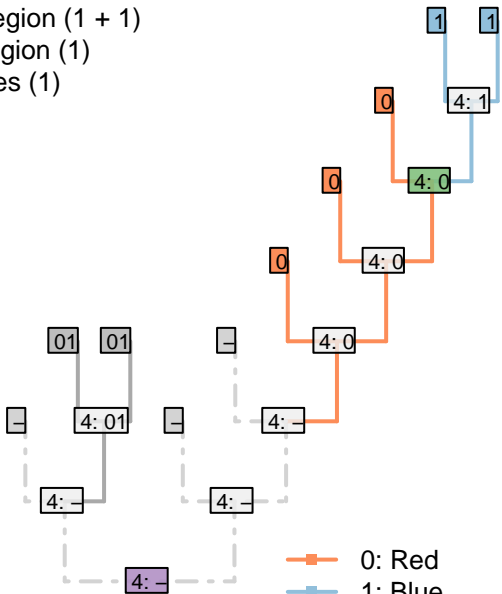


Character adds 2 to tree score

applicable region (1 + 1)

additional region (1)

state changes (1)



0: Red

1: Blue

?: Ambiguous

-: Inapplicable