of the "I" pointer address. The "I" pointer is preset to the base address of the board before calling the sub, a feature that leaves the routine flexible enough to accept a different memory mapping for your own games.

Now that we have a way to reference any board square address, the next step is to make moves on the computer board. This is controlled in VIP-FLOP by the MLS at 0700-073F which makes any move set in VA VB.

You would be correct in thinking that writing two routines to make moves is overcomplicated. VIP-FLOP solves this problem by a routine at 09A4-09BB which will flip flop the board over (again via the preset "I" pointer) allowing the computer to make white moves all the time, even when it is black that is actually moving. It does this by exclusive "OR"ing all pieces with 81 hex which will turn an 80 into an 01 and an 01 into an 80 too. In fact, a black piece is <u>never</u> moved onto the board. Without this feature, the look-ahead would not be possible except with a much greater complexity.

When performing a look-ahead, we need a move generator to create all the possibilities every step of the way. This sub is at 0752 and uses the legal move test at 0864 to generate all the possible moves. This is really simple to do once you have a legal move test that works (and will, of course, prevent a player from