

```

0730      F065 ;GET  -- "      " (see preceding page)
  32      620F ;V2=0F -- "      "
  34      8202 ;V2&V0 -- "      "
  36 WIN6  :4300 ;SK≠00 -- "      "
  38      1744 WIN7  -- "      "
  3A      ABAE ;HAND3 -- "      "
  3C      FE1E ;I+VE -- "      "
  3E      F065 ;GET  -- "      "

0740      630F ;V3=0F -- "      "
  42      8302 ;V3&V0 -- "      "
  44 WIN7  :4400 ;SK≠00 -- "      "
  46      1752 WIN8  -- "      "
  48      ABBD ;HAND4 -- "      "
  4A      FE1E ;I+VE -- "      "
  4C      F065 ;GET  -- "      "
  4E      640F ;V4=0F -- "      "

0750      8402 ;V4&V0 -- "      "
  52 WIN8  :0900 ;MLS  -- Do MLS -- eliminate all but highest card(s)
  54      7EFF ;VE-01 -- Subtract 01 from VE index
  56      3EFF ;SK=FF -- But skip next if index goes past 00 to FF hex
  58      171A WIN9  -- Loop back till all cards check (end elimination)

```

## ;SET VE = WINNER

```

075A      6E01 ;VE=01 -- VE=01 = Player #1 is winner
  5C      3200 ;SK=00 -- Skip if V2=00 (not Player #2)
  5E      6E02 ;VE=02 -- VE=02 = Player #2 is winner

0760      3300 ;SK=00 -- Skip if V3=00 (not Player #3)
  62      6E03 ;VE=03 -- VE=03 = Player #3 is winner
  64      3400 ;SK=00 -- Skip if V4=00 (not Player #4)
  66      6E04 ;VE=04 -- VE=04 = Player #4 is winner

```

## ;DO WIN BLOCK

```

0768      6D06 ;VD=06 -- VD is VY coordinate win block display
  6A      4E02 ;SK≠02 -- Skip if winner ≠ 02
  6C      6D16 ;VD=16 -- Set VY
  6E      4E03 ;SK≠03 -- Skip if winner ≠ 03

0770      6D26 ;VD=26 -- Set VY
  72      4E04 ;SK≠04 -- Skip if winner ≠ 04
  74      6D36 ;VD=36 -- Set VY

  76 FLASH :6C28 ;VC=28 -- VC is VX coordinate for win block display

```