nets it the most number of pieces plus a little consideration for the corners which are the best spots to occupy on the board. Knowing this you should be able to trap the computer easily after playing for a while, but the first time I played Level 0 after programming the game, it beat me. How embarrassing!

Regardless of this change, the computer's strategy is at the mercy of the evaluation routine which has the awesome job of weighting board positions. Not only must the routine correctly evaluate the computer's position, but it must assume responsibility for guessing which move you will make next. If you do not make the move the computer expected of you, its entire look-ahead could have been for naught. (I told you that luck had more than a little effect!) Even so, the computer will still be making good moves using a thinking process not wholly unlike the way a human figures a move. You too may not guess your opponent's next move correctly!

One thing is certain. If you can write a better evaluation routine, the computer will play a better game. Here are some ideas.