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@betting;
Bet = ~AskBarInput(0, 200, 10);
["Thou wouldst bet <Bet> gold that Sprellic will win?"];
Confirm = ~AskYesNo();

if Confirm {
    ["Very well. Here are thy markers. Each is worth 10 gold. If Sprellic wins,
    they may be exchanged for thy winnings. If he loses, of course, they
    are worthless."];
    Markers = ~GiveParty((Bet/10), -Betting-Marker, -NoQuality, -All, False);
}
if not Markers {
    ["Thou must return later with room in thy pack for thy markers. Thou must
    be able to carry them before thou canst place a bet."];
    terminate;
}
else {
Paid = ~TakeParty(Bet, -Gold, -NoQuality, -All, True);
    GotCash = ~CountItem(-Party, -Gold, -NoQuality, -All);

    if GotCash < Bet {
        ["Thou dost not possess that much gold. Speak to me again when
        thou dost honestly wish to place a wager."];
        terminate; (NoMarkers = ~TakeParty((Bet/10), -Betting-Marker, -NoQuality, -All, False);
    }
    else {
        Paid = ~TakeParty(Bet, -Gold, -NoQuality, -All, True);
        $Avatar BetOnSprellie = True;
    }
}
else {
    ["Oh. Well then how much wouldst thou bet?"];
    go to betting;
}
}

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if Bet = 0 {
 ["Perhaps thou art smarter than thou dost
 look. In that case, mayhaps thou
 shouldst speak to Daphne. Her
 odds may be more to thy taste."];
 } else {

~~Paid = ~TakeParty(Bet, -Gold, -NoQuality, -All, True);~~

Chits = ~CountItem(-Party, -Betting-Markers, -NoQuality, -All);

Winnings = Chits * 10;

Bet Paid = ~GiveParty(Winnings, -Gold, -NoQuality, -All, True);

if not Bet Paid {

["Thou cannot carry all thy gold! Thou must return with thy markers
 when thou canst haul away thy winnings."];

}

else {

TakeChits = ~TakeParty(Chits, -Betting-Markers, -NoQuality, -All, False);

~~\$Avatar Paid Winnings = True;~~
 }