```
0C16  AC  PLO   RC ;RC.0=05 = Loop count
  17  F8  LDI
  18  FF
  19  5A  STR   RA ;Store FF byte in hand
  1A  1A  INC   RA ;RA=RA.1 next card
  1B  2C  DEC   RC ;RC=RC.1  Count loop
  1C  8C  GLO   RC ;Test loop
  1D  3A  BNZ      ;If ≠ 00, loop back to continue to 0C17
  1E  17
  1F  D4  SEP   R4 ;Else return control to Chip-8 Interpreter


0C20    (4 bytes)    -- More ASCII characters
0C24    (22 bytes)   -- Work area for ASCII hand decoding (21 bytes used)
0C3A      2810       -- Bit pattern for user draw cards marker
0C3C    (4 bytes)    -- More ASCII characters


                   MLS - DRAW CARDS


0C40  22  DEC   R2 ;Stack pointer free
  41  F8  LDI
  42  FE
  43  A6  PLO   R6 ;R6.0=FE (points to Chip-8 VE)
  44  8A  GLO   RA ;D=RA.0
  45  AF  PLO   RF ;RF.0=RA.0; save hand address in RF.0
  46  FC  ADI
  47  04
  48  BF  PHI   RF ;RF.1=RA.0+4; Figure last card address in RF.1
  49  AC  PLO   RC
  4A  1C  INC   RC ;RC.0=RA.0+5; point to eval
  4B  9A  GHI   RA
  4C  BC  PHI   RC ;RC.1=RA.1; RC now set (no carry possible)
  4D  4C  LDA   RC ;Get byte in eval
  4E  FB  XRI
  4F  FF           ;Look for FF stop byte

0C50  3A  BNZ
  51  4D           ;Continue till FF found (RC points to throw-outs)
  52  8C  GLO   RC
  53  FC  ADI
  54  03
  55  AA  PLO   RA ;Set RA= the end of 3 cards maximum for draw
  56  F8  LDI          (in case EVAL recommends more than 3)
  57  FF
  58  5A  STR   RA ;Store an FF stop byte there
```