

The diagram illustrates a game tree for a 6-player game. The root node is labeled "ROOT -1 3 6 2 -5 4". The tree branches out into several levels of nodes, each representing a game state. The nodes are labeled with sequences of numbers representing the game state. The tree is a minimax tree, with nodes alternating between maximizing and minimizing players. The terminal nodes are labeled with the final game state and the result (WIN, DRAW, or LOSS). The tree is a minimax tree, with nodes alternating between maximizing and minimizing players. The terminal nodes are labeled with the final game state and the result (WIN, DRAW, or LOSS).