

figuring a move for white -- remember the board flipping.)

The following changes will accomplish this:

```
030E  61FE;V1=FE -- V1=value to "AND" with keypress
0312  8012;V0&V1 -- "AND" variables together (assures
                   V0 is an even number)
```

And in the BLKMV sub:

```
0668  3F00;SK=00 -- If even ply # (or=00) skip next
```

This last change will cause the V2 weight not to be complimented provided the look-ahead ends with a look at the computer's possibilities somewhere down the line. The computer will return the move it feels will eventually give it the most number of pieces.

Now, an extra $\frac{1}{2}$ move will always be made by the look-ahead. If you select level 2 by pressing Key 2 at the game start up, the computer will look $1\frac{1}{2}$ moves ahead. Key 4= a $2\frac{1}{2}$ move look-ahead, Key 6= a $3\frac{1}{2}$ move look-ahead. If you press an odd-numbered key now, the computer automatically changes this to the next lower even number, so you still have the nine levels of possible play. Key 0 selects the identical basic level game as before. At this, the lowest level, the look-ahead is skipped and the computer only makes the move that