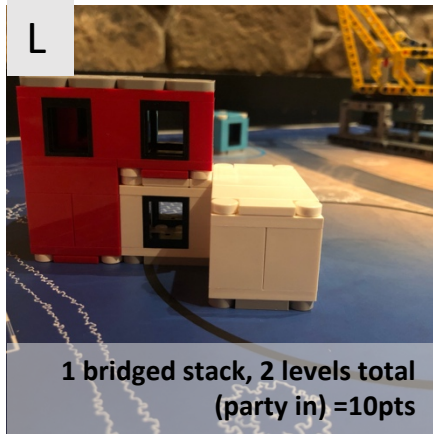
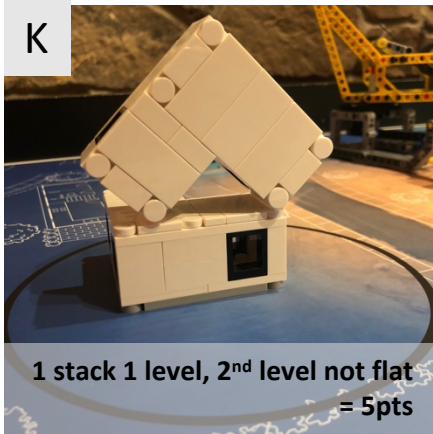
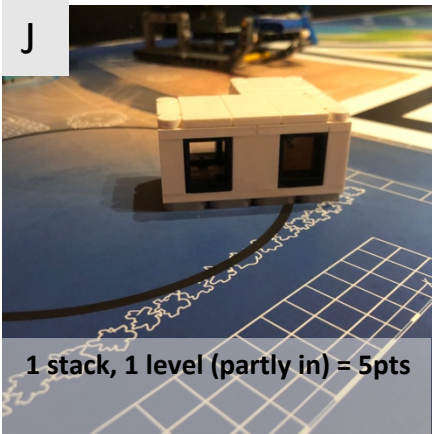
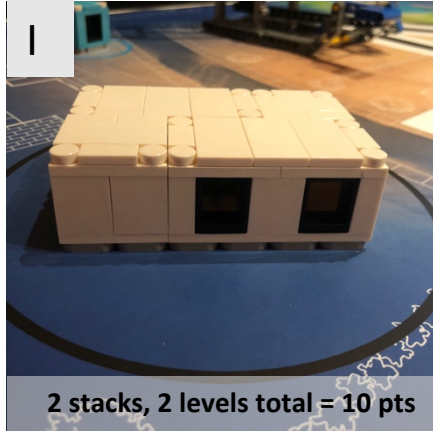
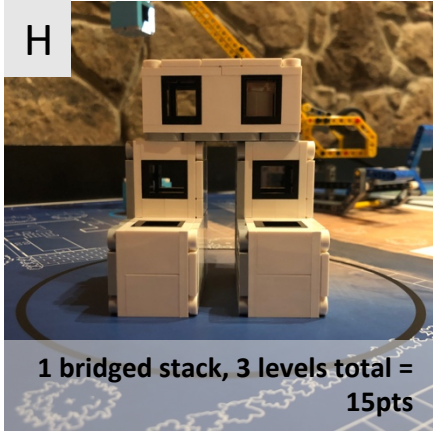
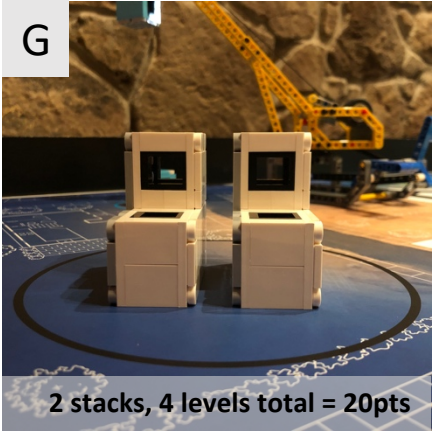
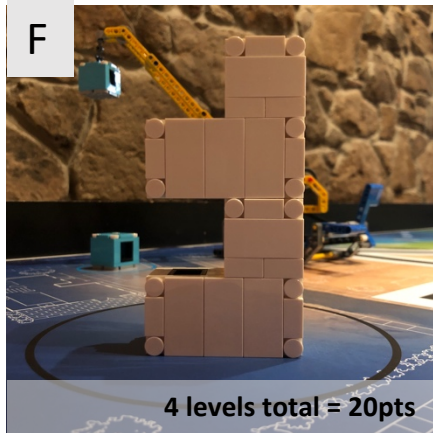
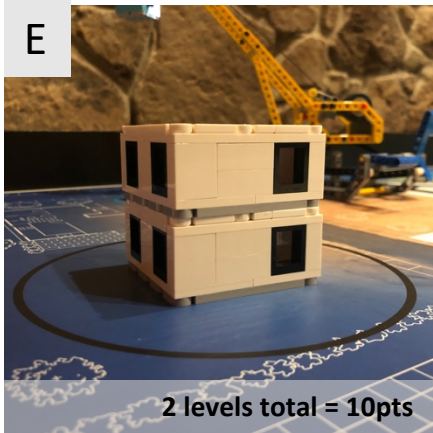
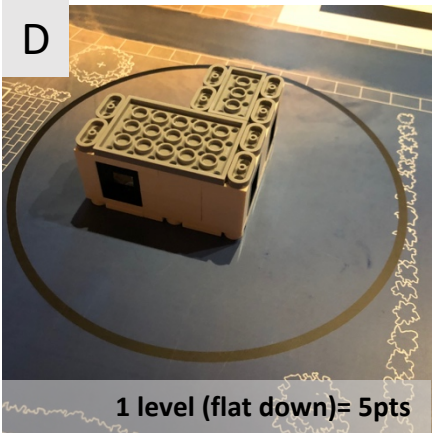
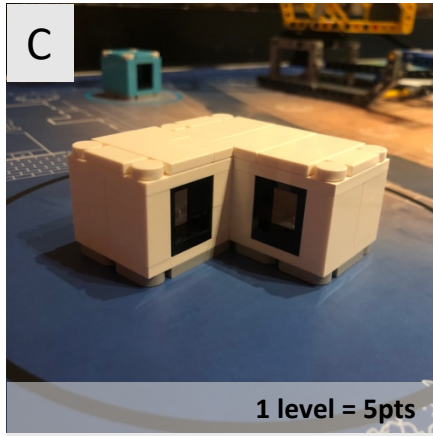
