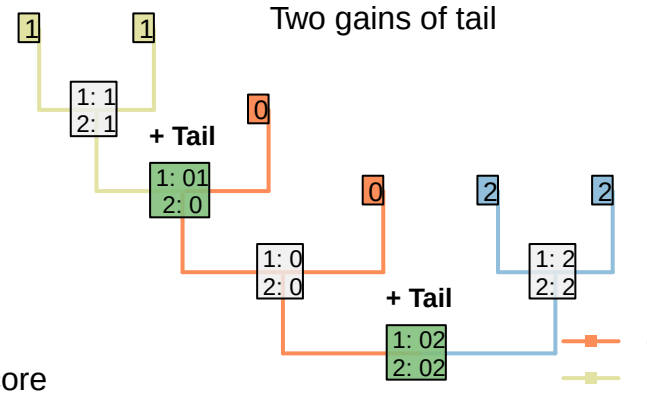
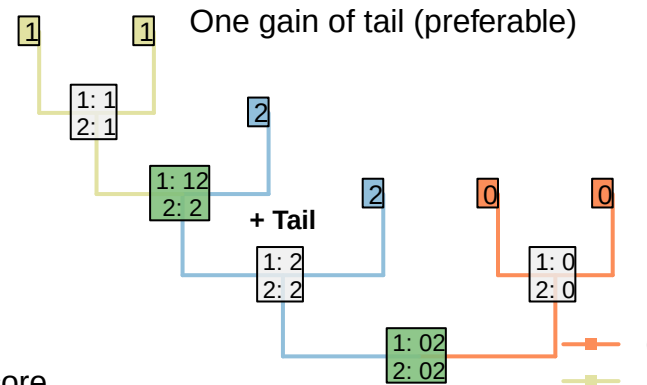


Character adds 2 to tree score
state changes (2)



Character adds 2 to tree score
state changes (2)