

Diagram illustrating a game tree for a 6-player game. The root node is labeled "ROOT 3 5 -1 4 2 -6". The tree branches out into five main paths, each labeled with a sequence of moves and player numbers. The paths are:

- Path 1: ROOT 3 5 -1 4 2 -6 (labeled 2,-1)
- Path 2: -6 -5 -3 -2 -4 1 (labeled 1,-2)
- Path 3: 3 4 2 -6 -5 1 (labeled 4,-5)
- Path 4: 3 2 -6 -5 -4 1 (labeled 3,-4)
- Path 5: 3 5 6 -2 -4 1 (labeled 1,-2)

Each path further branches into sub-paths, labeled with moves and player numbers. The sub-paths are:

- Sub-path 1: 3 5 -4 1 2 -6 (labeled 3,-4, 5,-4, 5,-6)
- Sub-path 2: -6 -5 -3 -2 -1 4 (labeled 4,-5, 4,-3)
- Sub-path 3: 3 4 5 6 -2 1 (labeled 3,-2, 1,-2)
- Sub-path 4: 15DUP 3 4 5 6 -2 1 (labeled 3,-2, 1,-2)
- Sub-path 5: 21DUP -6 -5 -3 -2 -1 4 (labeled 4,-5, 4,-3)

The tree continues to branch out, showing various game states and player moves. The final nodes are labeled with sequences of moves and player numbers, such as "30 -WIN -6 -5 -4 -3 4 2 -WIN -6 -5 -4 -3 8 2 -WIN -6 -5 -4 -3 10 2 -WIN -6 -5 -4 -3 2 -1".