MLS - LET V1 V2 V3 V4= EVALUATIONS (+1)

```
0B6A  F8  LDI
  6B  F1
  6C  A6  PLO   R6 ;R6.0=F1; points to Chip-8 V1 variable
  6D  0A  LDN   RA ;D=M(R(A)); get an evaluation (RA=I preset by caller)
  6E  FC  ADI      ;Add 01
  6F  01

0B70  56  STR   R6 ;M(R(6))=D; store as V1 V2 V3 or V4
  71  16  INC   R6 ;R6+1  point to next Chip-8 variable
  72  8A  GLO   RA
  73  FC  ADI      ;Add 0F to RA.0 for next evaluation
  74  0F
  75  AA  PLO   RA ;RA.0=D
  76  FB  XRI      ;But test if RA past last evaluation
  77  D1
  78  3A  BNZ      ;If not, branch to 0B6D to continue
  79  6D
  7A  D4           ;Else return control to Chip-8 Interpreter
```

MLS - ANTE

```
0B7B  F8  LDI
  7C  FB
  7D  A6  PLO   R6 ;R6.0=FB  R6 points to Chip-8's VB (POT)
  7E  06  LDN   R6 ;D=M(R(6))  Get pot value
  7F  AC  PLO   RC ;RC.0 holds pot value

0B80  0A  LDN   RA ;Get player's cash  (RA="I" preset by caller)
  81  32  BZ       ;If = 00, branch to Do next player to 0B87
  82  87
  83  FF  SMI      ;Else subtract 01 for ante from cash
  84  01
  85  5A  STR   RA ;And replace @ M(R(A))
  86  1C  INC   RC ;RC+1 to add $1 to pot for each ante
  87  8A  GLO   RA ;D=RA.0 to see if done yet
  88  1A  INC   RA ;RA=RA+1  for next cash amount
  89  FB  XRI      ;Test if RA.0=E3  (last cash amount)
  8A  E3
  8B  3A  BNZ      ;If not, branch up to Do next to 0B80
  8C  80
  8D  8C  GLO   RC ;Get new pot value
  8E  56  STR   R6 ;Replace as Chip-8 VB variable (+ antes)
  8F  D4  SEP   R4 ;Return control to Chip-8 Interpreter
```