CASH INDEX SUB

```
0524   CSHIN :A9DF ;CSH-1 -- Set "I" to player's cash byte - 01
  26          F41E ;I+V4  -- Add player # in V4 to I
  28          00EE ;RET   -- Return- "I" set to player's cash
```

DOLLAR SUB

```
052A   DOLAR :4401 ;SK≠01 -- Skip next if V4 (Player #) ≠ 01
  2C          27DE ;MONY1 -- Do sub -- display/erase player #1 cash
  2E          4402 ;SK≠02 -- Skip next if V4 (Player #) ≠ 02

0530          27E8 ;MONY2 -- Do sub -- display/erase player #2 cash
  32          4403 ;SK≠03 -- Skip next if V4 (Player #) ≠ 03
  34          27F2 ;MONY3 -- Do sub -- display/erase player #3 cash
  36          4404 ;SK≠04 -- Skip next if V4 (Player #) ≠ 04
  38          27FC ;MONY4 -- Do sub -- display/erase player #4 cash
  3A          00EE ;RET   -- Return
```

ANTE SUB

```
053C   ANTE  :2834 ;POT$  -- Do sub -- erase pot
  3E          255A  CASH  -- Do sub -- erase all players cash

0540          A9E0 ; 1    -- Set "I" to players' cash storage
  42          0B7B ;MLS   -- Do MLS -- collect $1 ante to play
  44          255A  CASH  -- Do sub -- display all players cash
  46          2834 ;POT$  -- Do sub -- display new pot (+ antes)
  48          00EE ;RET   -- Return
```

FIELD SUB (DISPLAY SET-UP)/CASH SUB

```
054A   FIELD :27B6 ;NAME1 -- Do sub -- display player #1 name
  4C          27C0 ;NAME2 -- Do sub --     "        "    #2  "
  4E          27CA ;NAME3 -- Do sub --     "        "    #3  "

0550          27D4 ;NAME4 -- Do sub --     "        "    #4  "
  52          280C ;BRP   -- Do sub -- display words "Bet; Rse; Pot"
  54          2820 ;BET$  -- Do sub -- display bet amount
```