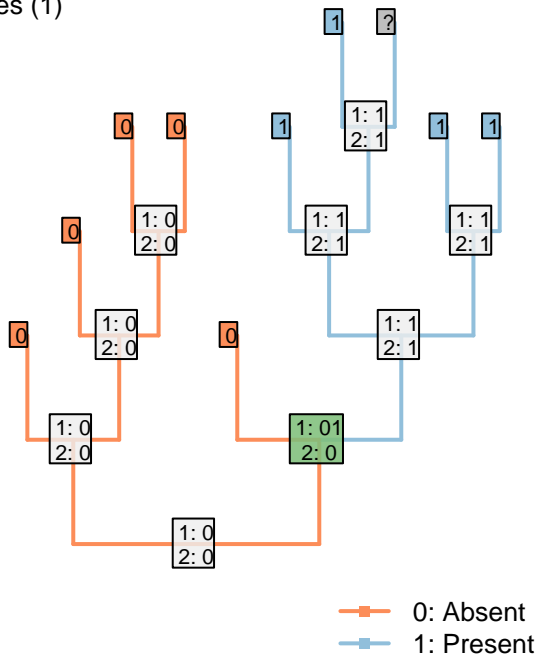


Tail

Character adds 1 to tree score
state changes (1)



Tail colour

— Character adds 1 to tree score
 — applicable region (1 + 0)
 ■ additional region (0)
 ■ state changes (1)

