

Diagram illustrating a game tree for a 6-player game. The root node is labeled "ROOT 1 4 6 -2 5 -3". The tree branches out into several levels of nodes, each representing a different player's turn to move. The nodes are labeled with the sequence of moves made so far, such as "1 2 -6 -4 5 -3" and "1 2 -6 -5 4 -3". The tree ends in terminal nodes labeled "WIN" or "LOSE". The diagram is annotated with blue numbers and arrows indicating the optimal path for each player, starting from the root and following the path of blue numbers through the tree.