

Diagram illustrating a game tree structure for a 6-player game. The root node is labeled "ROOT 1-6 4-5 -3 -2". The tree branches into two main paths. The left path leads to a node labeled "1 2 3 5 -4 6", which then branches into two nodes: "1 2 3 4 -5 6" and "1 2 3 -5 -4 6". The right path leads to a node labeled "1 -6 4 5 -3 -2", which then branches into four nodes: "18+WIN 1 2 3 4 5 6", "19+WIN 1 2 3 4 5 6", "20+WIN 1 2 3 4 5 6", and "21+WIN 1 2 3 4 5 6". Each node is further branched into two nodes, with some nodes being terminal (labeled "WIN") and others being non-terminal (labeled "DUP"). The diagram uses a color scheme where blue text indicates a winning path for the player whose turn it is to move at that node.