```
05E0          2846 ;PRINT -- Do sub -- print "FOLDS" in place of name
  E2          61FF ;V1=FF -- V1 passes FF fold byte to next section
  E4  STRBT :8010 ;V0=V1 -- V0 = value in V1 (all bet mods jump here)
  E6          A9B3 ; $    -- Set "I" to betting storage byte
  E8          F055 ;PUT   -- Store amount bet (or FF folds byte)@ M(I)
  EA          00EE ;RET   -- Return (all betting subs return from here)

05EC-05FF -- Unused -- Set to 00's
```

SHUFFLE SUB

```
0600  SHUFF :6EFF ;VE=FF -- Loop count of FF in VE
  02  SHUF1 :2614  GENER -- Do sub -- generate random # 00-33 hex
  04          8100 ;V1=V0 -- Save number generated in V1
  06          2614  GENER -- Do sub -- generate random # 00-33 hex
  08          ABCC ;CARDS -- Set "I" to deck of cards @ 0B00
  0A          0B00 ;MLS   -- Do MLS -- exchange two cards in the deck
  0C          7EFF ;VE-01 -- Loop count -01 by adding FF
  0E          3E00 ;SK=00 -- Skip when VE goes to 00

0610          1602  SHUF1 -- Else continue to shuffle
  12          00EE ;RET   -- Return (in about 4 seconds)
```

GENERATE RANDOM # 00-33

```
0614  GENER :C03F ;RND   -- V0=RND # from 00-3F hex
  16          6F33 ;VF=33 -- VF = limit of 33 hex
  18          8F05 ;VF-V0 -- Subtract 33-RND # (if neg., RND # >33)
  1A          3F01 ;SK=+  -- Skip if result positive or zero
  1C          1614  GENER -- Else loop back for another number
  1E          00EE ;RET   -- Return (number in V0)
```

TIMER SUB

```
0620  TIMER :F015 ;TI=V0 -- Set timer to value in V0 (passed by caller)
  22  TIME  :F007 ;V0=TI -- Let V0 = current timer value
  24          3000 ;SK=00 -- When timer = 00 (in 1/60 x V0 seconds)
  26          1622  TIME  -- Loop back till timer goes to 00
  28          00EE ;RET   -- Then return
```