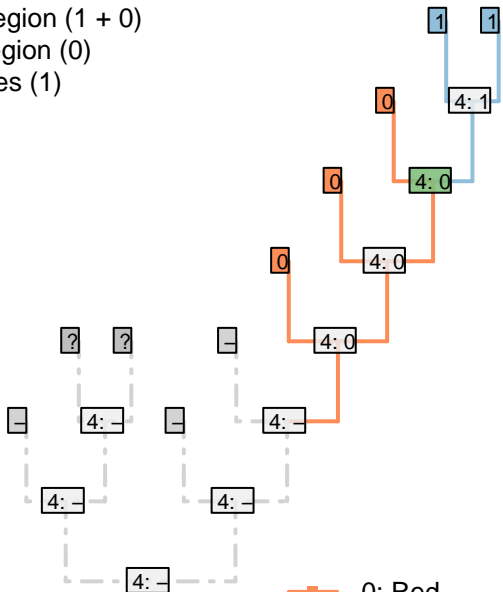


Character adds 1 to tree score

— applicable region (1 + 0)

■ additional region (0)

■ state changes (1)



0: Red

1: Blue

—: Inapplicable