

## HANDS SUB (DEALS HANDS)

```

062A HANDS :6ECC ;VE=CC -- VE is initialized to first card address
    2C      2660 CARDS -- Do sub -- get next 5 cards in V0-V4
    2E      AB90 ;HAND1 -- Set "I" to player's hand #1

0630      F455 ;PUT -- Store 5 cards in player's hand
    32      2660 CARDS -- Repeat above
    34      AB9F ;HAND2 -- For players
    36      F455 ;PUT -- #2, 3, and 4
    38      2660 CARDS -- "
    3A      AB9F ;HAND3 -- "
    3C      F455 ;PUT -- "
    3E      2660 CARDS -- "

0640      ABBD ;HAND4 -- "
    42      F455 ;PUT -- "
    44      1646 ;NOP -- No operation, go to next instruction
    46      00EE ;RET -- Return

```

## EVALUATION SUB

```

0648 EVAL :AB90 ;HAND1 -- Set "I" to player's hand #1
    4A      265A EVAL1 -- Do sub -- calls MLS evaluation routines
    4C      AB9F ;HAND2 -- Repeat for
    4E      265A EVAL1 -- Player hands

0650      AB9F ;HAND3 -- #2, 3, and 4
    52      265A EVAL1 -- "
    54      ABBD ;HAND4 -- "
    56      265A EVAL1 -- "
    58      00EE ;RET -- Return

    5A      EVAL1 :0B16 ;MLS -- Do MLS -- sort one hand (in order)
    5C      0A00 ;MLS -- Do MLS -- evaluate one hand
    5E      00EE ;RET -- Return

```

## CARDS SUB (DEALS 5 CARDS INTO V0-V4)

```

0660 CARDS :AB00 ;DECK -- Set "I" to base page address of deck
    62      FE1E ;I+VE -- Add address index in VE to I (finds deck top)
    64      F465 ;GET5 -- Let V0-V4 = memory bytes @ I
    66      7E05 ;VE+05 -- Add 5 to VE index for next call
    68      00EE ;RET -- Return (5 cards in V0-V4)

```