

Diagram illustrating a game tree for a 6-player game. The root node is labeled "ROOT-1 3 -6 5 -2 -4". The tree branches out into four main paths, each labeled with a sequence of moves (e.g., "1 3 -6 -3 -2 -4", "1 3 4 2 -5 6", "1 3 -6 -5 -2 -4", "1 3 -6 2 -5 -4"). The tree continues to branch down to terminal nodes, which are labeled with sequences of moves (e.g., "1 5 6 -3 -2 -4", "1 3 4 5 -2 6", "4 -3 1 2 -5 6", "1 3 4 2 5 6", "2 9 DUP-1 5 6 -3 -2 -4", "3 5 DUP-1 3 4 2 5 6", "4 2 DUP-1 3 4 5 -2 6", "6 -3 1 2 -5 -4"). The terminal nodes are grouped into four columns, each representing a different player's perspective (Player 1, Player 2, Player 3, Player 4). The diagram shows the game tree structure and the terminal nodes for each player's perspective.