

```

0942 5C STR RC ;Store @ M(R(c)) to erase
43 1C INC RC ;RC=RC+1
44 8C GLO RC
45 FB XRI ;Test RC.0
46 90 ;When=90, all bytes erased
47 3A BNZ ;Else branch back to do another byte
48 40
49 D4 SEP R4 ;Return (also erases user's draw cards markers)

```

# MLS - LOOK UP MESSAGE

```

094A F8 LDI ;(Chip-8 V0 passes message number)
4B F0
4C A6 PLO R6 ;R6 points to V0
4D 93 GHI R3
4E BC PHI RC ;RC.1=R3.1 (page address--RC is PC)
4F 06 LDN R6 ;Get message # (00-0F possible)

0950 F9 ORI
51 A0 ;OR with A0 to address table
52 AC PLO RC ;RC points to look up table of messages
53 0C LDN RC
54 AA PLO RA ;RA.0= address of message
55 F8 LDI
56 0D
57 BA PHI RA ;RA.1= page 0D00 on which messages exist
58 D4 SEP R4 ;Return

```

# SET I - MLS TO SET I TO ASCII STRING FOR HAND TYPES

INPUT: RA - Eval slot for the player  
 OUTPUT: RA - Bit pattern for that hand

```

0959 0A LDN RA ;Get the evaluation (on page 0B)
5A FA ANI ;(RA="I" set before calling sub)
5B 0F ;"AND" with 0F to strip first 4 bits
5C F9 ORI ;"OR" with 90 to form address in table
5D 90
5E AA PLO RA ;RA.0=address
5F 93 GHI R3

```