weight with the original primary move that started this whole process, we have a representation of the most probable (hopefully) end board position resulting if the computer makes that move. As this weight was complimented, and as it originally stood for the opponent's best move before complimenting, if the computer makes the move in the primary list with the highest weight it will be limiting the opponent to its maximum potential gain.

The computer repeats the entire process for each move in the primary move list finally returning what it"thinks' is the best move to make and that is quite a loop! (Time wise, by the way, the interrupt refresh routine is responsible for slowing down this program somewhat. If the computer were operating without the display on, things would go faster. Hmmm -- now if I bought another VIP, and one operated the display while the other ....)

This completes the look-ahead, but by no means does this represent the ideal way of figuring the computer's move. Several things may be altered to improve the computer's play, and we will turn to these suggestions now.