drawn by player #1 are at 0C00, player #4 at 0C03, and a revised betting module may use this information to adjust its betting strategy.

3) The opponents do not examine other hands during the showdown to check if a player was bluffing. A modification including this feature would cause the players to adjust their play to flush out bluffers, and bet them into poverty! The information for determining which player has what type of hand will be discussed next.

Players' hands are dealt from the deck of cards stored at 0BCC to 0BFF. The fifty two cards are each represented by one byte split into two, four-bit nybbles with the first four bits representing the suit and the last four representing the card type or number from two to ace.

The "cards" in this deck always remain in the memory space at 0BCC-0BFF. However, their order is changed by the Shuffle sub at 0600. The Chip-8 portion of this subroutine causes V0 and V1 to be set to random numbers from 00-33 hex (33=51 decimal) by two calls to the GENER sub located at 0614. These two variables are used by the MLS at 0B00 to index two registers into the deck of cards. The bytes at these two locations are then switched, each going where the other was. This is repeated 255 times.

By experimenting, I determined the minimum shuffle