

Your anPubeval[] is Tesauro's pos[]

Your code counts men off by starting at 15 and subtracting the number on each point.

```
float
pubEvalVal(int race, int b[2][25])
{
    int anPubeval[28], j;

    int* b0 = b[1];
    int* b1 = b[0];

    anPubeval[ 26 ] = 15;
    anPubeval[ 27 ] = -15;

    for(j = 0; j < 24; j++) {
        int nc = b1[j];

        if( nc ) {
            anPubeval[j + 1] = nc;
            anPubeval[26] -= nc;
        }
        else {
            nc = b0[23 - j];
            anPubeval[j + 1] = -nc;
            anPubeval[27] += nc;
        }
    }

    anPubeval[0] = -b0[24];
    anPubeval[25] = b1[24];

    return pubeval(race, anPubeval);
}
```

Tesauro's instructions

pos[] is an integer array of dimension 28 which should represent a legal final board state after the move. Elements 1-24 correspond to board locations 1-24 from computer's point of view, i.e. computer's men move in the negative direction from 24 to 1, and opponent's men move in the positive direction from 1 to 24. Computer's men are represented by positive integers, and opponent's men are represented by negative integers.

Element 25 represents computer's men on the bar (positive integer), and element 0 represents opponent's men on the bar (negative integer).

Element 26 represents computer's men off the board (positive integer), and element 27 represents opponent's men off the board (negative integer).

BUG Men on the bar should be subtracted also!