04	-- Let V0=04 to test range
74		8035	;V0-V3	-- Subtract 4- key pressed (If +, key≤04)
76		3F01	;SK=+	-- Skip if positive (Key 1, 2, 3, 4, or 5
				selected
78		1564	RSTR	-- Else jump up to restart/error message
7A		4203	;SK≠03	-- Skip if number drawn ≠ 03 yet
7C		1564	RSTR	-- Else jump up to restart/error message
7E		8C30	;VC=V3	-- VC=VX coordinate marker display
0580		8CCE	;SHL	-- Shifting multiplies x 2
82		8CCE	;SHL	-- " " "
84		8CCE	;SHL	-- " " " (x 8 total)
86		6D30	;VD=30	-- VD=VY coordinate marker display
88		AC3A	;MARKR	-- Set "I" to bit pattern of marker
8A		DCD2	;SHOW	-- Display marker above card to discard
8C		3F00	;SK=00	-- Skip next if marker did not hit another
8E		1564	RSTR	-- Else jump up to restart -- same card
				discarded
0590		ABBD	;HAND4	-- Set "I" to user's cards in memory
92		F31E	;I+V3	-- Add key pressed (-01) to "I"
94		F065	;GET	-- V0= card to discard
96		8100	;V1=V0	-- V1 passes card to next sub
98		25A4	DRAW	-- Do sub -- insert card in user's eval
9A		7201	;V2+01	-- Add one to V2 to count the discard
9C		156A	BLIN1	-- Loop back for next instruction
9E	BLIN2	:61FF	;V1=FF	-- End sub -- V1 passes FF stop byte to sub