
Algorithm 1: The NRPA algorithm

```
if  $level == 0$  then
  return  $playout(root, policy)$ ;
end
else
   $bestScore \leftarrow -\infty$ ;
  for  $N$  iterations do
     $(result, new) \leftarrow NRPA(level - 1, policy)$ ;
    if  $result \geq bestScore$  then
       $bestScore \leftarrow result$ ;
       $seq \leftarrow new$ 
    end
     $policy \leftarrow Adapt(policy, seq)$ 
  end
  return  $(bestScore, seq)$ 
end
```
