

Diagram illustrating a game tree for a 6-player game. The root node is labeled "ROOT -4 5 -3 1 6 -2". The tree branches out into several nodes, each representing a state of the game. The nodes are labeled with coordinates (e.g., "4 5 -3 1 6 -2", "8DUP -5 -4 -3 1 2 4 6 -2 -1 3", "4 5 -3 -2 -1 -6"). The branches are labeled with coordinates (e.g., "1,-2", "5,-4", "4,-3", "2,-3", "3,-2", "4,-3", "5,-6"). The tree structure shows a sequence of moves and draws, leading to terminal states. The final states are labeled with coordinates (e.g., "17DUP -5 -4 -3 1 2 4 6 -2 -1 3 2 1DUP 4 5 -3 -2 -1 -6 5DUP 4 5 6 -2 -4 3 1 2 -6", "4 5 6 1 2 3", "33DUP 4 5 -3 -2 -1 -6", "36DUP -4 5 6 1 2 3").