

```

0960 BA PHI RA ;RA.1=R3.1 -- RA addresses table
    61 0A LDN RA ;Get byte from table
    62 AA PLO RA ;RA.0= RA addresses ASCII string
    63 F8 LDI
    64 08      ;RA.1= page address of ASCII strings
    65 BA PHI RA
    66 D4 SEP R4 ;Return
    67 00      FILLER

```

COUNT ACTIVE PLAYERS

```

0968 COUNT :6100 ;V1=00 -- Initialize count = 00
    6A      6401 ;V4=01 -- Initialize player index = 01
    6C CNT1 :2518 ;AMT  -- Get total/fold flag/V0=AMT
    6E      30FF ;SK=FF -- Skip if player has folded

0970      8240 ;V2=V4 -- Else mark most recent active
    72      30FF ;SK=FF -- Skip on fold (V0=FF)
    74      7101 ;V0+01 -- Count the active player
    76      7401 ;V4+01 -- Next player
    78      3405 ;SK=05 -- Skip when past last player (V4=05)
    7A      196C ;CNT1  -- Loop till done
    7C      00EE ;RET   -- Return (V1= # actives, V2= last if only one)

```

SHUFFLE BLUFF MASKS SUB

```

097E BLFL :6210 ;V2=10 -- V2 = loop count of 10 hex (do 16 times)
    80 BLFL1 :AC0C MASKS -- Set "I" to bluffing masks @ 0C0C
    82      C003 ;RND  -- V0=RND # 00-03 (index #1)
    84      C103 ;RND  -- V1=RND # 00-03 (index #2)
    86      0B00 ;XCHNG -- Do MLS -- exchange two bytes @ I indexed V0 V1
    88      72FF ;V2-01 -- Subtract 01 from loop count
    8A      3200 ;SK=00 -- Skip to exit when loop count = 00
    8C      1980 BLFL1 -- Else jump back to shuffle again
    8E      00EE ;RET   -- Return -- strategies set

```

HAND TYPES LOOK-UP ADDRESS TABLE

```

0990 C6 ZILCH -- Low order address ASCII string on page 0800
    91 CC 1 PAIR-- " " " "

```