An example by Fioravante Patrone (⟨patrone@dima.unige.it⟩)

Few initial comments:
This game tree presented some difficulties:
- a careful choice for spacing was needed. Some preliminary calculations were indeed useful: notice that there are many branches and that the spacing between nodes lying at the same "level" is uneven. The goal was to get a good final distribution of spacing among the terminal nodes. See below for details
- the description of the game is divided into "levels" (its meaning should be self-explanatory, having seen the Figure)
- not all of the labels for branches were written: this choice was made to improve readability
- further comments, specific to some tricks used, are in "commented" lines

- spacing details:
I had to put 16 nodes at the last level. So, I decided a spacing among them of 80 units (each unit is 0.1 mm).
From this came the horizontal space allotted for the figure: 1600 units
For vertical spacing, I left 160 units between any two levels. Since the levels are 5 (4 have decision nodes, the 5th has the outcomes), this amounts to 800, so I left 880 units for the overall vertical size of the figure
Here are the horizontal coordinates of the various levels:
4th level: 80, 160, 280, 400, 480, 600, 720, 800, 880, 960, 1080, 1240
3rd level: 80, 160, 280, 400, 480, 600, 760, 920, 1160
2nd level: 160, 480, 960
1st level: 480 (the initial node was put there, that is a little to left w.r.t. center of the figure, for aesthetical reasons but also to comply with the restrictions that the macro by Osborne puts on the horizontal vs. vertical ratio)

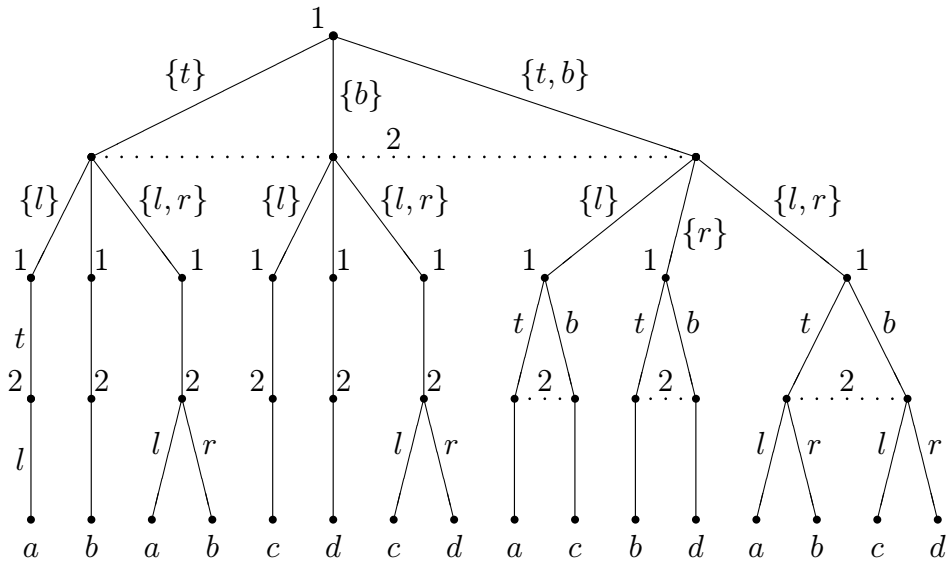

Figure 1: An example from F. Patrone, used for a joint paper with Garcia-Jurado and Mendez-Naya