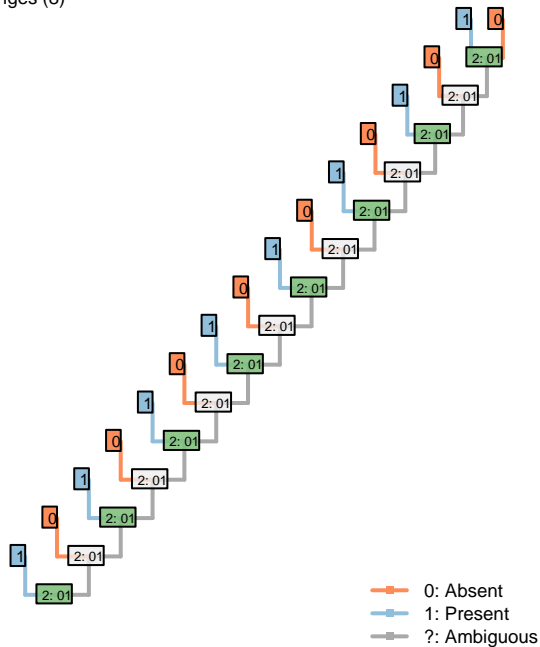


Character adds 8 to tree score
state changes (8)



Character adds 1 to tree score

— applicable region (1 + 0)
— additional region (0)
— state changes (1)

