```
0610          0A00 ;TEMP  -- Put board in temporary storage too
  12          2752 ;GENER -- Do sub -- generate move list
  14          2786 ;EVCNT -- Do sub -- evaluate move list
  16          AA64 ;LIST  -- Set "I" to move list
  18          096F ;TRANS -- Do MLS -- transfer primary move list
  1A          0096 ; #    -- # bytes (96=150 decimal)
  1C          0B64 ;LIST2 -- Address where move list (prime)stored
  1E          6800 ;V8=00 -- Set index to primary moves = 00

0620  BLK1   :A7FF ;V9    -- Set "I" to ply count @ 07FF
  22          F065 ;GET   -- Get ply count
  24          4000 ;SK≠00 -- Skip next if count ≠ 00 (first level)
  26          167A ;BLK4  -- Jump to exit
  28          8900 ;V9=V0 -- Let V9=ply count (for look ahead depth)
  2A          AB00 ;PERM  -- Set "I" to permanent board in memory
  2C          096F ;TRANS -- Do MLS -- transfer
  2E          0064 ; #    --         -- 100 bytes

0630          0800 ;BOARD --         -- back to 0800 (restore original
  32          AB64 ;LIST2 -- Set "I" to primary list              board)
  34          F81E ;I+V8  -- Add index to next move
  36          F165 ;GET   -- V0 V1 = move
  38          40FF ;SK≠FF -- If not FF stop byte, skip to continue
  3A          167A  BLK4  -- Else jump to exit
  3C          6F02 ;VF=02
  3E          FF18 ;TONE  -- Beep between searches

0640  BLK2   :8A00 ;VA=V0 -- Let VA VB = XY move
  42          8B10 ;VB=V1 --     "          "
  44          0700 ;MKMOV -- Do MLS -- make move
  46          A800 ;BOARD -- Set "I" to board
  48          09A4 ;FLIP  -- Do MLS -- flip flop board for response move
  4A          096F ;TRANS -- Do MLS -- transfer
  4C          0064 ; #    --         -- 100 bytes
  4E          0A00 ;TEMP  -- To temporary storage

0650          2752 ;GENER -- Do sub -- generate move list
  52          2786 ;EVCNT -- Do sub -- evaluate move list
  54          AA64 ;LIST  -- Set "I" to move list
  56          09BC ;GTBST -- Do MLS -- Set "I" to best move in list
  58          F265 ;GET   -- V0 V1=move; V2=weight
  5A          40FF ;SK≠FF -- If = FF, then look ahead hits end game
  5C          1664 ;BLK3  -- Early exit on hitting end game
  5E          79FF ;V9-01 -- Subtract 01 from ply count

0660          3900 ;SK=00 -- Skip ply count = 00
  62          1640 ;BLK2  -- Jump to do next ply
  64  BLK3   :60FF ;V0=FF -- For complimenting weight
  66          8F96 ;SHR   -- Shift V9 right to test if even or odd
```