BIOGLOW
FUTURE EDITION

FIRST LEGO LEAGUE

GAME MISSIONS

FIRST

LEGO education

Game Missons

Watch the Game Video to see examples of missions, scoring, and teamwork in action.

Game Overview

Welcome to the BIOGLOW™ game. This challenge takes place in the rainforest, one of the most biodiverse and interconnected places on Earth. Your team's goal is to help the forest thrive by using strategy, engineering, and collaboration.

The game is organized into missions. Each mission offers a way to influence the ecosystem, restore balance, and earn points. Teams that coordinate actions and strategize effectively will maximize their score.

Roles & Team Dynamics

There are four player roles in the game: Driver, Operator, Technician, and Specialist. Each role is provided with a specialized tool and a guided mission to help your team get started. While certain roles may be better suited for specific tasks, any player may attempt any mission. Clear communication and timing are essential.

Shared Field & Strategy

Your team's actions can affect both your side and the opposite side of the field. Solving missions and activating models can create opportunities beyond your immediate area. Some missions will allow both teams to score points by working together – that's the spirit of *Coopertition*®.

Review the full list of missions and determine how your team will approach the game.

Mission 01

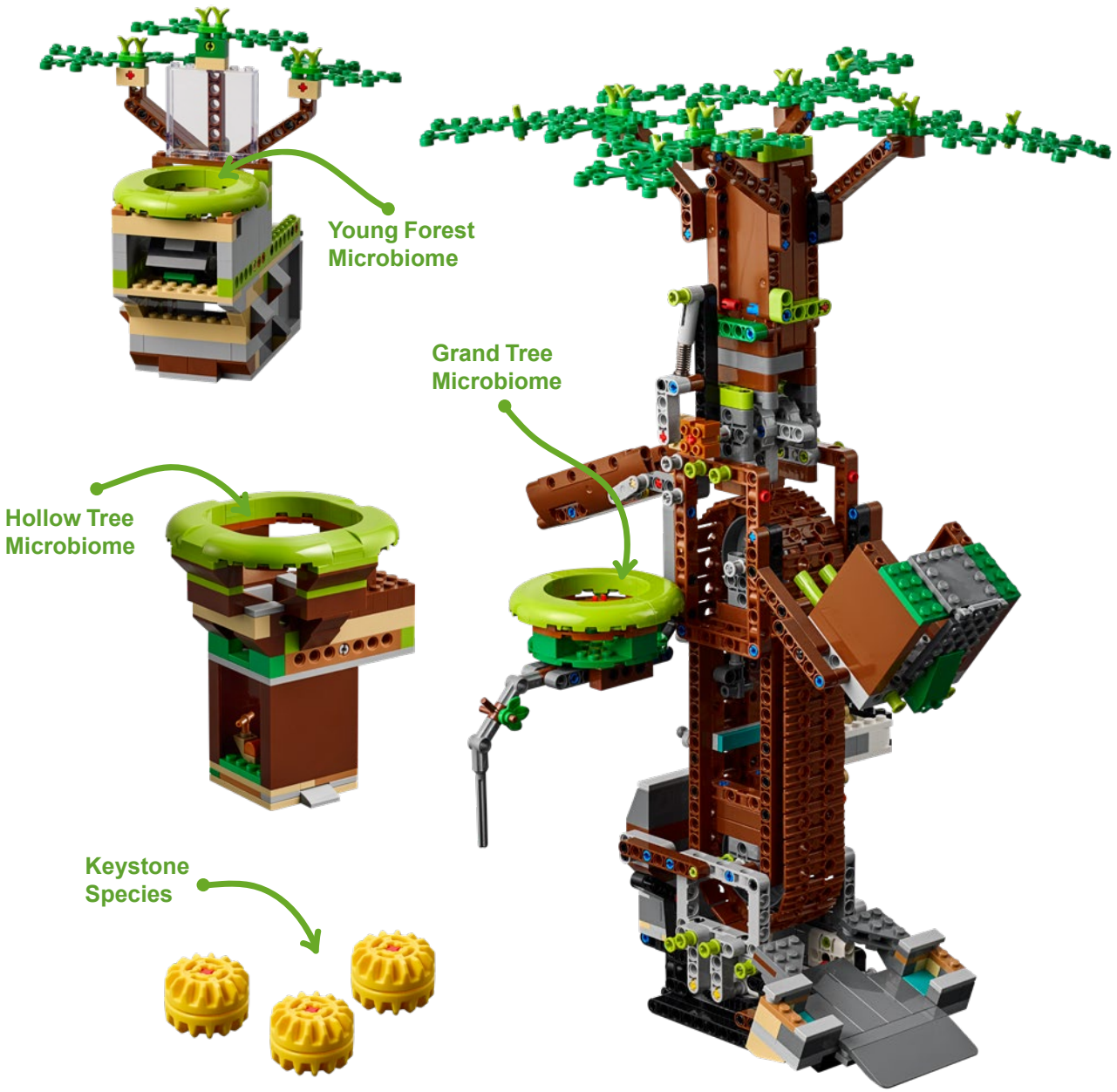
Mighty Microbiomes

Scientists have identified keystone species that can help counteract the invasive species threatening this ecosystem. Introduce keystone species into microbiomes where they are needed to help stabilize and support a thriving rainforest.

- ○ Keystone species in young forest, grand tree, or hollow tree microbiomes (maximum 3 in each): **20 points each**
- ○ **Bonus:** At least three keystone species are in the young forest microbiome and the invasive queen on the opposite side of the field is knocked down: **40 points added**

Mission Notes

- The fourth keystone species in the young forest does not score for placement. Instead, it triggers the defeat of the invasive queen for the bonus.
- All keystone species must be placed loose in the microbiome (not touching equipment) to score.



