

The diagram illustrates a game tree for a 6-player game. The root node is labeled "3 6 -5 -4 -2 -1". It branches into four main paths:

- Left Path:** Labeled "3 6 5 -4 -2 -1". It branches into three sub-paths:
  - A left branch leading to a node labeled "2,-1".
  - A middle branch leading to a node labeled "3,-4".
  - A right branch leading to a node labeled "3,-2".
- Middle-Left Path:** Labeled "21DUP 3 4 5 -6 -2 -1". It branches into two sub-paths:
  - A left branch leading to a node labeled "3,-2".
  - A right branch leading to a node labeled "5,-6".
- Middle-Right Path:** Labeled "26DUP 4 5 -6 -3 -2 -1". It branches into two sub-paths:
  - A left branch leading to a node labeled "4,-3".
  - A right branch leading to a node labeled "5,-6".
- Far Right Path:** Labeled "3 -6 -5 -4 -2 -1". It branches into two sub-paths:
  - A left branch leading to a node labeled "3,-4".
  - A right branch leading to a node labeled "3,-2".

The tree continues to expand from these nodes, with many branches ending in terminal states or further recursive calls (e.g., "DUP", "WIN"). Blue arrows highlight the sequence of moves chosen by the algorithm, starting from the root and following a path through several levels of the tree.