

Diagram illustrating a game tree structure for a 6-player game. The root node is labeled  $-1\ 3\ 4\ 2\ 5\ -6$ . The tree branches out into several levels of nodes, each representing a different game state. The nodes are labeled with numbers and some are followed by "WIN" or "LOSE" indicating the outcome. The branches are labeled with numbers and some are followed by "WIN" or "LOSE" indicating the outcome. The tree is a minimax tree, showing the optimal path for the player whose turn it is to move. The optimal path is highlighted in red. The tree ends in a terminal state where all players have a score of 0.