

## PROGRAM DESCRIPTION

One of the more interesting sections of VIP-OKER is the routine that sets up the bluffing strategies at the beginning of each game. The first subroutine involved is at 097E which is called from location 0300 before the display comes on for the first time and at the start of new games. This sub shuffles the bluffing masks at 0C0C which were just discussed. The shuffling uses two random numbers to index two of the four bytes @ 0C0C which then have their order reversed by a machine language subroutine (MLS) at 0B00. This is done 16 times to assure a good mixup. The order, then, of the bluffing masks determines which player will use which mask to decide when to bluff on its next bet. This order does not change for the rest of the game.

Though the three opponents in VIP-OKER each play their own game with their own bluffing strategy, their own cards and betting, all three actually operate from the identical subroutines by the use of a single variable, V4, to tell the routine which player is betting, drawing cards, folding, etc. For this reason, you will seldom see a routine or a section devoted strictly to one player, a fact which is responsible for squeezing this program into the VIP's 4K of memory.