Polyhedral Park Planner

DESIGNED BY JUSTIN SCHROEDER[1]

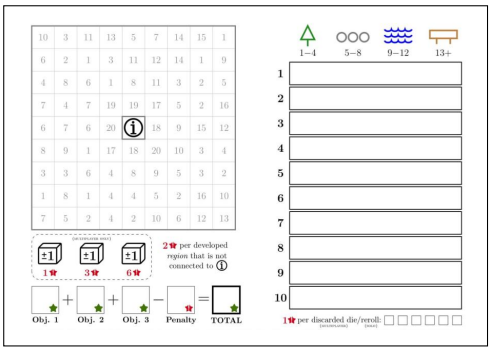
1–100 PLAYERS • AGES 10 & UP • 30 MINUTES

Objective

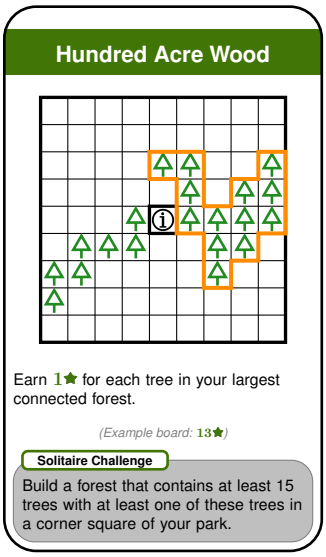
The biggest board gaming convention in the world is coming to your city, and local leaders want to develop a new city park to celebrate the event. They have solicited designs from the most prestigious firms in town to see who can plan the best park according to the demands of the local population. You, as a representative of one of these firms, must manage the limited budget of city hall and the restrictions of the proposed park site as you decide where to plant trees, lay paths, dig lakes, and build benches. The park planner that pleases the most people will win the bid and be honored at the opening ceremony of the convention.

Components

1 set of polyhedral dice
(d4, d6, d8, d10[2], d12, d20)



100 unique park sheets[3]



12 tarot size scoring cards

Setup

The setup is the same regardless of the number of players. Game play in *Polyhedral Park Planner* is simultaneous, so the number of players is only limited by the number of park sheets available.

1. Randomly deal three scoring cards in the center of the table. These objectives represent the only ways that players can earn victory points during the game.
2. Give each player a park sheet and a writing utensil. Each park sheet has a random layout of numbers in the park squares, so players should agree before the game whether they should use different sheets or if they should all use copies of the same sheet.

QUICK REFERENCE

Look here for helpful tips and reminders as you read through the rules!

Components

There are two types of park sheets available for download: general sheets (for both multi-player and solitaire modes) and solitaire-only sheets. You can find 100 different park sheets of each type in the Files section of Polyhedral Park Planner's BoardGameGeek page.

Setup

Deal three scoring cards, then give each player a park sheet and writing utensil.

Tip

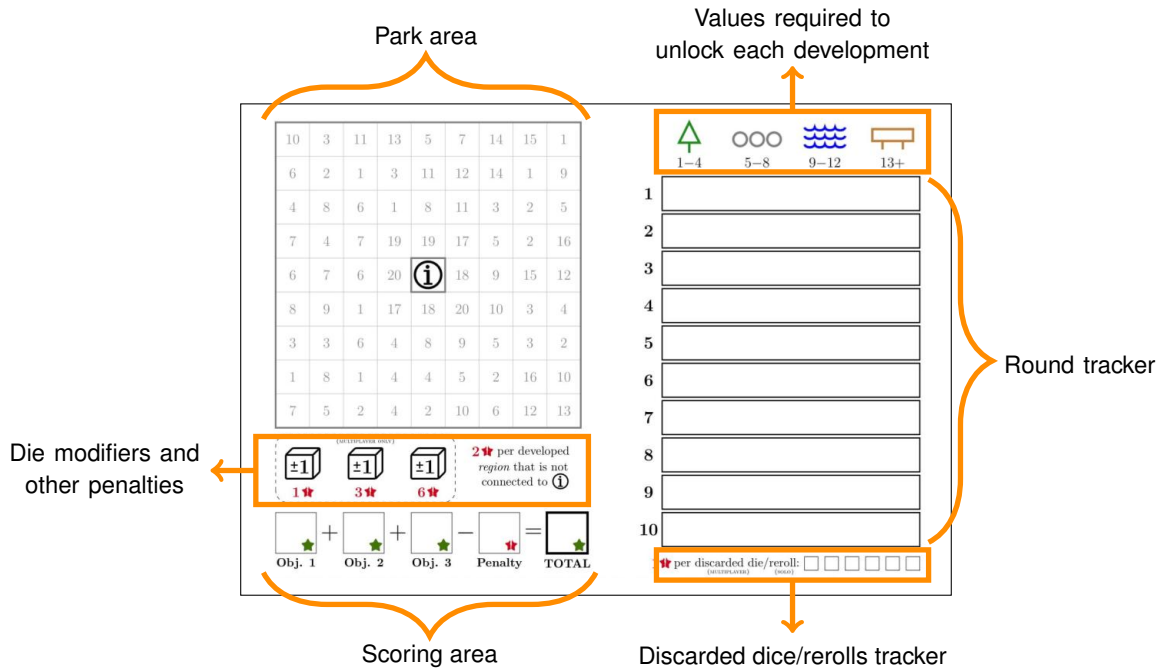
If you have them available, give each player a green, gray, blue and brown writing utensil so they can create a more thematic park sheet!

