

and the move is placed in V0 V1 (the weight is in V2) at location 0658. Next the ply count is decremented and if it is not equal to zero, the program jumps to 0640 at which point the move in V0 V1 is transferred to VA VB and made on the board. That resulting board is flipped and stored in the intermediate storage area at 0A00-0A63 and the whole process is repeated again and again until the ply count in V9 finally goes to 00 representing the end of the search. It's not that complicated when you plan the process out, but it was enough to get me stuck in the tree I thought I would climb with the greatest of ease! (Moral: computers operate on programs one step at a time. And that's the way a program should be written!)

Now what happens? We have a weight in V2 which represents the opponents best possible move (that is, your move -- you are the computer's opponent) at the end point of our look-ahead. How does that help the computer?

First the weight in V2 is complimented with the instructions at 0664 to 066A. (The other "stuff" there skips the compliment in the event V9 is not equal to zero and is an odd number in which case the look-ahead reached the end of the game but not ending with an opponent's move.) By storing the complimented