

Diagram illustrating a game tree structure for a 6-player game. The root node is labeled "ROOT 1 5 -4 2 6 -3". The tree branches out into several levels of nodes, each representing a game state. The nodes are labeled with player numbers and game state vectors. The tree structure shows the progression of the game, with branches leading to terminal states. The terminal states are labeled with player numbers and game state vectors, indicating the outcome of the game. The tree structure is complex, with many branches and nodes, showing the game's progression from the root to the terminal states.