

Human (H-H) mode.

As the computer prompts you every step of the way using the Messenger addition to Chip-8 from my book Pips for Vips, you will seldom if ever have to refer to the instructions here again. Now, your computer tells you what to do next!

With these beginning chores out of the way, you are ready to play your first game of VIP-FLOP. To enter a move press the keys corresponding to the X:Y coordinate on the 8 x 8 checkerboard displayed on your TV screen. (These are similar to the XY coordinates you program your Cosmac display with.) Always enter the X, or horizontal number first. The square in the upper left is 1:1; on the bottom right, 8:8. If you make an error or select an illegal move, the computer tells you with a long error tone, and you must then enter two more numbers.

Provided the move you want is legal (it is adjacent to at least one other piece) VIP-FLOP shimmers your piece on the chosen square until you press Key E to either Enter the move, or Key F to Cancel it and change your mind. The X:Y coordinates are also displayed in the upper left corner above the score.

The computer (if you selected version #1) will then figure out its next move, signaling you when ready with