***Move* GetBestMove**() **{**

**explore**() **{**

**While {**  **// loop simulations**

**UpdateNode**(node); **// expand the \_root**

**While** { **// explore the tree**

node= **select\_child\_UCT**(); **// select the node with UCT**

node->getLock();

**UpdateNode**(node); **// expand the node**

node->releaseLock();

}

**If node non terminal**

*result* **= playRandom**(node); **// run random simulations**

**update**(*result*); **// feedback the results**

**elseif winning move**

node->**forceSetUCT**(10);

**feedbackWinningMove**(node);

**updateLosingParent**(node);

**update**(*result*);

**else**

**update**(*result*);

}

}

**\_root**->**select\_child\_WR**()->**getMove**();

**// chose the child with highest the winrate and return its move**

}