

the one here. Please note the two instructions at lines ODBA and ODBC which add a constant to the weight before any raises are made to encourage opening. Without this, players seem to bet much too conservatively. Also note line ODC8 which prohibits a player from folding if there were no openers yet indicated by the betting minimum in V9 equal to 00.

Some deficiencies in the betting will become obvious after you play and examine the game for a while, but VIP-OKER was designed with expansion in mind, and the information exists in memory to vastly improve play. Some ideas are listed and numbered here to suggest advanced improvements that could be made to the betting module.

1) The opponents do not bluff on the number of cards that they draw. In the section to follow, I will discuss how a player's hand is evaluated, and you may easily cause a player (by rewriting the betting module) to bluff the number of cards it takes during the draw.

2) The opponents do not know how many cards the other players have taken, and do not take this information into account in their betting and bluffing strategy. This would be a highly desirable improvement to make to the game, and foreseeing this, I have caused the draw cards subroutine to store at 0C00-0C03 how many cards are drawn by each player indexed as usual by the V4 index. Cards