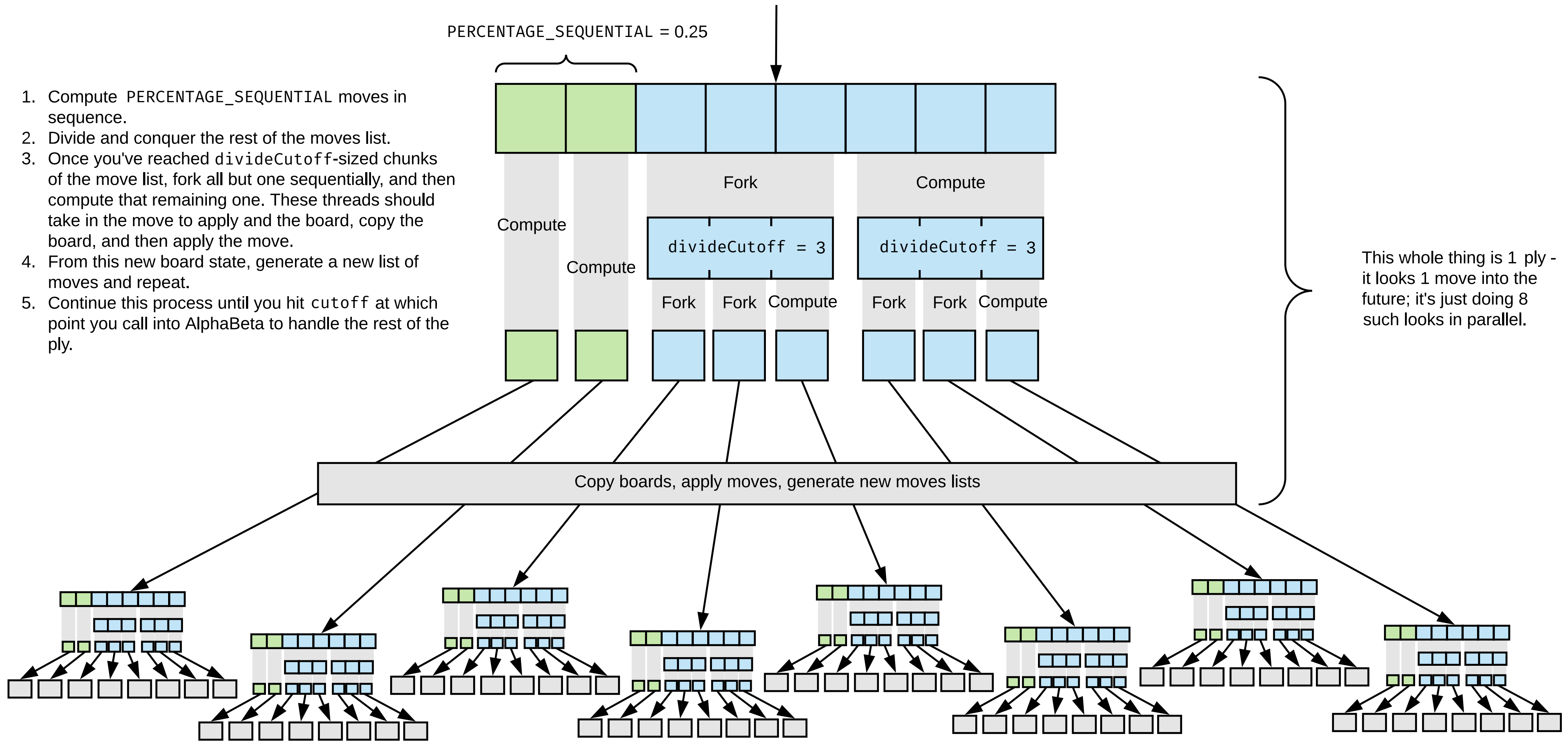


# New List of Moves

PERCENTAGE\_SEQUENTIAL = 0.25

1. Compute PERCENTAGE\_SEQUENTIAL moves in sequence.
2. Divide and conquer the rest of the moves list.
3. Once you've reached divideCutoff-sized chunks of the move list, fork all but one sequentially, and then compute that remaining one. These threads should take in the move to apply and the board, copy the board, and then apply the move.
4. From this new board state, generate a new list of moves and repeat.
5. Continue this process until you hit cutoff at which point you call into AlphaBeta to handle the rest of the ply.



This whole thing is 1 ply - it looks 1 move into the future; it's just doing 8 such looks in parallel.