PLAYERS' CASH STORAGE BYTES

```
09E0  00  Player #1 cash -- These initialized to 32 hex
  E1  00  Player #2 cash -- by program (=$50 decimal)
  E2  00  Player #3 cash -- "          "          "
  E3  00  Player #4 cash -- "          "          "

09E4  54  45  52  52  59  40  00 -- ASCII string - name #1 (Terry)
09EB  52  49  43  4B  40  40  00 -- ASCII string - name #2 (Rick)
09F2  54  4F  4D  40  40  40  00 -- ASCII string - name #3 (Tom)
09F9  56  49  50  45  52  53  00 -- ASCII string - name #4 (Vipers)
```

NOTE: Insert your own name (in ASCII) at 09F9-09FE.
Important -- 09FF must be a 00 (null) byte!

MLS - HAND EVAL - COUNT PAIRS

```
0A00  22  DEC   R2 ;Stack free
  01  9A  GHI   RA
  02  B7  PHI   R7 ;R7.1 = RA.1
  03  BC  PHI   RC ;RC.1 = RA.1
  04  8A  GLO   RA
  05  A7  PLO   R7 ;R7.0 = RA.0 (R7=RA)
  06  FC  ADI      ;Add 06 hex to RA.0
  07  06
  08  AC  PLO   RC ;RC.0=result - pointer to pairs in eval
  09  AF  PLO   RF ;RF.0=result - save the pairs address
  0A  8A  GLO   RA ;D = RA.0
  0B  FC  ADI      ;D = D+04
  0C  04
  0D  BF  PHI   RF ;RF.1=D (RF.1=last card address)
  0E  F8  LDI              ;Begin count
  0F  00

0A10  AE  PLO   RE ;RE.0=0
  11  17  INC   R7 ;R7.0=R7.0+1
  12  0A  LDN   RA ;D=M(R(A))  Get card @ N
  13  52  STR   R2 ;Push for comparing
  14  07  LDN   R7 ;D=M(R(7))  Get card @ N+i
  15  F3  XOR      ;Compare N:N+i
  16  FA  ANI      ;"AND" with 0F to strip suit information
  17  0F
  18  3A  BNZ      ;Branch if ≠ to 0A21
  19  21
  1A  1E  INC   RE ;Else RE.0=RE.0+1  (count the match)
```