

```

0C59  9A  GHI  RA
      5A  BD  PHI  RD ;RD.1=RA.1
      5B  06  LDN  R6 ;Get next free address in deck (VE)
      5C  AD  PLO  RD ;RD.0=M(R(6))=VE
      5D  8F  GLO  RF ;D=RF.0; Begin
      5E  AA  PLO  RA ;RA.0=D Restore RA.0 to first card
      5F  4C  LDA  RC ;D=M(R(C)) Get a throw away

0C60  52  STR  R2 ;Push for comparing to hand
      61  FB  XRI          ;But check if = FF stop byte
      62  FF
      63  3A  BNZ          ;If ≠ FF, branch to 0C69
      64  69
      65  8D  GLO  RD ;(Begin exit)
      66  56  STR  R6 ;M(R(6)) (VE)=RD.0 to save index
      67  12  INC  R2 ;Reset stack pointer
      68  D4  SEP  R4 ;Return control to Chip-8 Interpreter
      69  0A  LDN  RA ;Get a card in hand
      6A  F3  XOR          ;Compare with card on stack
      6B  3A  BNZ          ;If ≠, skip next exchange - continue
                        to search
      6C  71
      6D  4D  LDA  RD ;Get card in deck
      6E  5A  STR  RA ;Store in hand
      6F  30  BR          ;Branch to 0C5D for another search

0C70  5D
      71  1A  INC  RA ;Else RA=RA+1 to continue search
      72  30  BR          ;Branch to 0C69
      73  69

```

```

0C74      (12 bytes)      -- Available -- not used by program
0C80      (12 bytes)      -- More ASCII characters

```

BET MODULE CONTROL SUB

```

0C8C  MOD+  :6007 ;V0=07 -- Message #7 (TRY AGAIN)
      8E      283E ;MCENT -- Do sub -- display error message

0C90  MOD    :3404 ;SK=04 -- Skip next only for user (player #4)
      92      138A  BET  -- Go betting modules other players
      94      6100 ;V1=00 -- Initialize V1=00=answer
      96  MOD1 :F00A ;V0=KY -- Get keypress in V0 (waits)
      98      400E ;SK≠0E -- If ≠ 0E, skip to continue
      9A      1CA2 ;MOD2 -- Else go to exit

```