

1

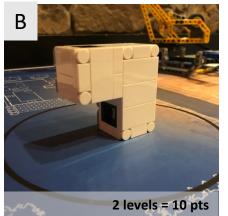




2 stacks, 2 levels total = 10 pts



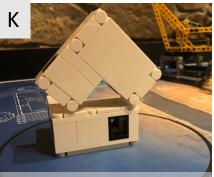
1 bridged stack, 2 levels total (party in) =10pts



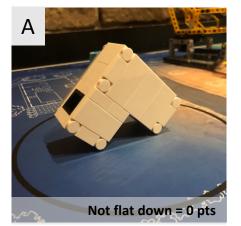


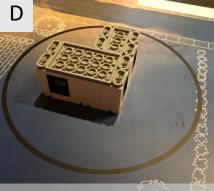


1 bridged stack, 3 levels total = 15pts

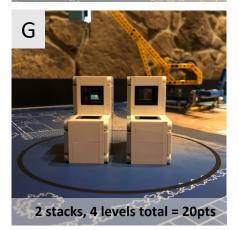


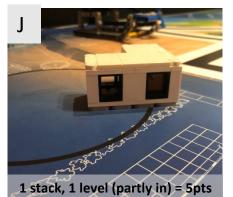
1 stack 1 level, 2<sup>nd</sup> level not flat = 5pts



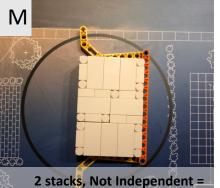


1 level (flat down)= 5pts





The Unofficial Guide to M12 and M13 stacking by FLLTutorials.com Always refer to the official Game Guide. This is just a supplement to help answer questions.



**Opts** 



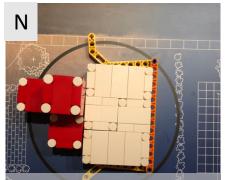
not Flat Down on Mat = Opts



2 stacks, 4 levels total, color match = 30pts



1 stack, 3 levels, no color match (not Flat Down on Mat) = 15 pts



**Only red stack is Independent** and partly in, 2 levels = 10pts



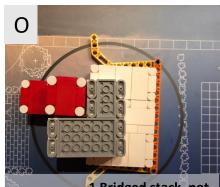
Color Match, completely in (thin line counts), 2 levels = 20pts



1 stack, 2 levels, color match = 20 pts



Blue circle not part of M12 = 0 pts



1 Bridged stack, not Independent = 0 pts

2



No color match (not completely in), 2 levels (partly in) = 10pts



2 stacks, 4 levels total, only 1 color match per circle = 30 pts



1 stack, 2 levels (partly in) = 10pts

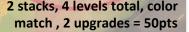
The Unofficial Guide to M12 and M13 stacking by FLLTutorials.com Always refer to the official Game Guide. This is just a supplement to help answer questions.



1 stack, 2 levels. No color match (only partly in) = 10pts









## [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