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06DC      0900 ;MLS      -- Do MLS -- eliminate all but highest eval(s)
DE        6E01 ;VE=01    -- VE counts the number passes through loop

06E0 WIN   :4100 ;SK≠00   -- Skip if V1≠00 (not eliminated)
E2        16EC WIN1      -- Go to next part
E4        AB96 ;PR.1     -- Set "I"
E6        2926 PICK      -- Do sub -- pick up player's pairs
E8        3FFF ;SK=FF    -- Skip next if VF (returned by sub)=FF (no pairs)
EA        81F0 ;V1=VF    -- Let V1=VF= pair for comparing
EC WIN1   :4200 ;SK≠00   -- Repeat above
EE        16F8 WIN2      --      6 instructions

06F0      ABA5 ;PR.2     --      but for players
F2        2926 PICK      --      #2, 3 and 4
F4        3FFF ;SK=FF    --      "
F6        82F0 ;V2=VF    --      "
F8 WIN2   :4300 ;SK≠00   --      "
FA        1704 WIN3      --      "
FC        ABB4 ;PR.3     --      "
FE        2926 PICK      --      "

0700      3FFF ;SK=FF    --      "
02        83F0 ;V3=VF    --      "
04 WIN3   :4400 ;SK≠00   --      "
06        1710 WIN4      --      "
08        ABC3 ;PR.4     --      "
0A        2926 PICK      --      "
0C        3FFF ;SK=FF    --      "
0E        84F0 ;V4=VF    --      "

0710 WIN4 :0900 ;MLS      -- Do MLS -- eliminate all but highest pair(s)
12        7EFF ;VE-01    -- Subtract 01 from pass counter VE
14        3EFF ;SK=FF    -- If VE goes to FF (past 00) skip to next part
16        16E0 WIN      -- Else loop back to do possible 2nd pair
18        6E04 ;VE=04    -- Begin high card in hand elimination
1A WIN9   :4100 ;SK≠00   -- Skip into next if V1≠00 (player #1 not
1C        1728 WIN5      -- Else jump to next section      eliminated)
1E        AB90 ;HAND1    -- Set "I" to player's hand #1

0720      FE1E ;I+VE     -- Add VE index to "I" (cards compared last
22        F065 ;GET      -- V0 = M(I) = card in hand      to first)
24        610F ;V1=0F    -- V1 = 0F
26        8102 ;V1&V0    -- Logical AND card into V1 to strip suit
28 WIN5   :4200 ;SK≠00   -- Repeat above
2A        1736 WIN6      --      7 lines
2C        AB9F ;HAND2    --      but for
2E        FE1E ;I+VE     --      hands #2, 3 and 4

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