

The diagram illustrates a game tree starting from a root node labeled "ROOT 4 -6 2 -5 1 -3".

- Root Node:** ROOT 4 -6 2 -5 1 -3. It has two outgoing edges: one labeled "4,-5" leading to the left subtree, and another labeled "4,-3" leading to the right subtree.
- Left Subtree:**
 - Node: 4 5 -2 6 1 -3. It branches into "-1,-3" (left) and "1,-2" (right).
 - Node: -1 -6 2 -5 -4 -3. It branches into "2,-1" (left) and "2,-3" (right).
 - Node: 4 5 -2 -1 -6 -3. It branches into "4,-3" (left) and "5,-6" (right).
- Right Subtree:**
 - Node: 4 -6 -3 3 2 1 -6. It branches into "4,-3" (left) and "5,-6" (right).
 - Node: -1 5 -2 6 -4 -8 -4 -3 -2 -1 5 4 -6 -5 1 2 3. It branches into "5,-4" (left), "5,-4" (middle), and "4,-5" (right).
 - Node: 17 DUP -1 -6 2 -5 1 -3. It branches into "2,-1" (left) and "2,-3" (right).
- Terminal Nodes (Bottom Row):**
 - 6 1 2 -5 -4 -3
 - 1 -6 2 3 4 5
 - 10 DUP 6 1 2 -5 -4 -3
 - 4 5 6 1 2 -3
 - 18 DUP 6 1 2 -5 -4 -3
 - 21 DUP -1 -6 2 3 4 5

Each node is represented by a set of lines and numbers, with some numbers highlighted in blue to indicate specific moves or states. The diagram shows a complex branching structure, likely representing a search space for a game solution.