

FIGURE BET (PART OF MODULE BET SUB)

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ODBA  FIGR  :4A00 ;SK=00 -- If raise ≠ 00, skip next
BC      7203 ;V2+03 -- Weight + 3 (encourage opening, staying)
BE      8190 ;V1=V9 -- Let V1 = minimum bet in V9

ODCO      6082 ;V0=82 -- Let V0 = fold threshold of 82
C2      8025 ;V0-V2 -- Subtract fold threshold - weight
C4      3F01 ;SK=+ -- If positive, skip next (weight ≤ 82)
C6      1DCE FIGR1 -- Go continue
C8      3900 ;SK=00 -- If bet=00 (no openers yet) skip next
CA      15B4 FOLD -- Go fold on hands weighted ≤ 82)
CC      15E4 STRBT -- Go bet $0 to pass opening
CE  FIGR1 :6087 ;V0=87 -- Let V0 = raise threshold of 87

ODDO      8025 ;V0-V2 -- Subtract raise threshold - weight
D2      3F00 ;SK=- -- If negative, skip next (weight > 87)
D4      15E4 STRBT -- Go bet minimum (in V1)
D6  RAISE :4A03 ;SK=03 -- Skip into raise routine if < 3 raises
D8      15E4 STRBT -- Go bet minimum (3 raises maximum)
DA      6094 ;V0=94 -- Let V0=high hand threshold of 94
DC      8025 ;V0-V2 -- Subtract threshold - weight
DE      3F01 ;SK=+ -- If positive, skip next (weight ≤ 94)

ODEO      72F4 ;V2-0C -- Weight - 0C (bluffs high hands/i.e. straight)
E2      7103 ;V1+03 -- Minimum + 3 (raise or open $3)
E4      608E ;V0=8E -- Let V0= raise $3 threshold
E6      8025 ;V0-V2 -- Subtract threshold - weight
E8      3F00 ;SK=00 -- If negative, skip next (weight > 8E)
EA      71FF ;V1-01 -- Bet - 01 (raise or open $2)
EC      608A ;V0=8A -- Let V0 = raise $2 threshold
EE      8025 ;V0-V2 -- Subtract threshold - weight

ODFO      3F00 ;SK=00 -- If negative, skip next (weight > 8A)
F2      71FF ;V1-01 -- Bet - 01 (raise or open $1)
F4  ADJST :2CB8 BET>$ -- Do sub -- check player's cash level
F6      3F00 ;SK=00 -- If VF=00, then raise/open is > cash
F8      15E4 STRBT -- Go place bet in V1 (00EE in next part)
FA      71FF ;V1-1 -- Subtract $1 from bet
FC      1DF4 ADJST -- Loop back to try again
FE      0000 (FILLER)

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