

2002 CITY SIGHTS

Missions & Scoring

MISSION	OBJECTIVE	POINT VALUE	MAXIMUM MISSION VALUE
Food Harvest	There are 4 food loops on the row of plants. Get as many food loops off the plants as you can.	8 each	32
Soccer Field	There are 4 rocks on the soccer field. Get as many rocks off the soccer field as you can. Points awarded when the entire rock makes it completely past a perimeter line.	8 each	32
Repair Bridge	The bridge deck has been ripped up by the wind. Get the deck to drop back down.	32	32
Clean Energy	The windmill needs service. Get the windmill to spin.	32	32
Toxic Clean Up	There are 4 barrels of a toxic substance on a rack near the river. Get as many of them to Base as you can.	10 each	40
Modular Housing	There is 1 modular housing unit in the river's floodplain, and there are 2 in Base. They are needed in the housing area, which is the white area enclosed by roads and shared by the market. Get as many of the housing units into the housing area as you can, stacking the units to make double or triple level houses if possible. Houses must be upright, and their bases must not be touching any roads. Single level houses A double level house A triple level house	8 each 28 40	40
Food Delivery	There are 4 food loops on the row of plants and 4 in Base at the beginning of the match. Get as many of these food loops as possible into either your market or the opposite team's market. Note the compound benefits to both teams when either team shares (at the tournament, different colors will be used for identification). Any color food loops in your market Your food loops in the other team's market	4 each 12 each	???
Material Delivery	There are 4 bundles of materials in Base. Get as many of them to the building site as you can. Bundles with any portion crossing the building perimeter line Bundles one level up Bundles two levels up Bundles three levels up Bundles four levels up	6 each 7 each 8 each 9 each 10 each	40
Bonus Objects	Four of your food loops are already in your market when the match starts. For each Robot Return Penalty you receive, one food loop will be removed, until this bonus is reduced to zero. Only the referee may remove food loops from a market.	4 each	16
Conservation	With good planning and care, cities can prosper in harmony with nature. There is a penalty for knocking down bushes, trees, and plants.	-4 each	0