

Diagram illustrating a game tree for a 3-player game. The root node is labeled "ROOT 2 4 -5 1 -6 -3". The tree branches out into various nodes, each representing a game state. The nodes are labeled with sequences of numbers (e.g., "2 3 6 -1 5 -4", "2 3 4 5 1 2 6 -6 -5 4 3 -2 -1") and actions (e.g., "2 3", "4 -5", "3 4", "2 -1"). The tree structure shows the progression of the game from the root to terminal states. The terminal states are labeled with "WIN" or "LOSE" and a sequence of numbers (e.g., "5 -WIN -6 -5 -4 -3 -2 -1", "10 -WIN -6 -5 -4 -3 -2 -1"). The diagram uses a color-coded system: blue for "WIN" and red for "LOSE".