

```
03F0      F055 ;PUT    -- Store 01 flag
F2        1DBA FIGR    -- Go figure bet -- bluff
```

RESET BLUFF FLAGS = 00 SUB

```
03F4 ZERO ;A3FC ;BLFLG -- Set "I" to bluff flags
F6        6000 ;V0=00 -- V0 passes value to store sub
F8        28B6 STR4    -- Do sub to store contents V0
FA        00EE ;RET    -- Return
```

BLUFF FLAGS

```
03FC BLFLG :0000 ;FLAGS -- Bluff flag #1 @ 03FD
FE      0000 ;FLAG  -- Bluff flag #2 @ 03FE/#3 @ 03FF
```

ARROW SUB

```
0400 ARROW :6C1C ;VC=1C -- VC=X coordinate arrow display
02      6D0E ;VD=0E -- VD=Y " " " "
04      A420 AINDX -- Set "I" to storage last known position
06      F065 ;GET  -- Let V0= last known position
08      2422 ARRO1 -- Do sub -- display arrow to erase old
0A      3F01 ;SK=01 -- If display "hit", skip next (arrow off)
0C      2422 ARRO1 -- Else redisplay to initialize first arrow
0E      7001 ;V0+01 -- Add 01 to the arrow position index

0410      4005 ;SK≠05 -- And skip next as long as index < 5
12      6001 ;V0=01 -- Reset index = 01 when it goes to 5
14      2422 ARRO1 -- Do sub -- display new arrow one over
16      6101 ;V1=01 -- V1 = value for tone
18      F118 ;TONE -- Sound tone
1A      A420 AINDX -- Set "I" to storage last known position
1C      F055 ;PUT  -- Store V0 @ M(I) to save current position
1E      00EE ;RET  -- Return -- V0=player # pointed to

0420 AINDX :0100 ;INDEX -- Storage for last known position (Index)
-- Set initially = 01, but for no reason
```