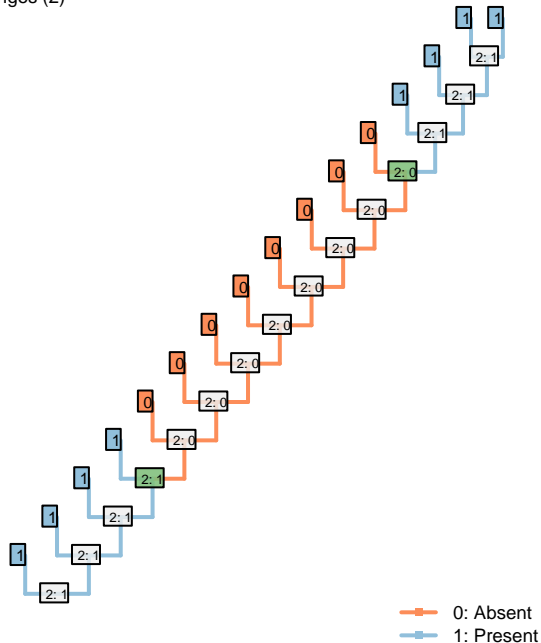


Character adds 2 to tree score  
state changes (2)



Character adds 1 to tree score

— applicable region (1 + 1)

— additional region (1)

— state changes (0)

