

Monte Carlo Tree Search is quite a new technique for searching a tree developed for a computer player in games, that have too large state space to be effectively searched by a deterministic algorithm. MCTS in its basic version offers a simple way to evaluate positions without any domain specific knowledge. MCTS was already applied in many variants for computer Go, however its usage for other games has not been nearly as deep studied. This work deals with the option of using MCTS on a particular game called Quoridor.