

# VARIABLE ASSIGNMENT

V0 - Various--passes values to subs  
V1 - " " "  
V2 - " " "  
V3 - " " "  
V4 - Player index (number 1-4) in betting and other subs  
V5 - Total bet player #1 (on a given betting round)  
V6 - " " #2 " "  
V7 - " " #3 " "  
V8 - " " #4 " "  
V9 - BET\$ - minimum bet or amount being bet  
VA - RSE\$ - raise number (number raises during betting)  
VB - POT\$ - total bet all players + ante  
VC - X coordinate all display information  
VD - Y " " "  
VE - Index to deck of cards (finds top of deck at all times)  
VF - Flags, immediate uses, etc.

# MEMORY MAP

0000-02FF -- Chip-8 Interpreter - two-page display  
0300-0BFF -- Program subs, data  
0C00-0DFF -- Character set (with sub routines interspersed)  
0E00-0EFF -- 2 pages for display refresh

# ROUTINES AND DATA

|           |   |         |
|-----------|---|---------|
| 0300-0388 | -- Main loop -- controls game           | (BEGIN) |
| 038A-03CC | -- Part of playing betting module       | (BET)   |
| 03CE-03F2 | -- Bluff decider part of betting module | (BLUFF) |
| 03F4-03FE | -- Reset bluff flags sub                | (ZERO)  |
| 03FC-03FE | -- Bluff flags                          |         |
|           |   |         |
| 0400-0432 | -- Arrow sub                            | (ARROW) |
| 0434-0450 | -- Dealer sub                           | (DEALR) |
| 0452-04F2 | -- Bettoř sub -- main controller        | (BETTR) |
| 04F4-0516 | -- Payoff sub                           | (PAYOF) |
| 0518-0522 | -- Amount sub                           | (AMT)   |
| 0524-0528 | -- Cash index sub                       | (CSHIN) |
| 052A-053A | -- Dollar sub                           | (DOLAR) |
| 053C-0548 | -- Ante sub                             | (ANTE)  |