

Diagram illustrating a game tree for a 6-player game. The root node is labeled "ROOT -5 -2 4 -3 6 -1". The tree branches out into various nodes, each representing a game state with a score vector. The nodes are labeled with the score vector and the names of the players whose turn it is to move. The game ends at terminal nodes with a score vector and a result (WIN, DRAW, or LOSS). The tree is a minimax tree, where the root node is a maximizer node and the children are minimizer nodes, and so on. The terminal nodes are labeled with the score vector and the result. The tree is a complex structure with many branches and nodes, representing the game tree for a 6-player game.