

pretend to play white after the board is flipped. (You should begin to see how it is possible for the computer to recommend moves for white and play games with itself. If the board is flipped before calling the BLKMV sub at 0600, the extra flip it gets at the start of the sub will allow the computer to figure white's next move. It's all the same to the computer. It always does everything as if it were playing white.)

After flipping the board, the entire matrix is transferred to a storage area at 0B00-0B63 labeled PERM STORE. (It may be helpful for you to keep your finger on that page so you may refer to it while we discuss the look-ahead.)

The next step is to generate all the possible moves for the board at 0800 which is restored from the saved board at 0B00-0B63. This list, generated at 0A64-0AFF is then transferred to a storage area at 0B64-0BFF.

We now have the original (but flipped) board stored in memory and a primary move list that contains all the possible moves for that board configuration. This leaves the original board at 0800-0863 free for performing the look-ahead.

First an index (V8) is set to 00 to allow the sequential processing of the primary move list at