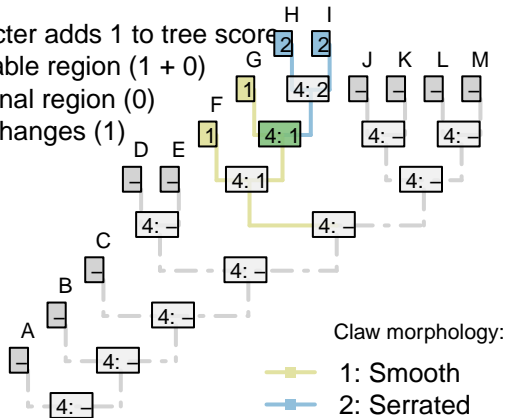


Character adds 1 to tree score

— applicable region (1 + 0)

■ additional region (0)

■ state changes (1)



Character adds 3 to tree score

— applicable region (1 + 2)

■ additional region (2)

■ state changes (1)

