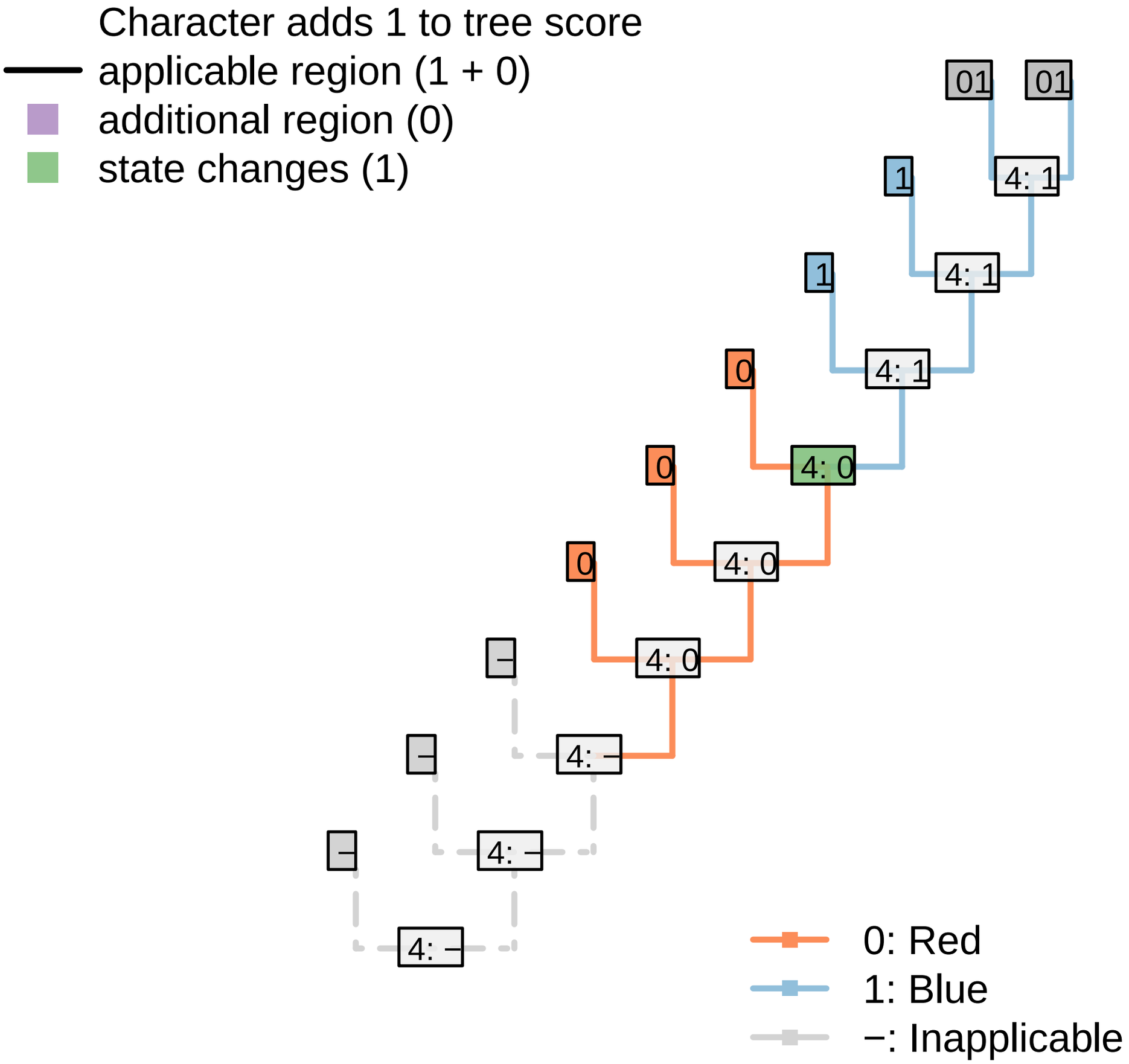
Character adds 1 to tree score
applicable region (1 + 0)
additional region (0)
state changes (1)
01
01
1
4: 1
1
4: 1
0
4: 1
0
4: 0
0
4: 0
–
4: 0
–
4: –
–
4: –
4: –
0: Red
1: Blue
–: Inapplicable