	Tron	Ms. Pac-Man	Pocman, Battleship	Dead-End	Wargus	ORTS	Skat	Bridge	Poker	Dou Di Zhu	Klondike Solitaire	Magic: The Gathering	Phantom Chess	Urban Rivals	Backgammon	Settlers of Catan	Scotland Yard	Roshambo	Thurn and Taxis	OnTop	Security	Mixed Integer Prog.	TSP, CTP	Sailing Domain	Physics Simulations	Function Approx.	Constraint Satisfaction	Schedul. Benchmarks	Printer Scheduling	Rock-Sample Problem	PMPs	Bus Regulation	Large State Spaces	Feature Selection	PCG
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																											+								
ρUCT		+							+								+																		
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 4
Summary of MCTS variations and enhancements applied to other domains.