is extensive in VIP-OKER, and would be a good feature
to include in other games that operate with more than
one opponent.

Provided the player is not already bluffing (its
flag is equal to 00), the Bluffer routine begins the
process of deciding whether to begin a bluff. This
can happen at any time during play, by the way, and
not only during the opening bet.

At 03D8-03DC the same V4 index technique is used
to obtain a bluffing mask from the four bytes which
were shuffled at 0C0C. Thus the same byte is always
obtained for the same player each time this section
is executed.

The instruction at 03DC lets V0 equal the byte
addressed by "I" indexed by V4. (Indexed means the
value of V4 is added to "I"). At 03DE, "I" is set to
the address location 03E3 which holds the second half
of the Chip-8 instruction C0KK at 03E2. The value of
V0 is placed in this instruction to form a different
C0KK instruction corresponding to each player's
bluffing mask at 0C0C. As this is done before the
C0KK is executed at line 03E2, the routine will operate
independently for each of the three opponents.

When the C0KK is encountered, depending on the
value of the KK bluffing mask, the value 00 will be