Mission 02

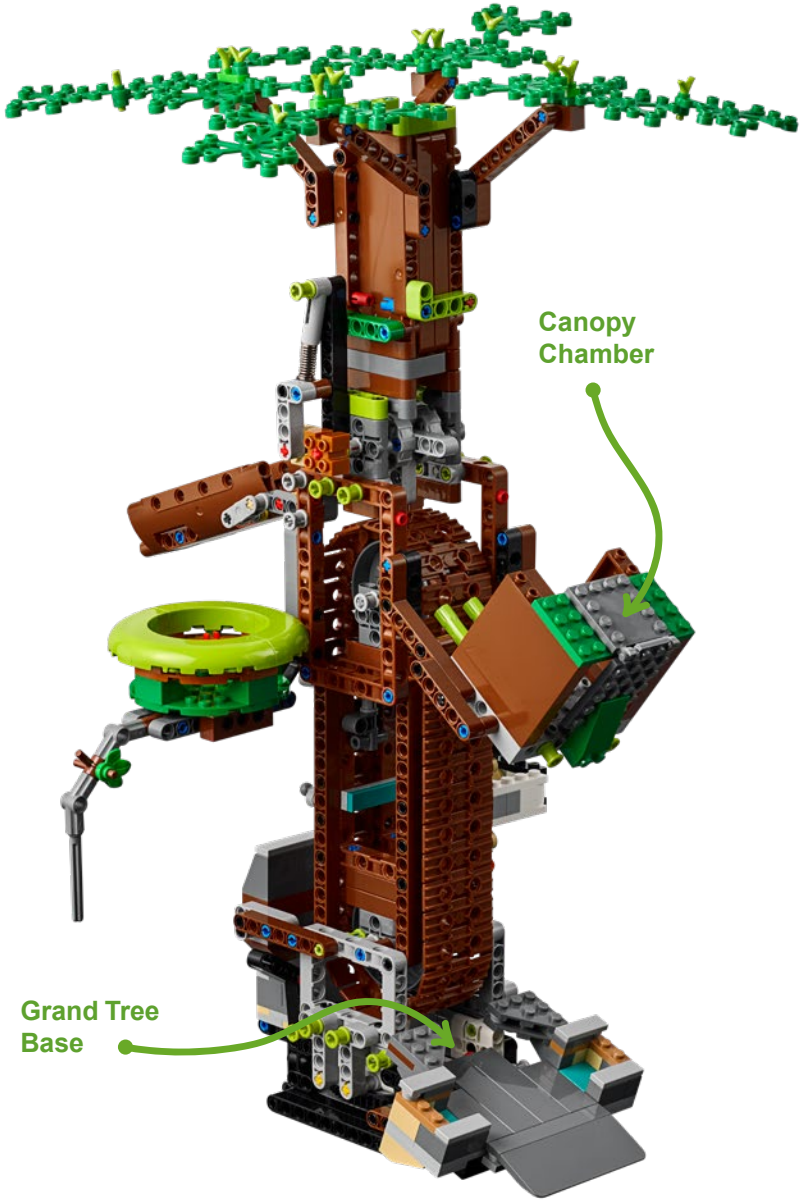
Roots of Renewal

The grand tree has called this rainforest home for hundreds of years, drawing resources from the forest floor and transporting them to the highest layers of the rainforest. Deliver resources to the grand tree base so they can be cycled to the canopy chamber.

- ○ Resources in the grand tree base:
  5 points each
- ○ Resources in the canopy chamber (maximum 15):
  10 points each

Mission Notes

- Resources must be cycled up the tree. Placing resources directly into the canopy chamber will not count.



Mission 03

Cave Waterfall

A hidden cave waterfall sustains this ecosystem and the many species that call it home. Deliver keystone species to the waterfall to recharge and repopulate them. Each one you add has a measurable impact on biodiversity.

○ Keystone species cycled through the cave waterfall (maximum 50):
5 points each

Mission Notes

- Keystone species cycled through the cave waterfall will advance the counter. You may not advance the counter in any other manner. Mission results are determined by the number displayed on the counter at the end of the match.
- Strategic pacing of keystone species through the waterfall is encouraged to maximize individual team scoring.

Mission 04

Rainforest Awakening

As your team explores this dense terrain, you might discover hidden stashes of keystone species and resources. Release them so they can help the rainforest grow healthy and strong.

- ○ All keystone species are released from the nest:
  30 points
- ○ All resources are released from the hollow tree:
  20 points

Mission 05

Central Haven

The central haven is a wildlife refuge – part of a global effort to protect and conserve wild places. Work with the other team to deliver as many keystone species and resources as you can.

Cooperative Mission: A shared mission that scores points for both teams at the end of the match.

