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Ronald de Man, alias Syzygy,
a Dutch mathematician, computer scientist and IP lawyer, in the 90s researcher at Eindhoven University of Technology, competitor at the International Mathematical Olympiad 1990, winning the Silver medal [1] , and the ACM International Collegiate Programming Contest 1995, to win Bronze within the *ARoMA* team from Delft University of Technology [2] [3] . He is co-developer of the Linux desktop environment and graphical user interface GNOME [4] , and as chess programmer author of the chess and Antichess [5] playing program Sjaak, which plays at FICS under the handle *TrojanKnight* [6] [7] [8]. He further ported Stockfish to plain C, dubbed CFish.

Scoring Root Moves

Ronald de Man proposed a method to apply randomness [9] and/or bonuses, i.e. developing bonus, or penalties suggested by an oracle, in scoring moves at the root without any changes in alpha-beta search or leaf evaluation, and without any problems with the transposition table [10]:

```
First of all, don't worry, it is possible. But you should not try to
pass the bonus to the tip nodes. That would indeed give hash problems.
The solution is to not change anything in your Search() procedure.
That already solves all potential hash problems. You just add the
bonus AFTER Search() has returned a value for a particular root move.
So that would be done in your SearchRoot(). What you basically do
```

there is change every occurrence of

```
    value = -Search(-beta, -alpha,...)
```

in

```
    value = bonus[n] - Search(bonus[n]-beta, bonus[n]-alpha,...)
```