generated into V0 a certain percentage of the time. With a low number mask, this will occur at a greater frequency, and the routine will cause a player to bluff at this frequency. A high number mask will prevent a player from bluffing more than a few times during a game.

A section of a program that creates instructions before they are used is called "self-modifying code," and most literature will recommend staying away from writing such code. In most cases you should avoid the technique for two reasons. One: it prohibits the program from being placed in a PROM where the memory bytes are fixed and cannot change. Two: it tends to be the most difficult and sometimes exasperating code to debug.

But when approached with caution and care, self-modifying code is something to keep in mind for your game programming. In a situation such as the Bluffer routine for VIP-OKER, it turns out to be the simplest way to do the job -- the first requirement for the use of such a technique. It is a programming taboo to be broken with the greatest respect.

The actual bluff is accomplished by adding a constant value to the weight of the hand which was discussed earlier. This constant is at location 03E8