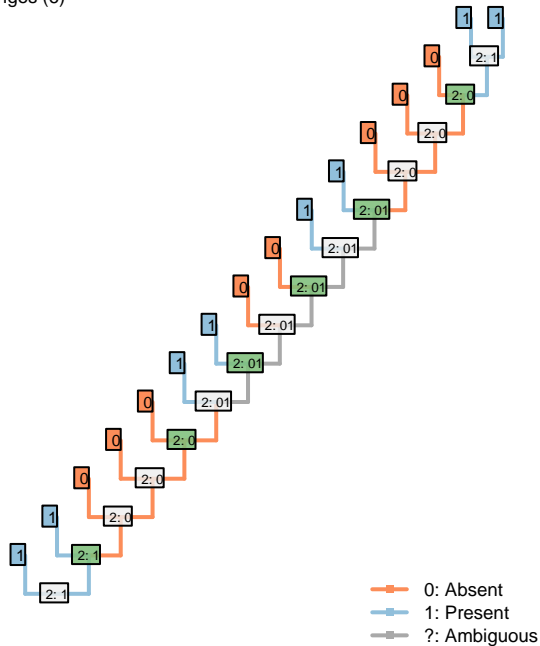


Character adds 6 to tree score

state changes (6)



Character adds 3 to tree score

applicable region (1 + 2)

additional region (2)

state changes (1)

