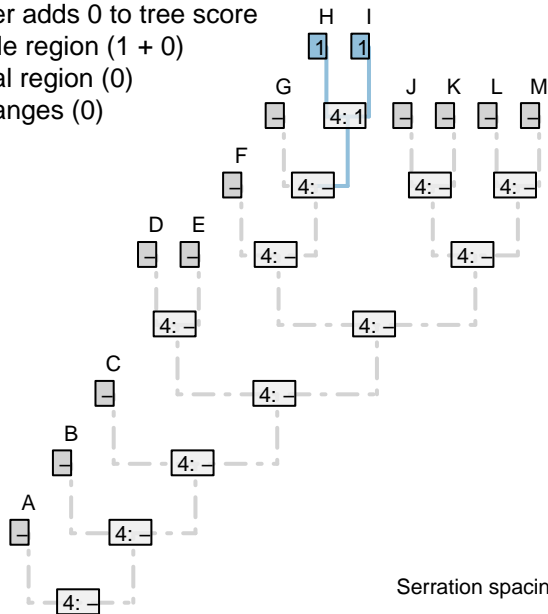


Character adds 0 to tree score

— applicable region (1 + 0)

■ additional region (0)

■ state changes (0)



Serration spacing:

1: Regular

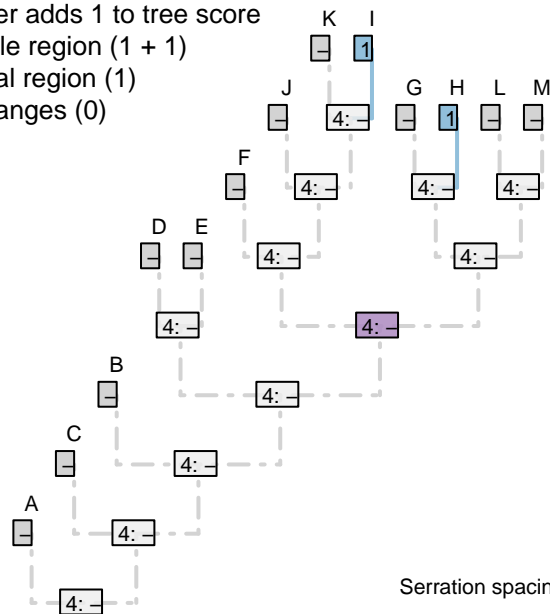
-: Ambiguous

Character adds 1 to tree score

— applicable region (1 + 1)

■ additional region (1)

■ state changes (0)



Serration spacing:

1: Regular

-: Ambiguous