

I purposely kept the input/output of the betting module simple to encourage experiments with different strategies. As the computer actually sees your own play as just another module, replacing yourself with your own computer strategy is simplified.

To demonstrate this, you may let the computer bet for you by making the following changes:

```
0C90 MOD      :138A  BET --Go betting modules all
                  players
03CE BLUFF    :A3FB ;BLFLG--Set "I" to flags less one
03D8          ACOB ;MASKS--Set "I" to bluff masks
                  less one
03EC          A3FB ;BLFLG--Set "I" to flags less one
```

Also make the following patch:

```
03B4          15EC ;PATCH--Jump to patch at 05EC

05EC          4404 ;SK704--Skip next if 7 player #4
EE            ABC2 ;EVAL4--Set "I" to player #4
                  evaluation
D0            F165 ;GET  --V0:V1 M(I) (patched instruction)
D2            13B6 ;RET  --Return from patch by jumping
                  to 03B6
```

The problem with this change is that you will also be assigned a bluffing strategy, but you won't know which is yours! For this reason it is best when fine-tuning a betting module this way to eliminate the bluffing as described earlier. As you can see how the computer bets a hand, this gives you a valuable insight into the working of the betting module. You will still