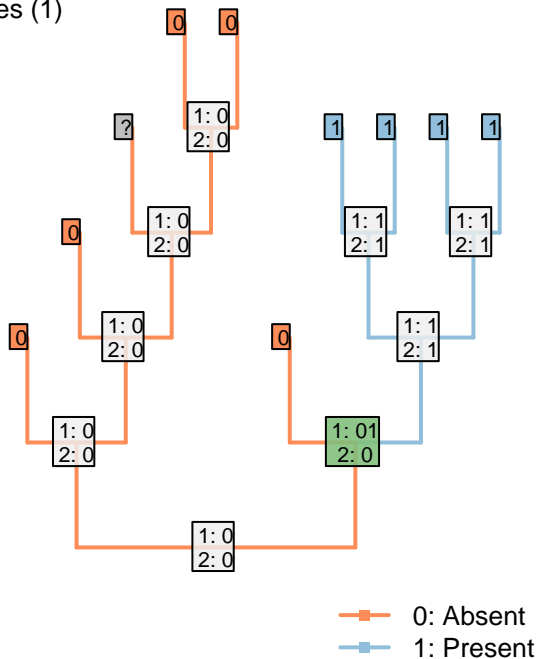


Tail

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)

