

The diagram illustrates a Go game record with various Go terms and a large tree diagram. The terms include:

- 2-4 -3 5 6 -1
- 9DUP 2 3 4 5 6 -1
- 14DUP 2 3 4 5 6 -1
- 5 3 4 -2 6 -1
- 3-4
- 4-5
- 4-5
- 2-1
- 4-5
- 4-5
- 2-1
- 5-4 -3 5DUP 15 -10 -WIN 6-6 112 -WIN -0 15 -WIN -0 15 -WIN -0 15 -WIN -0 5 -4 -3 -2 -1
- 6-5
- 6-5
- 2 3 4 5 6 6DUP 2 3 4 5 6 -1
- 2-1
- 2-1
- 5-4
- 2-1
- 5-4
- 18DUP 2 3 4 5 6 -1
- 27DUP 2 3 4 5 6 3DUP -6 -5 4 -3 -2 34DUP 2 3 4 5 6 41DUP -6 -5 3 4 -2 -1
- 44DUP -6 -5 4 -3 -2 48DUP 2 3 4 5 6 50DUP -6 -5 3 4 -2 53DUP 2 3 4 5 6 -1
- 2-1
- 2-1
- 4-3
- 4-3
- 2-1
- 2-1
- 4-3
- 4-3
- 2-1
- 2-1
- 4-5
- 4-5
- 4-3
- 4-3
- 2-1
- 4-5
- 4-5
- 2-1

The tree diagram shows a sequence of moves and captures, with branches representing different game states. The root node is labeled "ROOT -5 3 -4 -2 6 -1". The tree branches out into various positions, with some nodes labeled with Go terms like "DUP" and "WIN". The diagram is a complex representation of a Go game, showing the progression of moves and the resulting board states.