```
03A0          6280  ;V2=80  -- Set V2 to a constant of 80 (weight)
  A2          4102  ;SK≠02  -- If not only two players active, skip
  A4          7202  ;V2+2   -- Weight + 2 (Discourage fold)
  A6          4103  ;SK≠03  -- If not only three players, skip
  A8          7202  ;V2+2   -- Weight + 2 (Discourage fold)
  AA          AB95  ;EVAL1  -- Set "I" to betting player's hand eval
  AC          4402  ;SK≠02  --
  AE          ABA4  ;EVAL2  --           "                  "

03B0          4403  ;SK≠03  --
  B2          ABB3  ;EVAL3  --           "                  "
  B4          F165  ;GET    -- V0=evaluation/V1= possible pair
  B6          4000  ;SK≠00  -- If V0≠00, skip (not a zilch hand)
  B8          72FF  ;V2-1   -- Weight - 1 for z'lches (V0=00)
  BA          800E  ;SHL    -- Shift V0 left to multiply x 2
  BC          800E  ;SHL    --       "               "             "
  BE          3004  ;SK=04  -- If eval = 04 (1 pair) skip into next

03C0          13CA  BET 1   -- Else continue past next part
  C2          632A  ;V3=2A  -- Let V3 = value for pair of 10's
  C4          8315  ;V3-V1  -- Subtract 2A - possible pair in V1
  C6          3F01  ;SK= +  -- If possible, skip (V1≤ pair 10's)
  C8          7201  ;V2+1   -- Weight + 1 for Jacks or better
  CA          8204  ;V2-V0  -- Weight + evaluation
  CC          8295  ;V2+V9  -- Weight minimum
```

BLUFFER

```
03CE  BLUFF :A3FC  ;BLFLG   -- Set "I" to bluff flags

03D0          F41E  ;I+V4   -- Index to betting player's flag
  D2          F065  ;GET    -- V0 = bluff flag @ M(I)
  D4          3000  ;SK=00  -- If = 00, skip into next section
  D6          13E8  BLUF2   -- Go bluff -- bluff in progress
  D8          AC0C  MASKS   -- Set "I" to CXKK masks (strategies)
  DA          F41E  ;I+V4   -- Index to betting player's strategy
  DC          F065  ;GET    -- V0 = bluffing mask @ M(I)
  DE          A3E3  ;BLUF1  -- Set "I" to KK in CXKK below

03E0          F055  ;PUT    -- Store mask in instruction below
  E2  BLUF1 :C0KK  ;RND     -- V0=RND number, range variable
  E4          3000  ;SK=00  -- If 00 generated, skip into bluff
  E6          1DBA  FIGR    -- Go figure bet -- no bluff
  E8  BLUF2 :7206  ;V2+06   -- Weight + 06 to overrepresent    hand
  EA          6001  ;V0=01  -- Set bluff flag for this player
  EC          A3FC  BLFLG   -- Set "I" to bluff flags
  EE          F41E  ;I+V4   -- Index to betting player's flag
```