

```
05A0      25A4  DRAW  -- Do sub -- Insert FF byte after discards
A2      00EE ;RET  -- Return
```

#### DRAW SUB

```
05A4  DRAW  :ABC2 ;EVAL4 -- Set "I" to user's evaluation area
A6    DRAW1 :F065 ;GET  -- Let V0 = a byte from eval ("I"+1)
A8    30FF ;SK=FF -- Skip if FF byte found
AA    15A6  DRAW1 -- Else loop back till "I" properly set
AC    F21E ;I+V2 -- Add # cards drawn to "I"
AE    8010 ;V0=V1 -- Retrieve passed value in V1

05B0      F055 ;PUT  -- Store V0 @ M(I) to discard
B2      00EE ;RET  -- Return
```

#### FOLD SUB (FOLDING MODULES JUMP TO HERE)

```
05B4  FOLD  :3401 ;SK=01 -- Skip into next for player #1
B6    15BE  FOLD1 -- Else go to next section
B8    65FF ;V5=FF -- Set player total = FF
BA    27B6 ;NAME1 -- Do sub -- erase player name #1
BC    AB90 ;HAND1 -- Set "I" to player #1 cards
BE    FOLD1 :3402 -- Above

05C0      15C8  FOLD2 --      Comments
C2      66FF ;V6=FF --      Apply
C4      27C0 ;NAME2 --      to following
C6      AB9F ;HAND2 --      But
C8    FOLD2 :3403 ;SK=03 --      For
CA      15D2  FOLD3 --      Players
CC      67FF ;V7=FF --      #2, 3, and 4
CE      27CA ;NAME3 --

05D0      ABAE ;HAND3 --      "
D2    FOLD3 :3404 ;SK=04 --      "
D4      15DC  FOLD4 --      "
D6      68FF ;V8=FF --      "
D8      27D4 ;NAME4 --      "
DA      ABBD ;HAND4 --      "
DC    FOLD4 :0C14 ;MLS  -- Do MLS ("I" preset) set player's hand to FF's
DE      ABC0 ;FOLDS -- Set "I" to ASCII string for "FOLDS"
```