

2023 BEST Robotics Refugee Crisis Challenge – Cheat Sheet

Materials provided by villagers at ANY tech level:Nether StarIron OreObsidianGraphiteCopper OreBauxiteRedstoneSilicon OreCoalSilicon Star

Tech Level 1

House building material: Dirt Max. house height: 4 blocks Number of floors allowed: 1 Max. footprint house: 25 blocks % of building material in house: >=85% Dirt Number of occupants per floor: 1 Bed: Hay Bale Bed Population needed to advance tech level: 16 **Community Building:** Bathroom (1 Toilet), Storeroom (1 Community Chest; build this one first) Materials provided by villagers: >=5 level 1 pop. Dirt >=16 level 1 pop. and a Bathroom Fibers (PAN)

Tech Level 4

House building material: Polexiglas Max. house height: 8 blocks Number of floors allowed: 2 Max. footprint house: 70 blocks % of construction material in house: >=55% Polexiglas Number of occupants per floor: 4 Bed: Polyester Wool Bed (Beginner) Population needed to advance tech level: 64 **Community Building:** Commissary (4 Dining Table) Materials provided by villagers: >=64 level 4 pop. and a Commissary Amplifier Processor Drum (Acrylonitrile) Leather Drum (Butadiene) Gold Block Fibers (PET) Drum (Styrene) Flask (Methane) Flask (Ethane) Beaker (Gas Oil)

Tech Level 2

House building material: Wood Max. house height: 4 blocks Number of floors allowed: 1 Max. footprint house: 40 blocks % of construction material in house: >=75% Wood Number of occupants per floor: 2 Bed: Acrylic Wool Bed Population needed to advance tech level: 32 Community Building: Workshop (1 Machining Mill) Materials provided by villagers: >=32 level 2 pop. and a Workshop Stone Processor

Fibers (PP)

Tech Level 3

House building material: Stone Max. house height: 8 blocks Number of floors allowed: 2 Max. footprint house: 55 blocks % of construction material in house: >=65% Stone Number of occupants per floor: 3 Bed: Olefin Wool Bed Population needed to advance tech level: 48 **Community Building:** Laboratory (1 Chemical Processor) Materials provided by villagers: >=1 level 3 pop. **Chemical Processors** >=48 level 3 pop. and a Laboratory Zinc Ingot Canister (Hydrogen) Canister (Carbon Monoxide) Drum (Methacrylic Acid) Iron Block Fibers (PES) Flask (Methane) Flask (Ethane) Beaker (Gas Oil)

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Tech Level 5 House building material: ABS Bricks Max. house height: 12 blocks Number of floors allowed: 3 Max. footprint house: 85 blocks % of construction material in house: >=50% ABS Bricks Number of occupants per floor: 5 Bed: Polyester Wool Bed (Intermediate) Population needed to advance tech level:80 **Community Building:** Library (10 Bookshelf) Materials provided by villagers: >=80 level 5 pop. and a Library. Block of Copper Block of Tin Fibers (Nylon 6) **Diamond Block** Flask (Methane) Flask (Ethane) Beaker (Gas Oil)

Leather

Tech Level 6

House building material: Bronze Max. house height: 16 blocks Number of floors allowed: 4 Max. footprint house: 100 blocks % of construction material in house: >=45% Number of occupants per floor: 7 Bed: Nylon Wool Bed (Beginner) Population needed to advance tech level: 96 Community Building: School (3 Enchanting Tables) Materials provided by villagers:

>=96 level 6 pop. and a School. Temperature Sensor Fibers (Nylon 6,7) Amplifier Block of Titanium Processor Flask (Methane) Block of Nickel Flask (Ethane) Block of Chrome Beaker (Gas Oil) Graphite Leather Iron Block Bioreactor

Tech Level 8

House building material: Carbon Fiber Resin Max. house height: 24 blocks Number of floors allowed: 6 Max. footprint house: 130 blocks % of construction material in house: >=35% Number of occupants per floor: 9 Bed: Nylon Silk Bed (Advanced) Population needed to advance tech level: 128 Community Building:

Art Gallery (25 Paintings) Materials provided by villagers: >=128 level 6 pop. and an Art Gallery. Surprise...

Hints:

Build the Storeroom first to receive the donations from the villagers. The Storeroom can have up to 1 Community Chest per Tech Level.
For a house to be valid, windows must have glass. Holes will not do.
When a house is validated, the information on

the top left of your screen will change. . Increase your score and villagers' happiness by

decorating the houses with plants and paintings.

Tech Level 7

House building material: Stainless Steel Max. house height: 20 blocks Number of floors allowed: 5 Max. footprint house: 115 blocks % of construction material in house: >=40% Stainless Steel Number of occupants per floor: 8 Bed: Nylon Wool Bed (Intermediate) Population needed to advance tech level: 112 Community Building: Clinic (1 Bioreactor) Materials provided by villagers: >=112 level 7 pop. and a Clinic. Temperature Sensor Amplifier Processor Block of Nickel Block of Chrome Graphite Iron Block Fibers (Nylon 6,7) Block of Titanium Flask (Methane) Flask (Ethane) Beaker (Gas Oil) Leather Bioreactor