```
0460           6800  ;V8=00 -- "              "              "
  62           1474  ;BETT2 -- Jump into main part of sub
  64    BETT1 ;3900  ;SK=00 -- If minimum to bet still = $0, skip into next
  66           1474   BETT2 -- Else jump to continue betting


     ;TEST FOR PASS

  68           A450   DINDX -- Set "I" to dealer index storage byte
  6A           F065  ;GET   -- V0= M(I) = the current dealer number
  6C           5040  ;=SKIP -- If V0=V4 (and minimum=$0) all pass; skip
  6E           1474   BETT2 -- Else jump to continue betting

0470           6F01  ;VF=01 -- Set VF=01 to flag no open bets
  72           00EE  ;RET   -- Then return (all players passed) (exit sub)
  74    BETT2 ;604F  ;V0=4F -- V0 passes value to timer sub
  76           2620  ;TIMER -- Do sub -- wait before continuing
  78           2400   ARROW -- Do sub -- advance arrow next player
  7A           8400  ;V4=V0 -- Save player number in V4 (V0=AINDX)
  7C           2518   AMT   -- Do sub -- V0=total bet so far for player
  7E           40FF  ;SK≠FF -- Skip if total ≠ FF (Player folded if = FF)

0480           1464   BETT1 -- Jump back to skip the folded player
  82           4900  ;SK≠00 -- If minimum ≠ $0, skip (bet was opened)
  84           14A8   BETT3 -- Else jump forward to skip next part


     ;FIGURE MINIMUM BET

  86           2820  ;BET$  -- Do sub -- erase betting amount displayed
  88           2518   AMT   -- Do sub -- V0=total bet by player
  8A           8100  ;V1=V0 -- Save the amount in V1
  8C           A9B2  ;TOTAL -- Set "I" to storage of last betting total
  8E           F065  ;GET   -- V0=last player to bet total bet

0490           8015  ;V0-V1 -- Subtract the totals bet
  92           8900  ;V9=V0 -- Let V9=the result -- the minimum bet
  94           2820  ;BET$  -- Do sub -- display the minimum bet


     ;BET CALLED?

  96           3900  ;SK=00 -- If minimum goes to $0, skip next
  98           14A8   BETT3 -- Jump to continue if V9≠00
  9A           6003  ;V0=03 -- Message #3 index (bet called)
  9C           283E  ;MCENT -- Do sub-display message
  9E           282A  ;RSE$  -- Do sub -- erase raise number
```