sorted before the pairs information, if any, was created.
Following any pair information will be an FF stop byte
to indicate that the information is completed. If there
are no pairs in the hand, the FF stop byte will immediately
follow the evaluation byte in the first location of the
10-byte area.

After the FF stop byte, the evaluation routine deposits
the cards that it recommends a player throw away during the
draw part of play. The cards listed here are in the same
format as described for the deck of cards at OBCC. The
recommended discards are followed by a second FF byte to
indicate the end of the evaluation section. If there are
no discards recommended, the FF byte immediately follows
the other FF byte discussed above.

For example the evaluation:

02 26 28 FF 14 FF -- would stand for a rank of
02 (the first byte) indicating a two-pair hand. There are
two sixes and two eights in the hand (the second and third
bytes), and the FF byte after the 28 indicates that this
is the end of the pair information. Following this byte,
the 14 byte means that the computer recommends discarding
the four of hearts (the 1=hearts; see location OBCC for
the other suits), and the next FF byte signals the end of
the evaluation section for that hand.