

addresses). The data transferred is not altered in its original location by the subroutine.

We now have all but one of the features needed to perform a look-ahead and these same features may be used for any game requiring the process. The missing feature is the board evaluation, but this will be covered a bit later in detail. All we need to know at this point is that the evaluation returns a number representing the strength of white's position on the game board at 0800-0863 storing that number or weight immediately after the move in the move list responsible for creating that board position. The highest weighted move presumably will be the best move to make at that point.

THE LOOK-AHEAD

Computer programmers define a "move" in any two-player game as when both players have each made a move. When one player goes and the other player, too, that is equal to one "move." When only one player goes, it is said to be a "ply" or a half move. Two "plys" equal a whole "move."

VIP-FL0P begins the look-ahead process at 0600 by first flipping the board over. As the computer will be playing the black pieces, it does this because it will