BIOGLOW FUTURE EDITION

Scoresheet

Mission 01: Mighty Microbiomes

Keystone species in microbiomes **(20 points each)**	
Young forest:	(max 3)
Grand tree:	(max 3)
Hollow tree:	(max 3)
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)**	No | Yes

Mission 02: Roots of Renewal

Resources in the grand tree base **(5 points each)**	
Resources in the canopy chamber **(10 points each)**	(max 15)

Mission 03: Cave Waterfall

Keystone species cycled through the cave waterfall **(5 points each)**	(max 50)

Mission 04: Rainforest Awakening

All keystone species are released from the nest **(30 points)**	No | Yes
All resources are released from the hollow tree **(20 points)**	No | Yes

Mission 05: Central Haven

Keystone species or resources resting completely in the central haven **(5 points each)**	

Level Up Challenge: Invasive Attack

Invasive species added **(20 points each)**	(max 5)
Invasive species in the containment zone **(10 points each)**	

Penalties

Number of penalties received:

- ☐ 0
- ☐ 1 **(-10 points)**
- ☐ 2 **(-30 points)**
- ☐ 3+ **(match score zero)**

Gracious Professionalism® displayed at the game field:

DEVELOPING	ACCOMPLISHED	EXCEEDS
2	3	4

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