

Diagram illustrating a game tree for a 6-player game. The root node is labeled "ROOT-5-6-3-1-4-2". The tree branches out into various nodes, each labeled with a sequence of numbers representing the game state. The nodes are organized into levels, with the root at the top and the terminal nodes at the bottom. The nodes are labeled with sequences of numbers, some of which are highlighted in blue. The sequences represent the game state at each node, with the root node being "ROOT-5-6-3-1-4-2". The tree structure shows the progression of the game from the root to the terminal nodes, with branches representing different moves or actions. The terminal nodes are labeled with sequences of numbers, some of which are highlighted in blue, indicating the final outcome of the game.