

本戦

Diagram illustrating a game tree with 6 steps and payoffs:

- Step 1: Player 1 chooses between 1 (山角) and W.O.
- Step 2: If 1 (山角), Player 2 chooses between 4 (海老沼) and 6 (松井).
- Step 3: If W.O, Player 2 chooses between 4 (海老沼) and 6 (松井).
- Step 4: If 4 (海老沼) at Step 2, Player 3 chooses between 1 (山角) and W.O.
- Step 5: If 6 (松井) at Step 2, Player 3 chooses between 3 (神宮司) and 5 (岩田).
- Step 6: If W.O at Step 3, Player 3 chooses between 1 (山角) and W.O.

Payoffs are indicated by numbers next to the branches:

- From 1 (山角) to 4 (海老沼): 80
- From 1 (山角) to 6 (松井): 83
- From W.O to 4 (海老沼): 81
- From W.O to 6 (松井): 85
- From 4 (海老沼) to 1 (山角): 62
- From 4 (海老沼) to W.O: 60
- From 6 (松井) to 3 (神宮司): 60
- From 6 (松井) to 5 (岩田): 62

Phylogenetic tree diagram showing relationships between four groups: 倉田 (Kura), 黒澤 (Kuro), 中沢 (Naka), and 黒澤 (Kuro). The tree structure is as follows:

- Root splits into two main branches (labeled 1).
- The upper branch (labeled 2) leads to a clade containing 倉田 (Kura) and a clade containing 黒澤 (Kuro) and 中沢 (Naka). The value 86 is associated with the 倉田 clade.
- The lower branch (labeled 3) leads to a clade containing 中沢 (Naka) and a clade containing 黒澤 (Kuro). The value 81 is associated with the 中沢 clade.
- The 黒澤 and 中沢 clade is further labeled 4, with a value of 85.

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83,80		

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