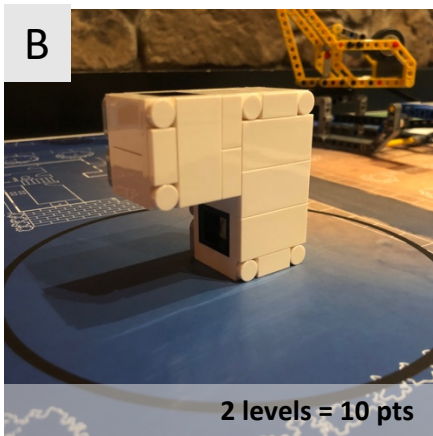
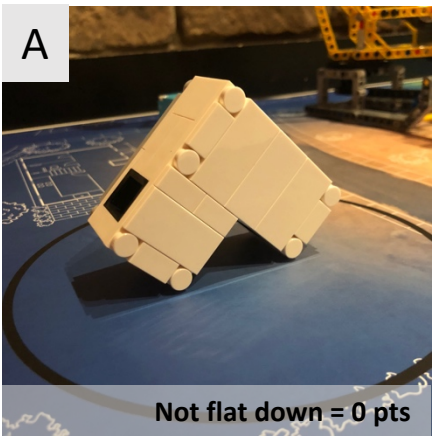
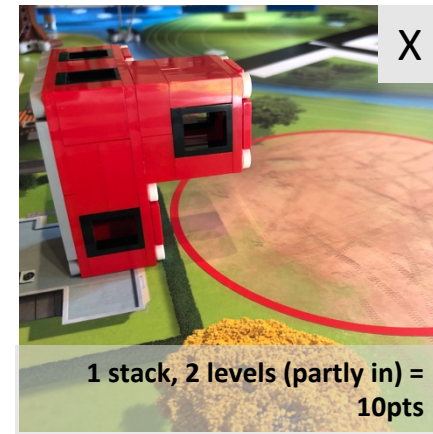
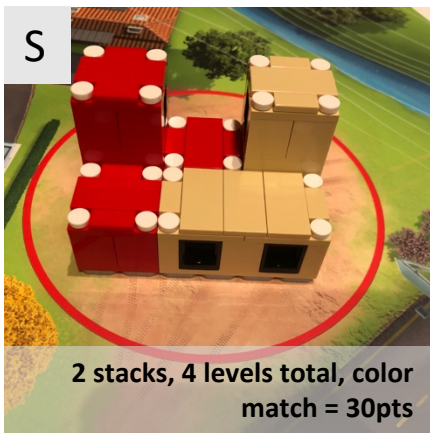
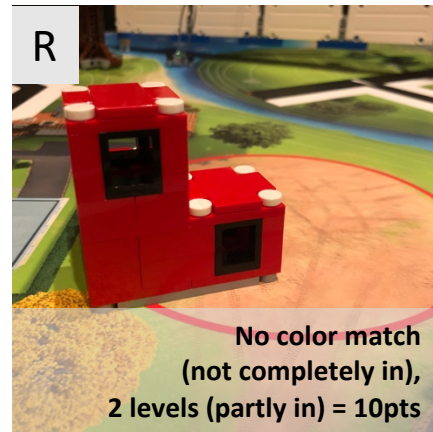
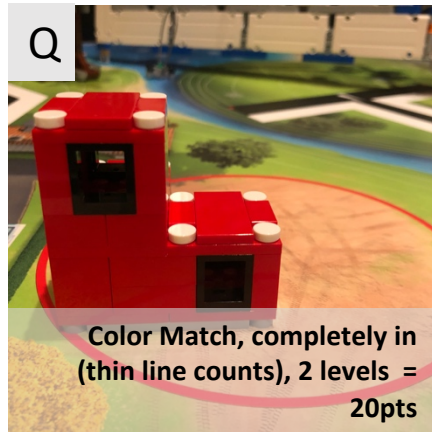
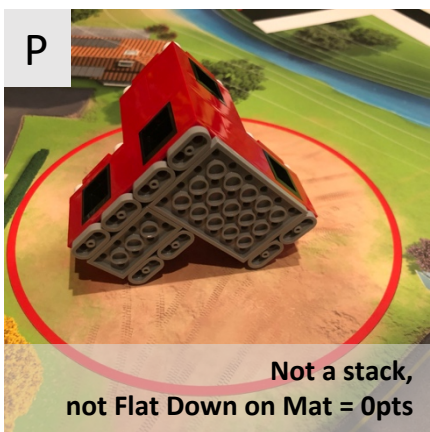
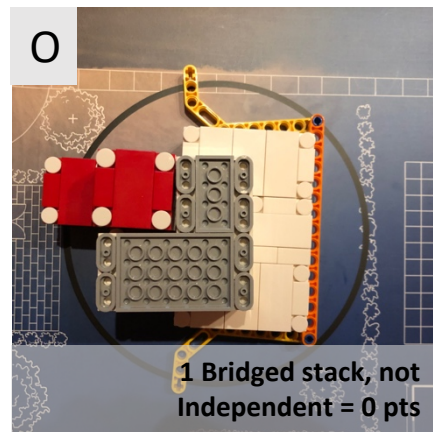
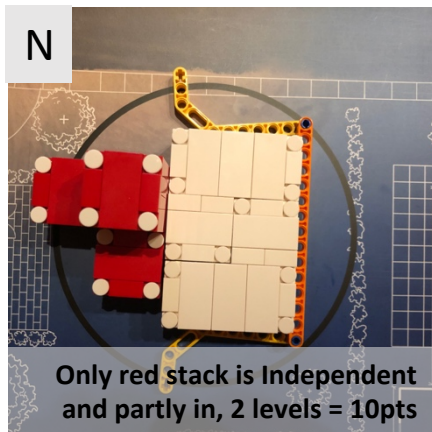
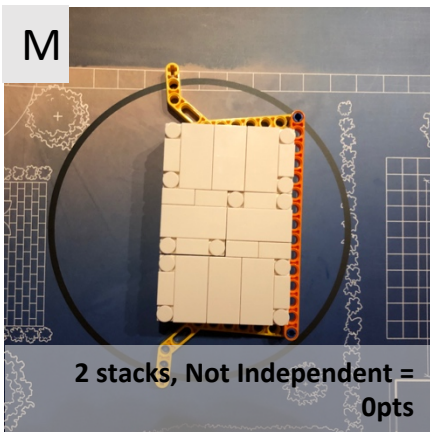


