

module, a subroutine, first takes a look at the V4 Index to decide if one of the three opponents is betting or if it is the user's turn. If it is one of the opponent's turns, a jump from line 0C92 to 038A is performed. If it is your turn to bet, the routine passes on to lines 0C94 to 0CB2 in which your keypress is accepted, tested for legality or if you are folding and jumping back to 0C8C to print an error message if needed. You may eliminate yourself from the game entirely and construct a routine that would permit a fourth computer player to join the game. Such a module would need to return a legal bet, raise, pass or fold, the mechanics of which do not need to be studied in order to write a module that works. To fold any player (the fold routine uses the V4 index to "know" which player is folding) simply perform a jump from your new subroutine to 05B4 with a 15B4 instruction. (See line 0CA4 for an example.) The player's name will be replaced with the word "FOLDS" and all other processes that need to be done are automatic. To bet, simply place the total amount bet in V1 and perform a jump to 05E4 with a 15E4 instruction. All betting subroutines jump to either 05B4 to fold or 05E4 to bet and will return with the 00EE instruction at line 05EA which marks the end of the module.