

will enter the move for the computer and it will then be your turn again. Enter your move and you are free to go finish the lawn -- the computer will not make another move until you tell it to.

Using the ROM system monitor, enter the following change:

0394 2568 SHIMR -- Do sub -- display move (shimmers)

This feature may also be added to Computer vs. Computer games (Version #3; C-C). By making the following change, neither opponent will move until you press Key E or Key F.

03BA 2568 ;SHIMR -- Do sub -- display move (shimmers)

If you want to experiment with a super long look-ahead, you may enter the following change to increase the number of moves that the computer considers in order to make up its mind.

030C 60KK ;V0=KK -- KK=# plys deep (but see next note!)

With this variation, you should use only odd numbers for the KK in the instruction above. (B, D, F are the