

of tests to check for pairs, threes-and fours-of-a-kind, straights, flushes, etc., ending with a value in RE.1 that represents one of the nine possible hands. A look up table at OAEC contains matching values to the numbers in RE.1. These values represent the correct order for the poker hands, and one value will be stored with each hand in the first byte immediately following the hand. (These are labeled EVAL1, EVAL2, etc., in the program listing, and head a 10-byte area for each hand.)

The MLS evaluation also recommends discards and provides additional information about each hand, information which may be used by new betting modules as suggested earlier. Each player's evaluation area, following that player's hand, is constructed with the first byte representing the hand type ranking from 0-8. (See, for example, location 0B95.)

If there are any pairs in the hand, the bytes immediately following the first one in the 10-byte evaluation area indicate how many of which cards are in the hand. A byte 28 would mean there are two eights in the hand while 3A would stand for three tens. (Remember the hex letters! A=10, B=Jack, C=Queen, D=King and E=Ace.) If there are two pairs, the two bytes following the evaluation byte indicate the pair information. The lowest value pair will always be first as the hand was