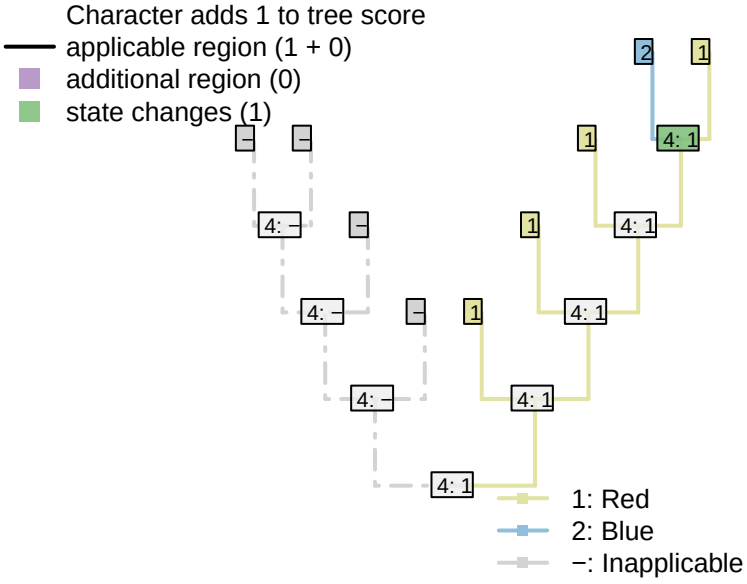
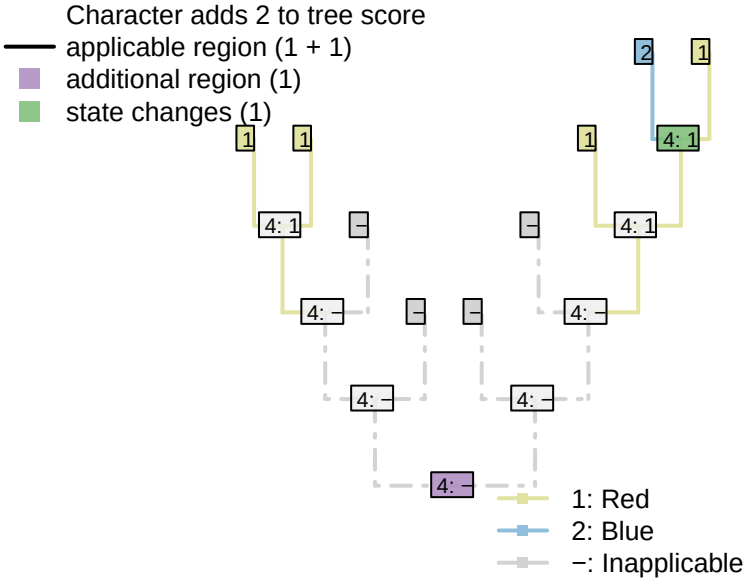

Character adds 1 to tree score
applicable region (1 + 0)
additional region (0)
state changes (1)
1: Red
2: Blue
−: Inapplicable


Character adds 2 to tree score
applicable region (1 + 1)
additional region (1)
state changes (1)
1: Red
2: Blue
−: Inapplicable