- ○ Keystone species or resources resting completely in the central haven:
  5 points each

Mission Notes

- Any keystone species or resource tokens resting completely in the central haven at the end of the match scores, regardless of which team delivered them.
- Both teams receive the full shared score for all tokens present.
- This mission rewards collaboration, field awareness, and end-of-match planning.

Level Up Challenge

Invasive Attack

Boost the difficulty of your BIOGLOW™ missions for bonus points! Strategically place invasive species during pre-match setup, then earn additional points by removing and delivering them to the containment zone.

- ○ Invasive species added (maximum 5):
  20 points each
- ○ Invasive species in the containment zone:
  10 points each

Invasive Species

Placement Options:
Grand Tree & Nest

Invasive Species

Placement Options:
Young Forest & Grand Tree

Invasive Queen

Required placement:
Hive

Mission Notes

- This mission is optional. Teams decide which and how many of their invasive species to add.
- The invasive queen is a required model and does not score points pre-match; however, teams may earn points for delivery to the containment zone.

Prepare, Practice & Play

Congratulations!

With roles assigned, missions explored, and the field and models ready, you have everything you need to play the BIOGLOW™ game. Every keystone species introduced, every resource delivered, and every model activated helps restore balance to the rainforest. Work together, be creative, and keep testing to see how many missions you can solve.

The rainforest is counting on you.

FIRST® is a trademark of For Inspiration and Recognition of Science and Technology (*FIRST*). LEGO® is a trademark of the LEGO Group.
FIRST® LEGO® League and BIOGLOW™ are jointly held trademarks of *FIRST* and the LEGO Group. ©2026 *FIRST* and the LEGO Group. All rights reserved.