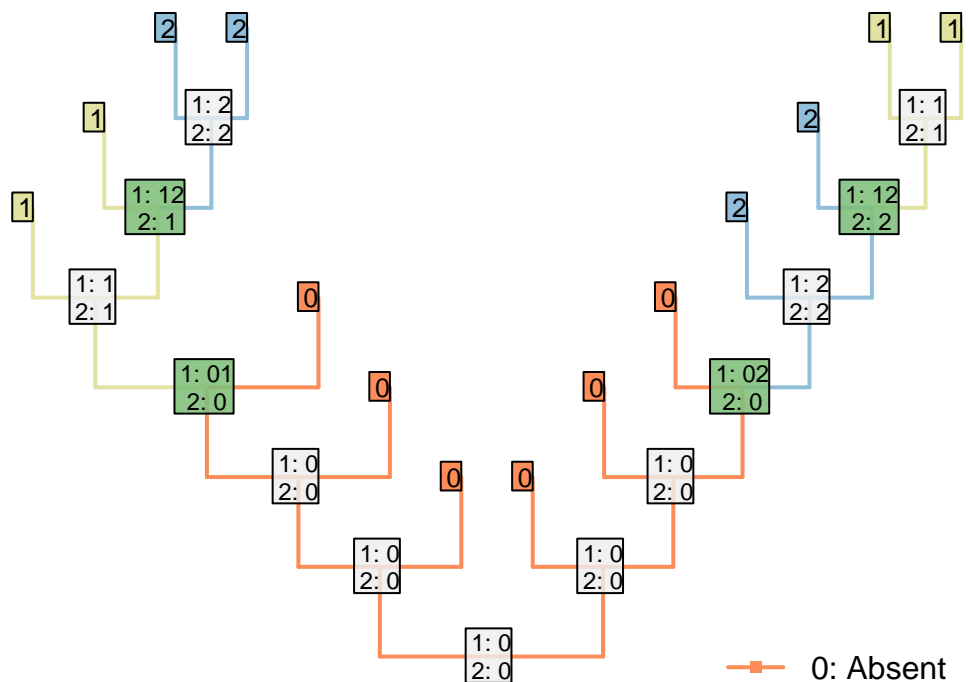


Character adds 4 to tree score
state changes (4)

0: Absent
1: Present, red
2: Present, blue



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