

where the instruction 7206 adds 06 to the value in V2. You may experiment with higher or lower constants which will affect the subtlety or obviousness of the bluff. The present setting seems to produce a good range of \$1, \$2 and \$3 bluffs, but if you make changes to the betting module, you may have to adjust the bluff constant to reflect those changes.

To eliminate bluffing altogether, enter 1DBA in place of the instruction at 03CE. Actually this change will make VIP-OKER more competitive as all three opponents will tend to play a conservative game though you may be able to bluff your way through to a win. This change must be made when experimenting with new betting modules in order to evaluate their effectiveness. (In fact, this is how I fine-tuned the module supplied with your game.)

We have been discussing the "betting module" up to now without really explaining what this is, and how it works. The module is actually broken up somewhat due to the size of VIP-OKER and the difficulty I had finding room for this routine. But, each section performs its own function so we can talk about them separately though I will continue to refer to the whole as the "betting module."

Things begin way back at 0C90 where the betting