

```

0350      2620 ;TIMER -- Do sub -- wait before continuing
52      2968 COUNT -- Do sub -- count number active players
54      4101 ;SK=00 -- If not only one, skip next
56      1386 PAY -- Go pay off single player
58      2648 EVAL -- Do sub -- evaluate hands (so folders =???)
5A      0230 ;ERASE -- Clear display for showdown
5C      2692 DECOD -- Do sub -- decode and display all hands
5E      26BA RANK -- Do sub -- display ranks of hands

0360      A9E4 ;NAMES -- Set "I" to ASCII for player names
62      6D00 ;VD=00 -- VY coordinate for names
64      LOOP3 :2846 PRINT -- Print one name
66      7D10 ;VD+10 -- Add 10 to VY for next name down
68      3D40 ;SK=40 -- But skip next when past last name
6A      1364 LOOP3 -- Go print next name
6C      26D8 WINER -- Do sub -- determine winner (Key 0 returns)
6E      LOOP4 :0230 ERASE -- Clear screen (showdown done)

0370      254A FIELD -- Do sub -- set up display
72      24F4 PAYOF -- Do sub -- pay off the winner
74      606F ;VO=6F -- VO passes value to timer sub
76      2620 ;TIMER -- Do sub -- wait before continuing
78      3E01 ;SK=01 -- If VE=01, skip to end
7A      1310 LOOP2 -- Else loop back for next deal
7C      END :252A DOLAR -- Do sub -- erase/display (winner's) cash
7E      6000 ;VO=00 -- Set VO=00 to allow restart feature

0380      E09E ;SK=KY -- If Key 0 is pressed, skip next
82      137C END -- Continue to loop till Key 0 pressed
84      1300 BEGIN -- Then restart new game
86      PAY :8E20 ;VE=V2 -- Let VE = single player in V2
88      136E LOOP4 -- Go pay off the single player

```

## PLAYER BETTING MODULE

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038A      BET :2524 CSHIN -- Do sub -- set "I" to player's cash
8C      F065 ;GET -- Player's cash in VO
8E      8300 ;V3=VO -- Save cash in V3

0390      4300 ;SK=00 -- If not = $0, skip to continue
92      15B4 FOLD -- Else go fold player with no money
94      8095 ;VO-V9 -- Subtract minimum from cash
96      3F01 ;SK= + -- If positive, continue (cash ≥ minimum)
98      15B4 FOLD -- Else fold player who cannot bet minimum
9A      8C40 ;VC=V4 -- Save player number (V4) in VC
9C      2968 COUNT -- Do sub -- count number active players
9E      84C0 ;V4=VC -- Reset V4 from saved value in VC

```