

V4 is called an index, and its use is demonstrated by the Bluffer routine which begins at 03CE.

At this point in the program, an opponent has already evaluated its hand producing a number in V2 which will be used to determine whether to fold, stay (bet the minimum) or raise. This number, or weight, is constructed with the routine from 038A to 03CC.

At 03CE, the player's bluffing flag is checked to see if that player is already bluffing as this may not be the first time that the routine is entered. (Once any player begins to bluff, the player will continue to bluff making its play consistent.) These flags are at 03FD-03FF and the proper flag for any one player is obtained by setting the "I" memory pointer to 03FC (which is one byte less than the position of the first flag at 03FD) and adding V4 to "I" in order to address that player's flag. Since V4 is always equal to the number of the player betting at this point, only one of the three flags will be tested each time this routine is executed. And that flag will always correspond only to the player currently involved, meaning that the routine will operate independently and consistently for each player. The use of V4 as an index to control the three opponents betting, etc.,