

Diagram illustrating a game tree structure for a 6-player game. The root node is labeled "ROOT 3-1-4-5-6-2". The tree branches out into several levels, showing various game states and player moves. The diagram includes labels for game states (e.g., "3-1-4-5-6-2", "6-5-4-1-3-2", "3-1-4-5-6-2") and player indices (1-6). The tree structure shows a sequence of moves and responses, leading to various outcomes (e.g., "DRAW", "WIN").