```
04E8          A9B2 ;TOTAL -- Set "I" to storage byte
  EA          F055 ;PUT   -- Store total for figuring minimum
  EC          2834 ;POT$  -- Do sub -- erase pot
  EE          8B94 ;VB+V9 -- Add amount bet to VB (Pot variable)

04F0          2834 ;POT$  -- Do sub -- display new pot
  F2          1464  BETT1 -- Jump back to continue sub
```

PAYOFF SUB (VE=WINNER)

```
04F4  PAYOF :2400  ARROW -- Do sub -- advance arrow
  F6          50E0 ;=SKIP -- Skip if V0 index = VE winner
  F8          14F4  PAYOF -- Else loop back till arrow finds winner
  FA          84E0 ;V4=VE -- Let V4=winner in VE (for next sub)
  FC          252A  DOLAR -- Do sub -- erase winner's cash
  FE          2524  CSHIN -- Do sub -- set "I" to player's cash storage

0500          F065 ;GET   -- Let V0 = player's cash
  02          80B4 ;V0+VB -- Add pot to cash
  04          2524  CSHIN -- Do sub -- set "I" to player's cash storage
  06          F055 ;PUT   -- Store new cash value (+ Pot)
  08          6E00 ;VE=00 -- VE = end game flag (00=continue)
  0A          40C8 ;SK≠C8 -- Skip if V0≠C8=$200 (may be changed)
  0C          6E01 ;VE=01 -- VE=end game flag (01=stop game)
  0E          252A  DOLAR -- Do sub -- display player's cash

0510          2834  POT$  -- Do sub -- erase pot
  12          6B00 ;VB=00 -- Set pot variable VB to 00
  14          2834  POT$  -- Do sub -- display pot (=000)
  16          00EE ;RET   -- Return
```

AMOUNT SUB

```
0518  AMT   :251E  AMTIN -- Do sub -- set "I" to player's total
  1A          F065 ;GET   -- Let V0=M(I)= total bet/fold flag
  1C          00EE ;RET   -- Return

  1E  AMTIN :A2F4 ;AMT-1 -- Set "I" to Chip-8 V5-1 (V4)

0520          F41E ;I+V4  -- Add player # in V4 to I
  22          00EE ;RET   -- Return= "I" set to V5 V6 V7 or V8 bytes
```