



Exit	Score		Round 2													Elements					Evac		
	Line	Elements	Multiplier	Exit bonus	Base	Final	Line	Start points	S1 tiles	S1 tries	S2 tiles	S2 tries	S3 tiles	S3 tries	S4 tiles	S4 tries	Intersection	Gaps	Speed bump	Ramp tiles	Obstacles	Seesaws	Live
TRUE	106	150	1	40	296	296	5	15	0	16	0	0	0	0	0	0	8	2	1	0	0	0	0
TRUE	5	80	1	15	100	100	5	8	0	10	0	0	3	0	0	0	9	2	1	0	0	0	0
TRUE	31	140	1	45	216	216	5	0	0	13	1	0	0	0	0	0	5	0	0	0	0	0	0
FALSE	37	60	1	0	97	97	5	4	0	0	3	9	0	0	0	3	9	2	1	0	0	0	0
FALSE	100	110	1	0	210	210	5	0	3	12	0	3	0	0	0	0	12	2	0	0	0	0	0
TRUE	30	120	1	30	180	180	5	0	0	5	2	0	0	0	0	0	5	1	1	0	0	0	0
FALSE	5	70	1	0	75	75	5	0	0	0	0	0	0	0	0	0	8	0	1	0	0	0	0
FALSE	34	110	1	0	144	144	5	0	3	2	1	0	3	0	0	3	0	0	0	0	0	0	0
TRUE	5	110	1	15	130	130	5	4	1	0	3	0	3	0	0	0	4	1	2	0	0	0	0
TRUE	5	40	1	15	60	60	5	0	3	0	3	0	3	0	0	0	6	1	0	0	0	0	0
FALSE	5	70	1	0	75	75	5	0	3	0	3	0	3	0	0	0	3	0	0	0	0	0	0
TRUE	5	40	1	15	60	60	5	0	3	0	3	0	2	0	0	0	2	2	0	0	0	0	0
TRUE	5	10	1	60	75	75	5	0	3	0	3	0	3	0	0	0	7	1	0	0	0	0	0
FALSE	5	70	1	0	75	75	5	0	0	4	2	0	0	0	0	0	2	2	1	0	0	0	0
FALSE	5	50	1	0	55	55	5	0	3	0	3	0	3	0	0	0	7	0	0	0	0	0	0
FALSE	5	40	1	0	45	45	5	4	2	0	3	0	0	0	0	0	3	0	0	0	0	0	0
FALSE	5	20	1	0	25	25	5	0	0	0	0	0	0	0	0	0	2	1	0	0	0	0	0
FALSE	5	40	1	0	45	45	5	0	3	0	2	0	0	0	0	0	1	1	0	0	0	0	0
TRUE	5	30	1	10	45	45	5	0	0	0	0	0	0	0	0	0	1	0	0	0	0	0	0
FALSE	5	0	1	0	5	5	5	0	0	0	0	0	0	0	0	0	2	0	1	0	0	0	0

Round 3

Dead	LOPs	Exit	Score					Round 3								Elements						
			Line	Elements	Multiplier	Exit bonus	Base	Final	Line	Start points	S1 tiles	S1 tries	S2 tiles	S2 tries	S3 tiles	S3 tries	S4 tiles	S4 tries	Intersection	Gaps	Speed bump	Ramp tiles
0	0	FALSE	160	110	1	0	270	270	5	11	1	5	0	1	0	0	1	6	4	1	2	0
0	0	FALSE	95	120	1	0	215	215	5	9	0	16	1	13	1	0	0	8	2	1	4	0
0	0	FALSE	44	50	1	0	94	94	5	7	0	17	1	12	1	0	0	8	2	1	4	0
0	3	TRUE	70	120	1	30	220	220	5	9	0	0	3	12	0	0	0	5	1	1	2	0
0	0	FALSE	80	140	1	0	220	220	5	0	0	5	0	0	0	0	0	1	1	0	2	0
0	0	FALSE	10	70	1	0	80	80	5	6	1	11	0	0	0	0	0	8	2	1	4	0
0	0	FALSE	5	90	1	0	95	95	5	13	2	14	0	9	0	0	0	4	1	1	2	0
0	3	FALSE	11	0	1	0	11	11	5	9	0	0	0	0	0	0	0	6	2	1	4	0
0	0	FALSE	17	70	1	0	87	87	5	0	0	0	0	0	0	0	0	1	2	0	2	0
0	0	FALSE	5	70	1	0	75	75	5	5	0	0	3	0	3	0	0	3	3	0	0	0
0	0	FALSE	5	30	1	0	35	35	5	0	3	0	3	0	3	0	1	1	3	1	2	0
0	0	TRUE	5	40	1	20	65	65	5	1	0	0	0	0	0	0	0	2	1	0	2	0
0	0	TRUE	5	80	1	15	100	100	5	0	0	0	0	0	0	0	0	0	0	0	0	0
0	0	FALSE	9	50	1	0	59	59	5	0	0	0	0	0	0	0	0	1	1	1	0	0
0	0	FALSE	5	70	1	0	75	75	5	0	0	0	0	0	0	0	0	0	0	0	0	0
0	0	FALSE	9	30	1	0	39	39	5	5	1	0	0	0	0	0	0	1	2	0	0	0
0	0	FALSE	5	30	1	0	35	35	5	0	0	0	0	0	0	0	0	2	0	1	0	0
0	0	FALSE	5	20	1	0	25	25	5	0	0	0	0	0	0	0	0	1	1	0	0	0
0	0	FALSE	5	10	1	0	15	15	5	0	0	0	0	0	0	0	0	0	0	0	0	0
0	0	FALSE	5	30	1	0	35	35	5	0	3	0	3	2	3	0	0	0	0	0	0	0

Seesaws	Evac			Exit	Score					
	Live	Dead	LOPs		Line	Elements	Multiplier	Exit bonus	Base	Final
0	0	0	0	1 TRUE	68	130	1	50	248	248
0	0	0	0	0 FALSE	137	150	1	0	287	287
0	0	0	0	0 FALSE	127	150	1	0	277	277
0	0	0	0	0 FALSE	110	90	1	0	200	200
0	0	0	0	0 FALSE	30	40	1	0	70	70
0	0	0	0	0 FALSE	78	150	1	0	228	228
0	0	0	0	0 FALSE	133	80	1	0	213	213
0	0	0	0	0 FALSE	50	130	1	0	180	180
0	0	0	0	0 FALSE	5	50	1	0	55	55
0	0	0	0	0 TRUE	30	60	1	30	120	120
0	0	0	0	1 TRUE	5	70	1	10	85	85
0	0	0	0	0 FALSE	10	50	1	0	60	60
0	0	0	0	0 FALSE	5	0	1	0	5	5
0	0	0	0	0 FALSE	5	30	1	0	35	35
0	0	0	0	0 FALSE	5	0	1	0	5	5
0	0	0	0	0 FALSE	20	30	1	0	50	50
0	0	0	0	0 FALSE	5	30	1	0	35	35
0	0	0	0	0 FALSE	5	20	1	0	25	25
0	0	0	0	0 FALSE	5	0	1	0	5	5
0	0	0	0	0 TRUE	5	0	1	15	20	20