

Diagram illustrating a game tree structure, likely representing a sequence of moves in a game. The tree starts from a root node labeled "ROOT -3 2 -5 1 4 -6". The tree branches out into two main paths. The left path leads to a node labeled "-3 -2 -5 1 4 -6", which further branches into "-3 -2 -1 5 4 -6" and "-1 5 2 3 4 -6". The right path leads to a node labeled "22DUP -1 5 2 3 4 -6", which branches into "23DUP -1 5 6 -4 -3" and "24DUP -5 1 2 3 4 -6". The tree continues to branch down to a final level of nodes. Each node is accompanied by a diagram of a game state represented by a set of vertical lines (pegs) and horizontal lines (rungs) connecting them. The labels on the branches and nodes are in blue text. The final level of nodes includes labels like "4DRAW -3 -2 -1 -6", "5DRAW -5 -4 -3 -2", "6DRAW -1 -6 -5 -4 -3", "7DRAW -3 -2 -5 -4 -1 -6", "8DRAW -3 -2 -5 -4 -1 -6", "9DRAW -1 -6 -5 -4 -3 -2 -1 -6", "10DRAW -5 1 2 3 4 -6", "11DRAW -3 4 5 -2 -1 -6", and "12DRAW -3 4 5 6 1 2".