

to require about five seconds for a good mix. The Shuffle routine, which lasts about four seconds, is called twice for an eight second total shuffle of 510 exchanges during the opening rounds of play, and serves a dual purpose of providing timing between the messages "DEALER" and "SHUFFLING." (See lines 031A-0326)

Each hand is dealt into its own five-byte area, one area for each player, beginning at 0B90 as marked in the program listing. The subroutine that deals the hands (named "HANDS") is at 062A. In a real card game, impure shuffles are checked by dealing one card to each player around in a circle thus avoiding the problem of the same two cards appearing together in a player's hand even if they happen to remain together in the deck in spite of shuffling. VIP-OKER deals all five cards of a hand at once to each player -- an easier method to program -- and requires a more thoroughly shuffled deck than in a real game. This produces the same results, however, provided the deck is very well shuffled.

If you notice that the same cards tend to appear in the four hands during showdowns, this is only normal as a maximum of 32 cards, well over half the deck, may be used during play. It is reasonable to assume that half of the cards in one half of the deck will still be there following a shuffle no matter how well mixed up the deck