

(There I am in that tree again.)

Maybe pattern recognition could play a role in the process. The computer could be taught to build up blocks from corners or work on traps that assure it of an eventual gain.

How about a program that learns to play a better game the more it plays? That would truly be a challenge -- with a pot-of-gold satisfaction value if you get it to work.

I could continue. My bane is I am never satisfied and to be perfectly honest, I hope you never are either. Question what the "experts" tell you (yes, me too, though I do not want to say I am an expert, I hope you'll tear my things apart and put 'em back together the way you want 'em. Nothing pleases me more than to see an improvement I hadn't even thought of. Damned clever these programmers!). Experiment, write and rewrite, test and test again, enjoy your computer.

It's an education you will not ever regret.