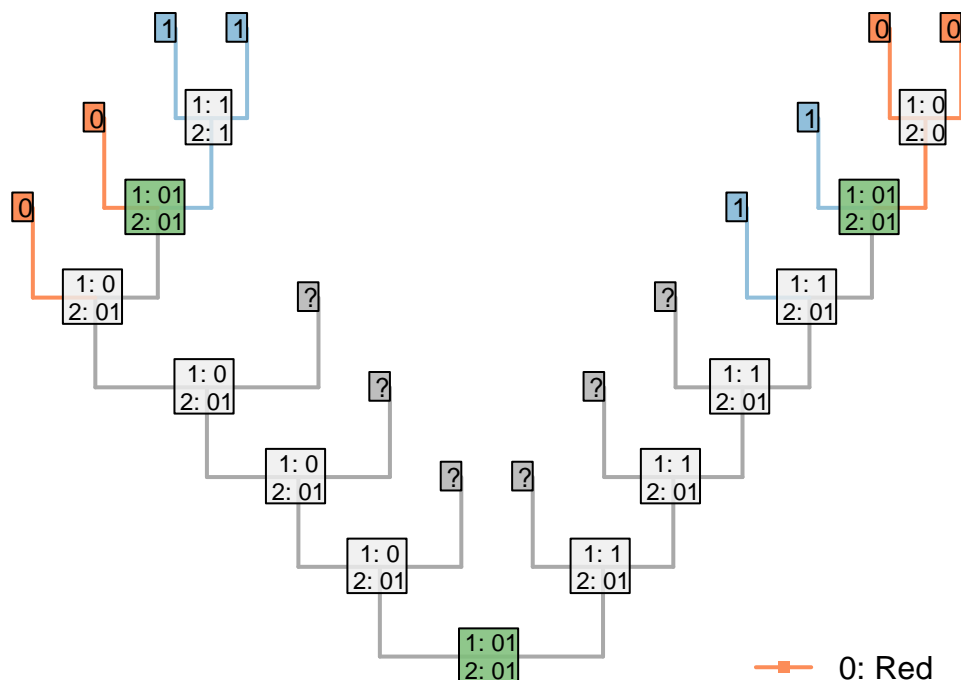


Character adds 2 to tree score
state changes (2)

0: Red
1: Blue



Character adds 3 to tree score
state changes (3)

0: Red
1: Blue
?: Ambiguous