

```

0C9C      01A4 ;MLS      -- Do MLS -- combine keypress in answer
9E        F1F0 ;V1=V0    -- VX VY passed to MLS in interpreter

OCA0      1C96 ;MOD1     -- Go loop for next instruction
A2 MOD2   ;410F ;SK=0F   -- Skip if player is not folding
A4        15B4 ;FOLD     -- Go fold player & return
A6        2CB8 ;>CASH    -- Do sub -- check cash vs. amt bet
A8        3F01 ;SK=01    -- If VF=00, Skip; player has enough cash
AA        1C8C ;MOD+     -- Else go restart
AC        289E ;LEGAL    -- Do sub to check if bet is legal
AE        3F01 ;SK=01    -- If VF=00, skip; bet is legal

OCB0      1C8C ;MOD+     -- Else go restart
B2        15E4 ;STRBT    -- Go place bet @ 09B3 (00EE return there)

```

OCB4 (4 bytes) -- More ASCII characters

#### BET GREATER THAN CASH SUB

```

OCB8      BET>$ :2524 ;CSHIN -- Do sub -- set "I" to player's (V4=#) cash
BA        F065 ;GET      -- Let V0=cash for this player
BC        8015 ;V0-V1    -- Subtract amount bet from cash
BE        00EE ;RET      -- Return (VF=00=bet > cash/VF=01=bet ≤ cash)

```

0CC0 (87 bytes) -- More ASCII characters

#### ASCII MESSAGE STRINGS

```

0D6C 53 48 55 46 46 4C 49 4E (0D6C="SHUFFLING")
0D74 47 00 59 4F 55 52 20 48 (0D76="YOUR HAND")
0D7C 41 4E 44 00 50 4C 45 41 (0D80="PLEASE BET")
0D84 53 45 20 42 45 54 00 42 (0D8B="BET CALLED")
0D8C 45 54 20 43 41 4C 4C 45
0D94 44 00 44 45 41 4C 45 52 (0D96="DEALER")
0D9C 00 00 42 45 54 20 52 41 (0D9E="BET RAISED")
0DA4 49 53 45 44 00 43 41 52 (0DA9="CARDS ?")
0DAC 44 53 3F 00 54 52 59 20 (0DB0="TRY AGAIN")
0DB4 41 47 41 49 4E 00

```