

Diagram illustrating a game tree structure for a 6-player game. The root node is labeled "ROOT -5 2 -3 1 6 4". The tree branches out into several levels of nodes, each representing a player's turn to move. The nodes are labeled with the current state of the game, including the number of players remaining and the current player's index. The branches are labeled with the action taken by the player, such as "2,-1", "6,-5", "3,-2", "4,-5", "4,-3", "4,-5", "3,-2", "6,-5", "4,-5", "2,-3", "1,-2", "6,-5", "5,-4", "6,-5", "3,-2", "2,-3", "3,-2", "4,-3", "4,-3", "1,-2", "6,-5", "2,-1", "4,-5", "2,-3", "3,-2". The tree ends at terminal nodes labeled with the final state of the game, such as "4DRAW 5 6 1 2 3 4", "1DRAW -1 -6 -5 -4 0", "1DRAW -1 -6 -5 -4 1", "5DRAW -5 -4 1 7", "1DRAW -6 -5 -4 -3 -2".