ArbreA Partida = new Arbre(...);

Partida = ArbreE

ArbreA:

* Root[NodeA, ~~NodeA~~ NodeB]:
  + NodeA:
    - Contents
    - Yes:
      * ArbreB:
        + Root[NodeB , ~~NodeB~~ NodeE]:

NodeB:

Contents

Yes:

ArbreD:

Root[NodeD , NodeD]:

NodeD:

Contents

Null

Null

No:

ArbreE:

Root[NodeE , NodeE]:

NodeE:

Contents

Null

Null

* + - No:
      * ArbreC:
        + Root[NodeC , NodeC]:

NodeC:

Contents

Null

Null