

reaches a piece of the moving player's color. In other words, you cannot flop pieces beyond your own pieces or past spaces -- only those pieces trapped between the moving piece and the next like color piece in line will be flopped. (If this seems confusing, try watching a C-C game, Version #3, till you catch on.)

Play alternates between players until all 64 squares are filled with pieces. Whoever has the most pieces at the end of the game wins.

#### SIMPLE VARIATIONS TO TRY

At the highest level of play, the computer takes more and more time to figure out its next move. You may want to keep a game running while you mow the lawn or eat dinner, but if you are not there at the moment the computer returns a move, you'll miss what you had been waiting for!

An easy way around this is to change the subroutine call that blinks the computer's move before making that move to a new call that will cause the computer's move to shimmer on the chosen square just as your moves do. VIP-FLOP will still signal with a beeper that it is ready to move, but will now wait until you are present to make the move. Pressing Key E or F at this time