

four seconds until automatically restarting a new round, and though the win block will not now flash, it will still indicate the winner if you happen to be watching. The value set into V0 at 0782 may be lowered to allow a faster restart if you want.

Your VIP-OKER will now play automatically to the end of the game. This version may be stored on tape and used as an "attract mode" for times when you only want your computer to operate as background. If you are really serious about writing and testing better modules, perhaps you will want to eliminate all the timing loops by carefully going through the program listing and inserting jumps to pass all the TIMER sub calls. This would result in a high speed poker game which could be used as a bench test for various betting strategies though the display will act at fast motion like an old time movie!

While the weighing of a hand is an important part of the betting strategy (see lines 038A-03CC) the actual bet is determined with a routine at ODBA-ODFC, which is still part of the "betting module." The listing's comments are self-explaining. What happens here is a fairly simple series of tests to set a bet in V1 based on the weight value in V2 returned from 038A-03CC.

The thresholds may be adjusted to fine-tune the betting or you may write your own routine in place of