

Diagram illustrating a game tree structure for a 6-player game. The root node is labeled "ROOT -1 -5 6 2 -4 -3". The tree branches into four main paths, each leading to a node labeled with a sequence of numbers (representing player payoffs or game states):

- Path 1: 38DUP -1 5 6 2 -4 -3
- Path 2: 46DUP -6 5 1 2 -4 -3
- Path 3: -1 -5 6 2 3 4
- Path 4: -1 -5 6 2 -4 -3

Each of these nodes further branches into three nodes, and so on, creating a deep tree structure. The terminal nodes are labeled with sequences of numbers, some of which are underlined, representing the final payoffs for the players. The diagram is a visual representation of a game tree, showing the sequence of moves and the resulting payoffs for each player.