

have to draw your own cards and restart the computer after a showdown by pressing Key 0, but I'll show you how to arrive at a pure computer game in a moment.

One other possibility in the Bluffer routine is to eliminate the shuffling of the Bluffing masks. If you do this, the order of masks at 0C0C will now be fixed so you may predetermine which player will use which mask and test the effectiveness of various new values. If you make the changes to allow the computer to bet for you, Player #1 mask will now be at 0C0C and Player #4 (your) mask is at 0C0F. Eliminate the shuffling of the Bluffing masks by entering a 1302 instruction in place of the subroutine call at 0300.

The Draw cards controller sub at 084C controls all players' drawing of cards again using V4 as an indicator to know which player is drawing. Most of this subroutine is devoted to controlling the display, calling the message routine and advancing the arrow in the center of the "table." You may easily allow the computer to draw cards for you by making the following change:

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086A          186C  :NOP -- Jump to next line
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Now you have an automatic VIP-OKER which both bets and draws cards for all four players! One small problem