MLS - SORT HAND

```
0B16  22  DEC   R2 ;Stack free
  17  94  GHI   R4 ;(D=00); Begin sort
  18  AD  PLO   RD
  19  9A  GHI   RA ;RE=RA = i = data base
  1A  BE  PHI   RE
  1B  8A  GLO   RA
  1C  AE  PLO   RE
  1D  8D  GLO   RD ;Get # "good" comparisons
  1E  FB  XRI
  1F  04        ;Test if = N-1 (N=5 cards in each hand)

0B20  3A  BNZ
  21  24
  22  12  INC   R2 ;Inc stack pointer to reset
  23  D4  SEP   R4 ;Return control to Chip-8 Interpreter
  24  1D  INC   RD ;Count the comparison
  25  4E  LDA   RE ;Get byte Xi - (i+1)
  26  BF  PHI   RF ;RF.1 holds Xi
  27  FA  ANI       ;"AND" with 0F to
  28  0F            ;strip off suit
  29  52  STR   R2 ;Push for comparing
  2A  0E  LDN   RE ;Get byte Xi+1
  2B  AF  PLO   RF ;RF.0 holds Xi+1
  2C  FA  ANI       ;"AND" with 0F to
  2D  0F            ;strip off suit
  2E  F7  SM        ;Subtract  D-M(R(X)) ((Xi+1)-Xi)
  2F  33  BPZ       ;If (Xi+1)≥ Xi, branch to 0B1D

0B30  1D              no need to sort - order correct
  31  9F  GHI   RF ;Else get Xi      S         B
  32  5E  STR   RE ;Store @ i+1       W         Y
  33  2E  DEC   RE ;i-1                 A         T
  34  8F  GLO   RF ;Get  Xi+1            P         E
  35  5E  STR   RE ;Store @  i                      S
  36  30  BR        ;Loop for next set of comparisons
  37  17              to 0B17
```

MLS - DISPLAY HANDS DECODING

```
0B38  8A  GLO   RA
  39  AF  PLO   RF ;RF.0=RA.0 (save address top card in hand)
  3A  F8  LDI
  3B  0C
```