

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)

☐ Yes
☐ No

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)

☐ Ja
☐ Nein

All resources are released from the hollow tree
(20 points)

☐ Ja
☐ Nein

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