ARRO1 SUB

```
0422   ARRO1  :A9B4  ; 1     -- Set "I" to bit pattern arrow #1
  24           4002  ;SK≠02  -- Skip next if V0 index ≠ 02
  26           A9BC  ; 2     -- Set "I" to bit pattern arrow #2
  28           4003  ;SK≠03  -- Skip next if V0 index ≠ 03
  2A           A9C4  ; 3     -- Set "I" to bit pattern arrow #3
  2C           4004  ;SK≠04  -- Skip next if V0 index ≠ 04
  2E           A9CC  ; 4     -- Set "I" to bit pattern arrow #4

0430           DCD8  ;SHOW   -- Display arrow
  32           00EE  ;RET    -- Return
```

DEALER SUB

```
0434   DEALR  :A450  ;DINDX  -- Set "I" to last known dealer position
  36           F065  ;GET    -- V0 = last dealer #
  38           7001  ;V0+01  -- Add 01 to index for new dealer
  3A           4005  ;SK≠05  -- Skip next as long as index ≠ 05
  3C           6001  ;V0=01  -- Reset index to = 01 when = 05
  3E           A450  ;DINDX  -- Set "I" to storage for the index

0440           F055  ;PUT    -- Store V0 @ M(I) (For use by next part)
  42   DLR2   :A450  ;DINDX  -- Enter here to point to current dealer
  44           F065  ;GET    -- "I" = dealer index -- V0 = index value
  46           8200  ;V2=V0  -- Save the index in V2
  48   DLR3   :2400   ARROW  -- Do sub -- advance arrow (V0=position)
  4A           5200  ;=SKIP  -- When arrow position=dealer, skip next
  4C           1448   DLR3   -- Else loop back to advance arrow again
  4E           00EE  ;RET    -- Return- arrow on dealer (Index in V0)

0450   DINDX  :0300  ;INDEX  -- Storage for dealer index
                             -- Initially=03 so user is first dealer
```

BETTOR SUB

```
0452   BETTR  :35FF  ;SK=FF  -- V5 V6 V7 V8 = betting totals or fold flags
  54           6500  ;V5=00  -- These instructions reset V5 V6 V7 V8
  56           36FF  ;SK=FF  -- To equal 00 unless they are
  58           6600  ;V6=00  -- Equal to FF (i.e. player has folded)
  5A           37FF  ;SK=FF  --      "            "                "
  5C           6700  ;V7=00  --      "            "                "
  5E           38FF  ;SK=FF  --      "            "                "
```

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