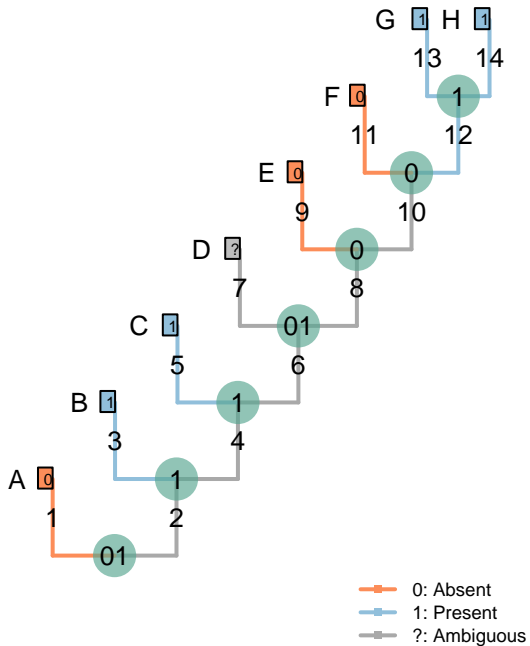


Tail

Character adds 3 to tree score
state changes (3)



Tail colour

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

