running time of the human's game and requires you to
make all your moves without running out of time, or,
you forfeit the game. Maybe your own controller module
would make an interesting article for VIPER -- I know
I'd be interested in seeing your ideas.

*   *   *

THE BOARD

The computer keeps its own board in memory and does
not see or use the display board at all to figure its
moves. The display is strictly output. The computer does
not need it to play the game.

The board requires 100 bytes of memory stored at
0800-0863 and is in the form of a <u>matrix</u> 10 bytes long
by 10 bytes deep. Of course all memory spaces may be
thought of as a continuous stack of bytes while a
matrix <u>looks</u> more like a chunk or a box. How is this
possible? Let's take a look at the computer's board
matrix to understand its construction.