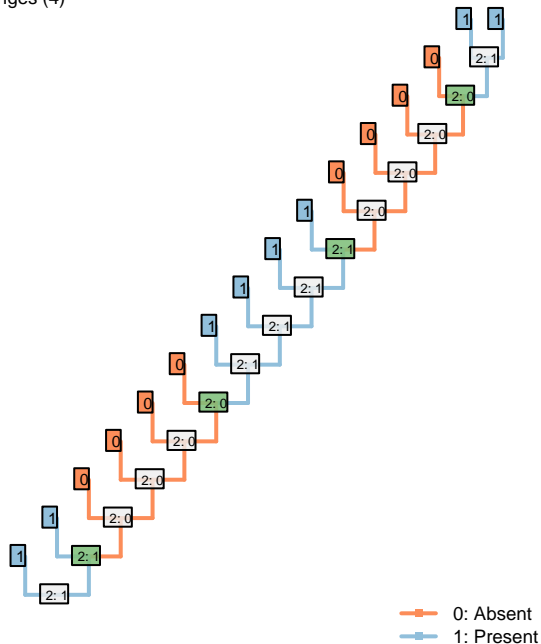


Character adds 4 to tree score  
state changes (4)



Character adds 3 to tree score

— applicable region (1 + 2)

— additional region (2)

— state changes (1)

