PROGRAM LISTING

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0300   BEGIN :297E ;BLFL  -- Do sub -- set up strategies
02·           AF38 ;00's  -- Set "I" to known zero bytes in display
04            FB65 ;GET   -- V0-VB=00's (V9 VA VB must be set to 00's)
06            A9E0 ;CASH  -- Set "I" to player's cash variables
08            6032 ;V0=32 -- V0=32= $50 in hex (not to exceed 3F)
0A            28B6 STR4   -- Do sub to store 4 bytes
0C     LOOP1 :0230 ERASE  -- Clear display pages (needed on loops back)
0E            254A FIELD  -- Do sub -- set up display

0310   LOOP2 :6D33 ;VD=33 -- VY coordinate player's cards
12            2676 SHO-5  -- Do sub -- display 5 blank cards
14            AF38 ;00's  -- Set "I" to known zero bytes in display
16            F865 ;GET   -- V0-V8 = 00's (Initializes bet totals V5-V8)
18            253C ANTE   -- Do sub -- collect $1 from all active players
1A            6004 ;V0=04 -- Message #4 index (Dealer)
1C            283E MCENT  -- Do sub -- display message
1E            2434 DEALR  -- Do sub -- advance arrow to new dealer

0320          2600 SHUFF  -- Do sub -- shuffle deck of cards
22            6000 ;V0=00 -- Message #0 index (Shuffling)
24            283E MCENT  -- Do sub -- display message
26            2600 SHUFF  -- Do sub -- shuffle deck again
28            6001 ;V0=01 -- Message #1 (Your Hand)
2A            283E MCENT  -- Do sub -- display message
2C            262A HANDS  -- Do sub -- deal hands
2E            2648 EVAL   -- Do sub -- evaluate hands

0330          6D34 ;VD=34 -- VY coordinate user's cards
32            26A2 PLAYR  -- Do sub -- show user's cards
34            23F4 ZERO   -- Do sub -- reset bluffing flags
36            2452 BETTR  -- Do sub -- betting, round 1
38            604F ;V0=4F -- V0 passes value to timer sub
3A            2620 TIMER  -- Do sub -- wait before continuing
3C            2968 COUNT  -- Do sub -- count number active players
3E            4101 ;SK≠01 -- If not only one left, skip next

0340          1386 PAY    -- Go pay off single player (others folded)
42            3F00 ;SK=00 -- If VF=00, then bet was at least opened
44            130C LOOP1  -- Else go new deal -- nobody opened
46            2442 DLR2   -- Do sub -- reset arrow to dealer
48            284C DRAW   -- Do sub -- draw cards (all players)
4A            2648 EVAL   -- Do sub -- evaluate hands
4C            2452 BETTR  -- Do sub -- betting, round 2
4E            606F ;V0=6F -- V0 passes value to timer sub
```