

fast programming of new betting strategies. After a game is played, you may examine the bytes to see who was which player. Terry's strategy is at 0C0D, Rick's at 0C0E and Tom's at 0C0F. The bytes will not necessarily be in the same order you programmed them, a process described in the next section. When you play, you still won't know who has which of the new strategies you inserted.

This completes the ideas for simple variations. Next I will cover how some of the subroutines operate, and give suggestions for further modifications that may be made for custom games.