

# References

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- [Automatic Heuristic Construction in a Complete General Game Player](#)
- [Simulation-Based Approach to General Game Playing](#)
- [Monte Carlo Methods](#)
- [Bandit based Monte-Carlo Planning](#)
- [Decomposition of Single Player Games](#)
- [Factoring General Games Using Propositional Automata](#)
- [Symmetry Detection in General Game Playing](#)