```
09CA  BA  PHI  RA ;   "          "          "
  CB  8E  GLO  RE ;   "          "          "
  CC  AA  PLO  RA ;   "          "          "
  CD  0A  LDN  RA ;Get weight @ RA
  CE  52  STR  R2 ;Push for comparing with others
  CF  1E  INC  RE ;RE+3 points to next weight

09D0  0E  INC  RE ;   "          "          "
  D1  FB  INC  RE ;   "          "          "
  D2  FF  LDN  RE ;Get weight
  D3  32  XRI     ;Check for possible stop byte (end list)
  D4  DD
  D5  1E  BZ      ;If = FF, branch to exit
  D6  1E
  D7  0E  LDN  RE ;Get same weight
  D8  F5  SD      ;Subtract M(R(X))-D = M(R(A))-M(R(E))
  D9  33  BPZ     ;If positive or zero, M(R(A)) ≥ M(R(E)) --
  DA  CF          ;     a greater weight was not found
  DB  30  BR      ;Else set RA=RE and continue
  DC  C9          ;     weight was greater
  DD  2A  DEC  RA ;Set RA ("I") to point to move with
  DE  2A  DEC  RA ;     highest weight
  DF  12  INC  R2 ;Reset stack pointer
09E0  D4  SEP  R4 ;Return control to Chip-8 Interpreter
```

09E1-09FF -- Not used

0A00-0A63 -- Temp store -- intermediate boards are stored here during the look ahead

0A64-0AFF -- Move list #1 -- moves generated are always placed here and the list is a variable size

0B00-0B63 -- Perm store -- computer boards (flipped) are stored here for resetting after look ahead and at the beginning of a look ahead search

0B64-0BFF -- Move list #2 -- primary move list, each entry of which begins a look ahead process

0C00-0DFF -- Character set (modified as follows)

ASCII MESSAGES
(In place of the lower case bit patterns of the character set)

```
0D6C  41  52  45  53  43  4F  20  50  "ARESCO PRESENTS"
0D74  52  45  53  45  4E  54  53  00
```