

The betting limits may not be easily changed as they are tied in to several sections of the program. The listing is detailed to the point where such a change could be constructed with careful study, but would require a total rewrite of the betting module. If you plan to write your own module, as suggested later, then perhaps you will want to consider this change at that time.

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A very simple way to change the bluffing strategies exists, and you may want to play around with some variations. At 0C0C, four bytes are stored representing the four possible bluffing strategies. The 7F byte is the Bluff-Normal player, the two 0F's the Bluff-A-Little players, and the 03 the Bluff-A-Lot player. Any four bytes may be inserted here with the general understanding that the higher the number, the less the player assigned with that number will tend to bluff. An FF byte will result in a player who may not bluff at all (actually only 1% of the time) while a 00 byte will assure bluffing on every round for the player assigned this strategy.

These four bytes are inserted into a CXKK random number instruction to form the basis for a player's decision to bluff or not to bluff. The bytes you insert at 0C0C will be used as KK masks for the COKK allowing