of 80 to arrive at a value representing the <u>difference</u>
in pieces between white and black. I confess to not
having fully experimented with this change, but there it
is for you to try. I'd love to know what you find out.
(VIPER would, too, I bet!)

The only requirement you must stick to if you want
to attempt a totally new approach to an evaluation sub
is to return a weight as the value of Chip-8's V2. (This
is at 02F2 -- see appendix for explanations of Chip-8
Interpreter modifications that were made.) The sub
must be in machine language and begin at 08B1, but you
are otherwise free to experiment. If you have a friend
with a VIP, you could even play your strategies against
each other as a contest to see who can write the best
routine! Cosmac computer clubs, how about a programming
tournament?

One idea would be to change strategies during, say,
the middle of the game or to write a special killer
routine that plays a brutal end game. Another would
be to adjust strategies accoding to what the opponent
does and try to give the computer a firmer base on which
to decide <u>your</u> next most probable move.

I have wondered if the evaluation could use a
look-ahead of its own as part of the evaluation. Can
you figure a way out of the resulting Catch-22 situation?