

	Go	Phantom Go	Blind Go	NoGo	Multi-player Go	Hex	Y. Star, Renkula!	Havannah	Lines of Action	P-Game	Clobber	Othello	Amazons	Arima	Khet	Shogi	Mancala	Blokus Duo	Focus	Chinese Checkers	Yavalath	Connect Four	Tic Tac Toe	Sum of Switches	Chess	LeftRight Games	Morpion Solitaire	Crossword	SameGame	Sudoku, Kakuro	Wumpus World	Mazes, Tigers, Grids	CADIA	PLAYER	ARY
Flat MC/UCB BAST TDMC(λ) BB Active Learner	+									+		+																							
UCT SP-MCTS FUSE MP-MCTS Coalition Reduction Multi-agent MCTS Ensemble MCTS	+	+	+	+	+	+	+	+	+	+	+	+	+	+	+	+	+	+	+	+	+			+	?				+				+	+	
HOP Sparse UCT Info Set UCT Multiple MCTS UCT+ MC $_{\alpha\beta}$ MCCFR																							+												
Reflexive MC Nested MC NRPA HGSTS																										+	+	+	+	+				+	
FSSS, BFS3 TAG UNLEO UCTSAT ρ UCT MRW MHSP																							+								+				
UCB1-Tuned Bayesian UCT EXP3																																			
HOOT First Play Urgency (Anti)Decisive Moves Move Groups Move Ordering Transpositions Progressive Bias Opening Books MCPG Search Seeding Parameter Tuning	+			+				+		+		+			+							+					+								
History Heuristic AMAF RAVE Killer RAVE RAVE-max PoolRAVE	+	+	+	+	+	+		+					+		+				+	+						+		+					+		
MCTS-Solver MC-PNS Score Bounded MCTS	+								+														+												
Progressive Widening Pruning	+					+						+											+												
Contextual MC Fill the Board MAST, PAST, FAST Simulation Balancing Last Good Reply Patterns	+						+	+																										+	
Score Bonus Decaying Reward										+													+												
Leaf Parallelisation Root Parallelisation Tree Parallelisation UCT-Treesplit	+												+				+																+		

TABLE 3

Summary of MCTS variations and enhancements applied to combinatorial games.