

Diagram illustrating a game tree for a 6-player game. The root node is labeled "ROOT 1-3-6-4-5-2". The tree branches out into several nodes, each representing a state of the game. The nodes are labeled with sequences of numbers (1-6) and actions (e.g., "1,2", "3,4", "4,5", "5,6", "6,5", "2,3", "3,2", "4,3", "5,4", "1,3", "2,4", "3,5", "4,6", "5,1", "6,2"). The tree structure shows the progression of the game from the root to various terminal states, including "1 2 5 4-6 3", "13DUP 1 2-6-5-4 3", "16DUP 1 2 5 6-4-3", "38DUP 1 2-6-5-4 3", "41DUP 1 3 4 5 6 2", "21WIN 1 2 3 4", "26WIN 1 2 3 4", "29WIN 1 2 3 4", "36WIN 1 2 3 4", "34WIN 1 2 3 4", "36WIN 1 2 3 4 5 6", "1 2-6-5-4 3", "1 2 5 6-4-3 15+WIN 1 2 3 4 5 6", "16WIN 1 2 3 4", "20WIN 1 2 3 4", "26WIN 1 2 3 4", "33WIN 1 2 3 4", "35WIN 1 2 3 4 5 6", "1 2-6-5-4-3", "1 2 3 4-6-5-4-3", "9DUP 1 2-6-5-4-3", "5+WIN 1 2 3 4 5 6", "6+WIN 1 2 3 4 5 6", "10+WIN 1 2 3 4 5 6".