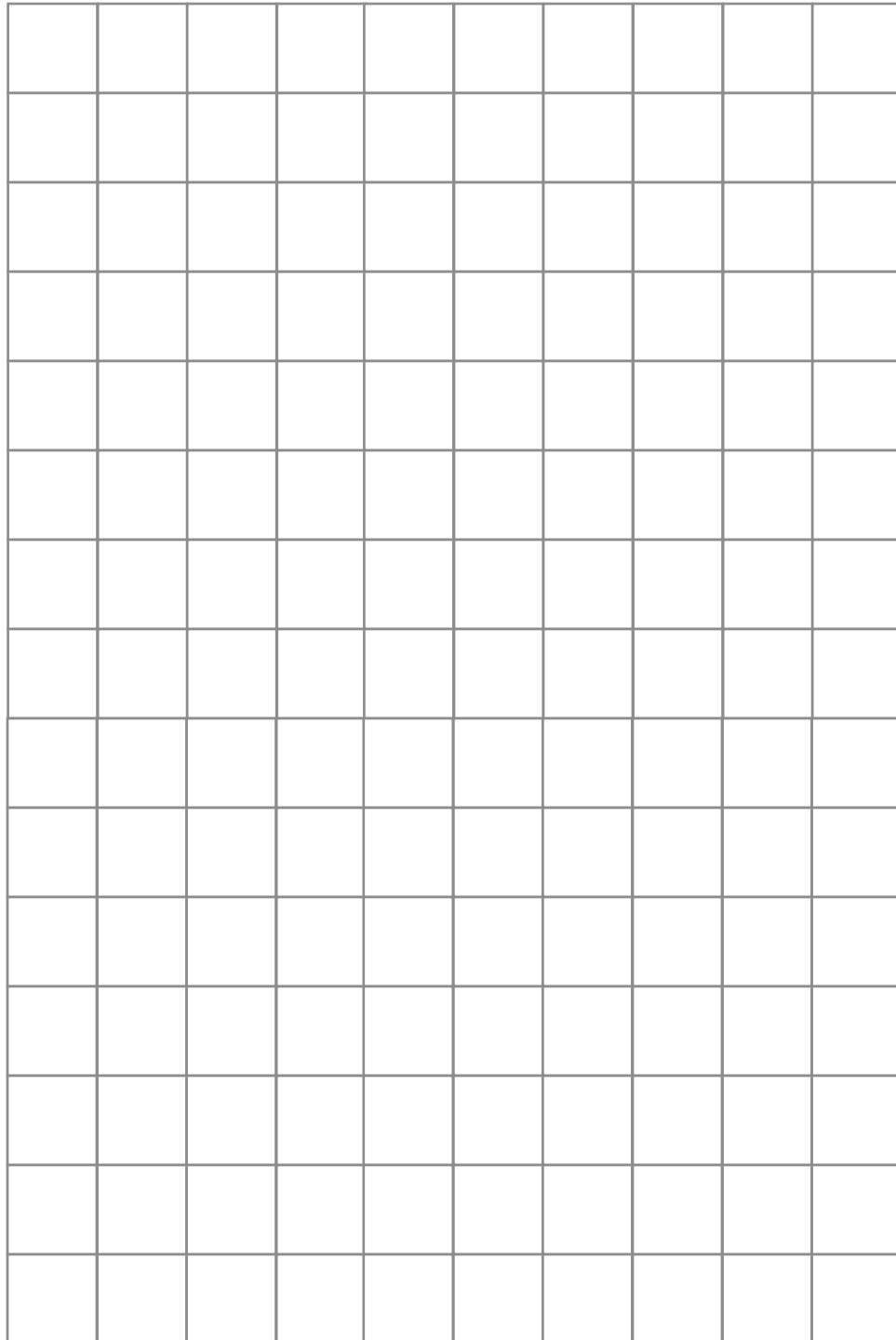


# UpTower

Score = Best level plus bonus

Level score = filled spaces times level #



15 x \_\_\_

14 x \_\_\_

13 x \_\_\_

12 x \_\_\_

11 x \_\_\_

10 x \_\_\_

9 x \_\_\_

8 x \_\_\_

7 x \_\_\_

6 x \_\_\_

5 x \_\_\_

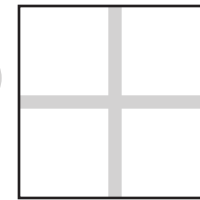
4 x \_\_\_

3 x \_\_\_

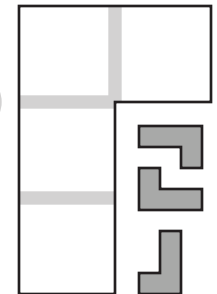
2 x \_\_\_

1 x \_\_\_

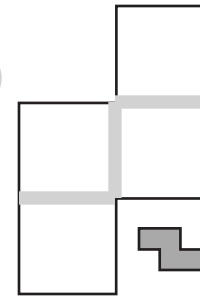
#1



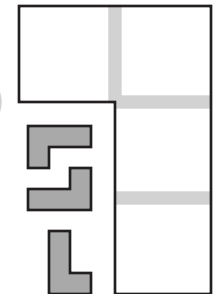
#2



#3



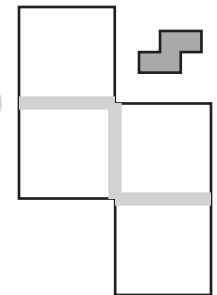
#4



#5



#6



Rotate = OK • Flipping is not OK.

Bonus points for unused "at will" pieces

6=+21, 5=+15, 4=+10, 3=+5, 2=+3, 1=+1