

not look at this information (after all, that would be cheating) but perhaps during the showdown, your own design of betting module could look at each active hand to decide if that player could have been bluffing. A table could be built up with this information to allow every player to decide which player bluffs a lot and which only a little.

When a player folds, all of his cards are set to FF's thus obliterating that hand from memory. During the final call to the evaluation sub just before the showdown, all FF's in a hand result in an evaluation of FF in the first byte of the player's 10-byte evaluation area. This also causes the backs of the cards to be displayed (all ???'s).

Another improvement I can think of is to encourage drawing to straights and flushes provided the player is rich enough to attempt such a maneuver. This would require a further look at the player's hand as the evaluation sub does not now indicate near misses.

The sub that controls the arrow is a simple little thing, but deserves a mention as you may wish to use it for other games. Please turn to location 0400 in the program listing. At 0405, a byte is retrieved from location 0420 (labeled AINDX for Arrow Index) and placed in V0 by the F065 instruction at 0406. This byte