white and black pieces on the computer's board. The number of white pieces is added to a middle value of 80 (at 0BCB) and the weight is also adjusted for corner positions with the subroutine calls from 08D0 to 08E4. The Adjust sub at 08EB adds a value of 5 to the weight for each corner occupied by white. (I know I've said it before, but this is because all moves, evaluations, etc., are always done for white -- even if black is the piece moving.) You may want to experiment with different weights for the corners by adjusting the value of the byte at 08F1 up or down to see what happens.

As currently programmed, this is the computer's total evaluation strategy. It counts the number of white pieces, adds an adjustment for the corners and returns the resulting weight as Chip-8's V2 value with the instructions at 08E5-08E9 before returning, via the Sub Handler, with the DC SEP RC instruction at 08EA.

A built-in strategy change may be made at locations 08CD-08CF. Notice that two bytes are printed at each of these locations in the program listing. The E2 bytes, which are supplied with the tape of the game, function as NOPS (No operation instructions). If you enter the others, 8F F5 52 however, the evaluation will now subtract the number of black pieces <u>from</u> the number of whites adding this (in the process) to the middle weight