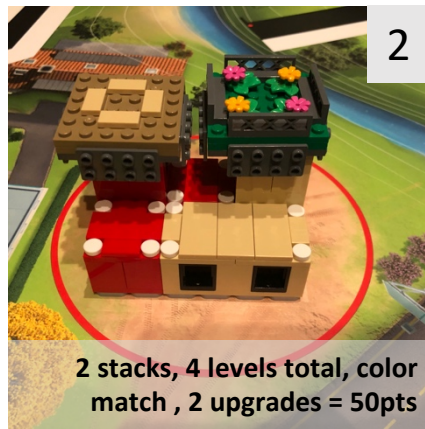
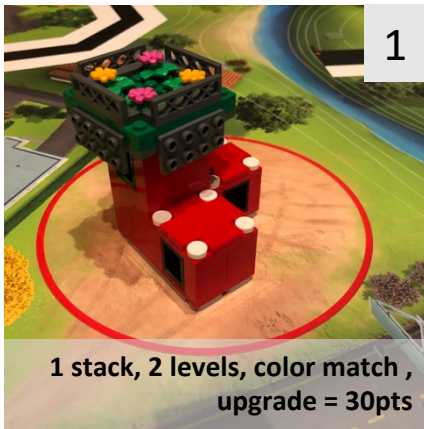
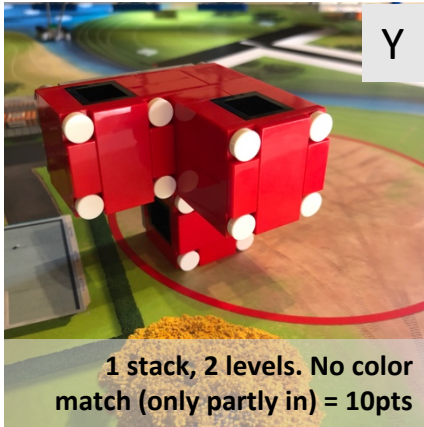
Always refer to the official Game Guide. This is just a supplement to help answer questions.











