

Diagram illustrating a game tree structure for a game with 16 players, labeled 1 through 16. The tree starts at a root node (16) and branches out into 15 nodes (15, 14, 13, 12, 11, 10, 9, 8, 7, 6, 5, 4, 3, 2, 1). The nodes are arranged in a hierarchical structure, with the root at the top and the leaf nodes at the bottom. The nodes are labeled with their respective player numbers in blue text. The tree structure is as follows:

- Root node (16) branches into nodes 15, 14, 13, 12, 11, 10, 9, 8, 7, 6, 5, 4, 3, 2, and 1.
- Node 15 branches into nodes 14, 13, 12, 11, 10, 9, 8, 7, 6, 5, 4, 3, 2, and 1.
- Node 14 branches into nodes 13, 12, 11, 10, 9, 8, 7, 6, 5, 4, 3, 2, and 1.
- Node 13 branches into nodes 12, 11, 10, 9, 8, 7, 6, 5, 4, 3, 2, and 1.
- Node 12 branches into nodes 11, 10, 9, 8, 7, 6, 5, 4, 3, 2, and 1.
- Node 11 branches into nodes 10, 9, 8, 7, 6, 5, 4, 3, 2, and 1.
- Node 10 branches into nodes 9, 8, 7, 6, 5, 4, 3, 2, and 1.
- Node 9 branches into nodes 8, 7, 6, 5, 4, 3, 2, and 1.
- Node 8 branches into nodes 7, 6, 5, 4, 3, 2, and 1.
- Node 7 branches into nodes 6, 5, 4, 3, 2, and 1.
- Node 6 branches into nodes 5, 4, 3, 2, and 1.
- Node 5 branches into nodes 4, 3, 2, and 1.
- Node 4 branches into nodes 3, 2, and 1.
- Node 3 branches into nodes 2 and 1.
- Node 2 branches into node 1.
- Node 1 is the final node in the tree.