06 24 39 FF FF -- is read: "you have a full house (06) of which there are two fours (24) and three nines (39) and I do not recommend throwing away any cards."

In the event of a zilch hand, by the way, the computer recommends throwing away all of the cards, a good but unfortunately illegal (to poker) suggestion. The draw routine watches to be sure a player only draws the first three cards and no more. These cards will be the lowest in the hand as the cards were pre-sorted from low to high before being evaluated, a good strategy for the draw.

If you want to cause a player to bluff by taking only one card and betting accordingly, you only need to write a routine that inserts an FF stop byte in the proper place of the evaluation section. The FF byte must follow the cards you want to discard and the rest is automatic. However, you will now be faced with a situation where all players (except you of course) are able to <u>bluff</u> in this way, but not able to <u>react</u> to a like bluff by another player. To add this feature, you will also need to make use of the cards drawn information stored at 0000-0003. This was discussed earlier.

Your hand is sorted and evaluated along with the others, a fact which makes programming a pure computer match easy as detailed before. The other players do