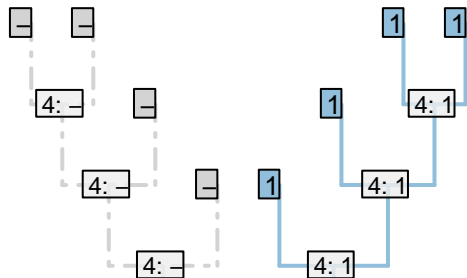# Tail colour

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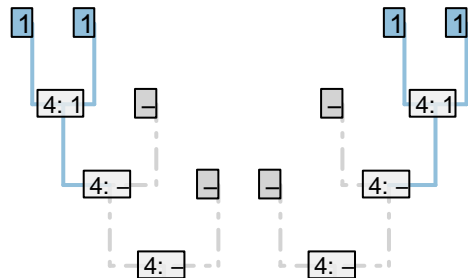— applicable region (1 + 0)
■ additional region (0)
■ state changes (0)
■— 1: Blue
■— –: Inapplicable

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