

Diagram illustrating a game tree structure for a 6-player game. The root node is labeled "ROOT 2 -4 -1 -5 6 -3". The tree branches out into several levels of nodes, each representing a different player's move. The nodes are labeled with sequences of numbers, some of which are crossed out or have blue numbers next to them. The tree ends in terminal nodes labeled "23-WIN", "22DUP", "31DUP", "38DUP", "21", "45", "28DUP", "32DUP", "33DUP", "34DUP", "35DUP", "36DUP", "37DUP", "38DUP", "39DUP", "40DUP", "41DUP", "42DUP", "43DUP", "44DUP", "45DUP", "46DUP", "47DUP", "48DUP", "49DUP", "50DUP", "51DUP", "52DUP", "53DUP", "54DUP", "55DUP", "56DUP", "57DUP", "58DUP", "59DUP", "60DUP", "61DUP", "62DUP", "63DUP", "64DUP", "65DUP", "66DUP", "67DUP", "68DUP", "69DUP", "70DUP", "71DUP", "72DUP", "73DUP", "74DUP", "75DUP", "76DUP", "77DUP", "78DUP", "79DUP", "80DUP", "81DUP", "82DUP", "83DUP", "84DUP", "85DUP", "86DUP", "87DUP", "88DUP", "89DUP", "90DUP", "91DUP", "92DUP", "93DUP", "94DUP", "95DUP", "96DUP", "97DUP", "98DUP", "99DUP", "100DUP". The tree is a minimax tree, where the root node is a maximizer and the children are minimizers, and so on. The blue numbers indicate the values of the nodes, and the crossed-out numbers indicate the values of the nodes that are not optimal.