

```

0668      3F01 ;SK=01 -- If odd ply #, skip next
6A        8203 ;XOR  -- Exclusive OR weight to compliment
              (even # plys)
6C        AB64 ;LIST2 -- Set "I" to saved move list (primary)
6E        F81E ;I+V8 -- Index to current start move

0670      F165 ;GET  -- This advances "I" to move's weight
72        8020 ;V0=V2 -- V0 holds weight for storing
74        F055 ;PUT  -- Store weight with move
76        7803 ;V8+03 -- Add 3 to index
78        1620 BLK1  -- Jump for next move
7A BLK4    :A800 ;BOARD -- Set "I" to computer board
7C        09A4 ;FLIP -- Do MLS -- flip flop to original state
7E        AB64 LIST2 -- Set "I" to saved weight list (Perm)

0680      09BC ;GTBST -- Do MLS -- Set "I" to best move in list
82        F165 ;GET  -- V0 V1 = move
84        8A00 ;VA=V0 -- Let VA = X coordinate move
86        8B10 ;VB=V1 -- " VB = Y "
88        00EE ;RET  -- Return (move in VA VB)

```

MESSAGE CENTER ("I" SET BY CALLER)

```

068A MCENT :6C00 ;VC=00 -- VC is VX for display
8C      6D00 ;VD=00 -- VD is VY for display
8E MCEN1 :2698 ;PRINT -- Do sub -- print the message

0690      7D10 ;VD+10 -- Add 01 to VY for next line
92        3D40 ;SK=40 -- But skip when VD goes to 40 hex
94        168E MCEN1 -- Loop to show next line
96        00EE ;RET  -- Return

```

PRINT SUB

```

0698 PRINT :0244 ;MLS -- Do MLS -- call messenger
9A      DCD6 ;SHOW -- DXYN for use by messenger
9C      00EE ;RET  -- Return (VC VD not changed)

```