

HANDS & EVALUATIONS

```

OB90  5 empty bytes -- Hand #1 (Terry)
OB95 10 "          -- Evaluation #1
OB9F  5 "          -- Hand #2 (Rick)
OBA4 10 "          -- Evaluation #2
OBAE  5 "          -- Hand #3 (Tom)
OBB3 10 "          -- Evaluation #3
OBBD  5 "          -- Hand #4 (User--"VIPERS")
OBC2 10 "          -- Evaluation #4
    
```

DECK OF CARDS

```

OBCC 12 13 14 15 16 17 18 19 1A 1B 1C 1D 1E (Hearts)
OBD9 22 23 24 25 26 27 28 29 2A 2B 2C 2D 2E (Clubs)
OBE6 42 43 44 45 46 47 48 49 4A 4B 4C 4D 4E (Diamonds)
OBF3 82 83 84 85 86 87 88 89 8A 8B 8C 8D 8E (Spades)
    
```

0C00-0DFF 2 Pages -- ASCII character set -- (format described in the author's book, PIPS for VIPS)
 The character set is modified to include card suits and additional letters in place of some punctuation.

The subroutines and data areas below are interspersed within the character set replacing bit patterns for unused characters. Areas that do contain character bit patterns are labeled -- "more ASCII characters"

```

0C00 (4 bytes) -- Data area for storing # cards drawn
0C04 (8 bytes) -- More ASCII characters
0C0C 7F 0F 0F 03 -- Bluffing strategies (may be any CXKK masks)
0C10 (4 bytes) -- More ASCII characters
    
```

MLS - SET HAND = FF's (TO FOLD PLAYER)

```

0C14 F8 LDI
    15 05
    
```