Immediately following the Variable Assignment is a
list of all subroutines and data blocks. This may
be used as a table of contents to the program to find
the routine being discussed as my comments will not
necessarily follow in the same order as the listing.
(Some parts need to be understood before preceding
to others, so please excuse the apparent disorder --
I've tried to order things for ease of understanding,
though some sections found a home in memory for the
simple reason that there just was no place else for
them to go!)

SIMPLE VARIATIONS TO TRY

VIP-OKER was designed to play a tournament style
game of a length approaching a real life poker
situation. This takes at least an hour which may be
too long for you, or maybe you just want to quickly
demonstrate your computer to a friend. The easiest
way to adjust the length of the game is to give each
player a lower or higher amount of money to start with.

The instruction at 0308 at the game beginning
sets the value of all players' cash. V0 is set equal
to the hex number equivalent of the amount of money
you want to program, with a limit of 3F hex or $63