0B64-0BFF. A move from that list is made on the board (but not the display -- all this happens at high speed in memory). This is performed by the sequence at 0632-0644. The board is again flipped to allow the computer to prepare the responses to the move just made -- remember, the computer always plays white's moves! In between each ply, the board is always flipped so a black move never has to actually be made.

The ply count, the odd number you entered in at the beginning of the game as the level of play, is retrieved from its storage at 07FF and placed in V9 at the beginning of each look-ahead to determine the depth of the search. As V9 is odd, the look-ahead always ends with the opponent's possibilities, but more on this later.

From 0640-0662, the routine just described is in essence repeated, but now a new storage area is used to hold intermediate boards at 0A00-0A63. After generating all moves possible (remember, one of the primary moves has been made to the board which was then flipped, so the resulting move list now contains all possible <u>responses</u> to that one primary move) each move is made on the board and evaluated by the sub at 0786. The best move is then found in the list by a MLS at 09BC that sets "I" to the move with the highest weight