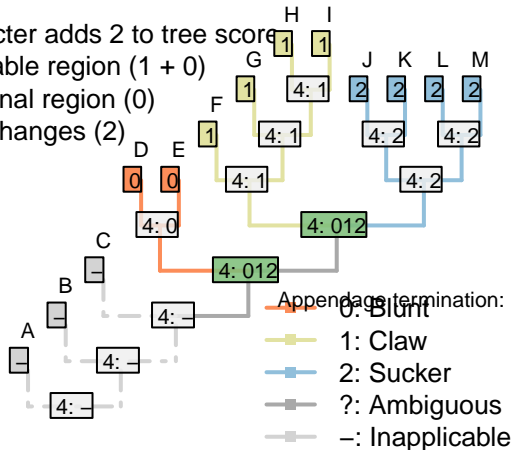


Character adds 2 to tree score

— applicable region (1 + 0)

■ additional region (0)

■ state changes (2)



Character adds 4 to tree score

— applicable region (1 + 0)

■ additional region (0)

■ state changes (4)

