```
0764         FE1E ;I+VE   -- Add VE index for next list entry
  66         F155 ;PUT    -- Store V0:V1 @ I (I-2)
  68         7E03 ;VE+03  -- Add 3 to VE index for next use
  6A  GEN2  :8A00 ;VA=V0  -- Restore VA value held in V0
  6C         8B10 ;VB=V1  --    "      VB    "     "     V1
  6E         7A01 ;VA+01  -- Add 01 to VA for next in row

0770         3A09 ;SK=09  -- Skip if past eighth square
  72         1758  GEN1   -- Jump to loop a full row
  74         6A01 ;VA=01  -- Reset VA to begin new row
  76         7B01 ;VB+01  -- Add 01 to VB for next row
  78         3B09 ;SK=09  -- Skip if past eighth row
  7A         1758  GEN1   -- Jump to do another row
  7C         AA64  LIST   -- Set "I" to move list
  7E         FE1E ;I+VE   -- Add VE index for next entry

0780         60FF ;V0=FF
  82         F055 ;PUT    -- Store FF end list marker @ M(I)
  84         00EE ;RET    -- Return
```

EVALUATION CONTROLLER SUB

```
0786  EVCNT :6E00 ;VE=00  -- Set VE move list index = 00
  88  EVC1  :AA00 ;TEMP   -- Set "I" to temporary saved board
  8A         096F ;TRANS  -- Do MLS -- transfer saved board back
  8C         0064 ; #     -- Number bytes transfer (64=100 decimal)
  8E         0800 ;BOARD  -- Address where board goes

0790         AA64 ;LIST   -- Set "I" to move list
  92         FE1E ;I+VE   -- Add index to cycle through all moves
  94         F165 ;GET    -- V0 V1 = move from list
  96         40FF ;SK≠FF  -- If V0 ≠ FF, end of list, skip
  98         00EE ;RET    -- Else return, all moves evaluated
  9A         8A00 ;VA=V0  -- Let VA = VX of move
  9C         8B10 ;VB=V1  --  "  VB = VY  "    "
  9E         0700 ;MKMOV  -- Do MLS -- make move

07A0         08B1 ;EVAL   -- Do MLS -- evaluate resulting position
  A2         AA64 ;LIST   -- Set "I" to move list
  A4         FE1E ;I+VE   -- Index to move just made
  A6         F165 ;GET    -- This advances "I" to weight slot
  A8         8020 ;V0=V2  -- V0=V2 for storing weight
  AA         F055  PUT    -- Store weight with move
  AC         7E03 ;VE+03  -- Add 3 to move list index
  AE         1788  EVC1   -- Jump to evaluate next move or exit
```