### [Relevant Excerpts from the Game Guide]

**Mission 12 Design & build** (Please take the needed time to understand the scoring examples)

→ LOCATION - If there are any Circles with at least one color-matching Unit Completely In, and Flat Down on the Mat:

**10 Each Circle**

(Note: The Blue Circle is not Part of Mission 12).

→ HEIGHT - If there are Independent Stacks at least partly in any Circles, add all of their heights together: **5**

**Each Level**

(Note: A Stack is one or more Building Units with Level 1 touching Flat Down on the Mat, and any higher levels touching Flat Down on the level below).

**Mission 13 Sustainability upgrades** (only one counts per stack)

→ If an Upgrade (solar panels, roof garden, insulation) is

Independent, and Supported only by a Stack which is at least partly in any Circle: **10 Each Upgrade**

**33. INDEPENDENT** – Not touching any equipment.

**02. EQUIPMENT** – This is anything \*\*you bring \*\*to a Match for Mission-related activity, including the Robot.

**15.** The thin line around any scoring area counts as part of the area.

**Official Game Guide:** <https://firstinspiresst01.blob.core.windows.net/fll/2020/city-shaper-game-guide-pdf.pdf>

**Useful Scoring Tool:** (available as iOS and Android Apps as well)

<http://flltutorials.com/Resources/2019/scorer/index.html>