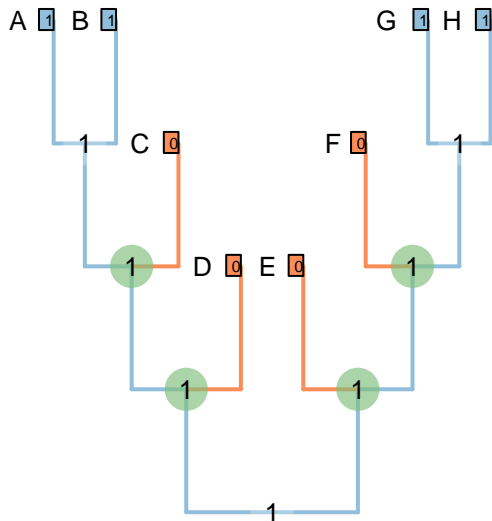


Tail

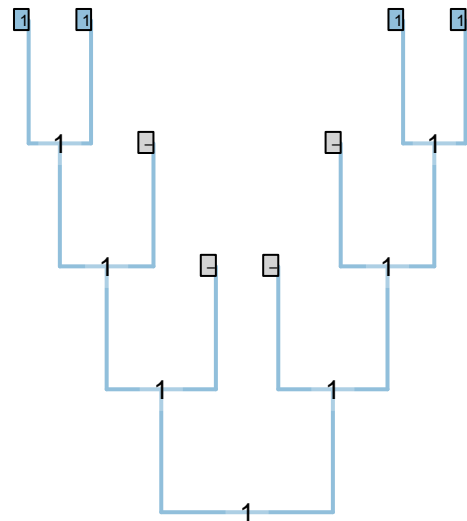
Character adds 4 to tree score
state changes (4)



0: Absent
1: Present

Tail colour (etc.)

Character adds 0 to tree score
applicable region (1 + 0)
additional region (0)
state changes (0)



1: Red