

Diagram illustrating a game tree structure for a 6-player game. The root node is labeled "ROOT 6-2 5 1 3-4". The tree branches out into several levels of nodes, each representing a game state. The nodes are labeled with sequences of numbers (e.g., "6-2-3-1-5-4", "6-2-1-5-3-4", "6-1-5-2-3-4") and some are labeled with "DUP" (Duplicate) or "WIN". The branches are labeled with numbers (e.g., "3-2", "3-4", "1-2", "5-4", "1-2", "3-2"). The tree is a minimax tree, showing the optimal path from the root to the leaf nodes. The leaf nodes are labeled with "WIN" or "DUP" and a sequence of numbers (e.g., "5+WIN 1 2 3 4 5 6", "4+WIN 1 2 3 4 5 6").