[1]Special thanks to Aleksandar Saranac, Lauren Schroeder, Ivan Vasquez, and April Wilson.

[2]The **0** face on the d10 should be counted as a value of **10**.

[3]There are 100 different general park sheets and 100 different solitaire-specific park sheets available in the Files section of Polyhedral Park Planner's BoardGameGeek page.

Anatomy of a General Park Sheet



Game Round—Multiplayer Game

A game of *Polyhedral Park Planner* lasts 10 rounds. In each round the following two phases are carried out.

1. **Roll dice:** One player rolls all six dice, then calls out the results. Each player writes the values in the box corresponding to the current round. The type of die is not important, only the value.

2. **Use dice:** Simultaneously, each player uses the dice to perform some actions. Each die may only be used once, but two or more dice can be combined to form a larger value (you can never split a die value, only *combine* it with other values). Three times per game (in a multiplayer game ONLY) you may also adjust the value of a single die up or down by 1 (values do NOT wrap around). If you choose to do so, mark off one of the die modifiers in the appropriate section on your park sheet. Each die modifier you use carries a game-end penalty. After applying any dice combinations or modifications, you may use the dice to do the following actions:

   (a) **Unlock a development:** Circle the value(s) you use to unlock one of the developments listed above the round tracker on your park sheet. The available developments (and values required to unlock that development) are: **tree** (1-4), **path segment** (5-8), **water** (9-12), and **bench** (13 or higher). You may unlock more than one development each round, but you must place at least one of each development that you unlock. The developments that you unlock are available for THIS ROUND ONLY. If you want to use them in a later round, you must unlock them again. The circled die values used to unlock developments may NOT be used to place developments this round.

   (b) **Place an unlocked development:** Cross off the value(s) you use to place one of the developments that you unlocked this round in a square whose printed value matches the value (or sum of values) of the dice you crossed off. You may place more than one of each development that you unlocked this round (but you must place *at least* one).

   (c) **Discard:** If you cannot use or choose not to use a die value, cross it off and mark off one of the discarded dice boxes below the round tracker.

Game Round

Each game lasts 10 rounds. Each round has two parts:

1. Roll dice and record results.
2. Use dice to:
   (a) Unlock a development
   (b) Place an unlocked development
   (c) Discard a die

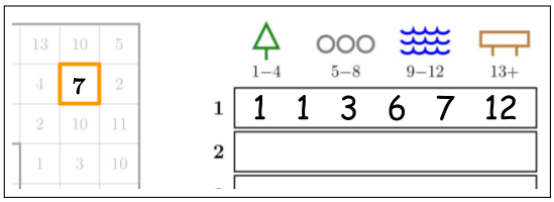
(a) Circle value(s) that sum to a number in the given range of the development you want to unlock.

(b) Cross off value(s) that sum to the number in the park square in which you want to place an unlocked development.

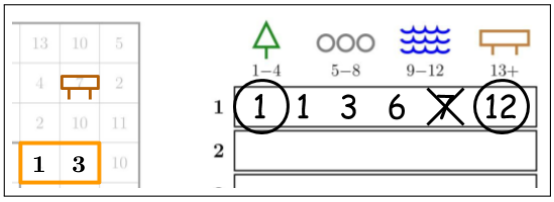
(c) Cross off a value and mark off a discarded dice box.

Game Round Example

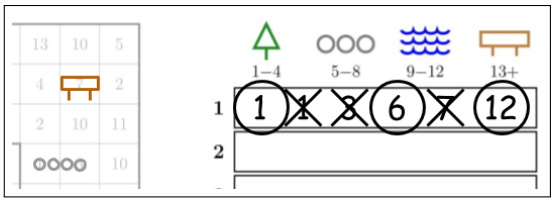
1. **Roll dice:** Alice rolls the dice, noting the following results: 3 on the d4, 1 on the d6, 6 on the d8, 1 on the d10, 7 on the d12, and 12 on the d20. She records these values in the appropriate box in the round tracker of her park sheet. Looking at the results, she decides to put a bench in the highlighted square with value 7, so she needs to unlock the bench development.



2. **Use dice:** Alice circles the 12 and 1 values, which sum to the required unlock value of 13 or higher for the bench development. She then crosses off the 7 to place a bench in the desired square. She could continue to place benches using the remaining values, but she prefers to place path segments in the highlighted squares, so she needs to unlock the path segment development.



3. **Use dice (continued):** Alice circles the 6 to unlock the path segment development, then crosses off the 1 and 3 to place path segments in the desired squares. Her round is now complete; as soon as all the players are finished using the six values for this round, the game proceeds to Round 2.



Scoring—Multiplayer Game

Once everyone finishes the 10th round, proceed to end of game scoring.

1. Compute your score for each of the three scoring cards and record these scores in the appropriate objective boxes on your park sheet. **A region (i.e. a connected section of developments of any type) can only be scored if it is connected to the info booth in the center of the park sheet.** Follow the instructions on the cards to determine your score, and see Page 4 for some clarifications and reminders. In a multiplayer game, you score points according to the number of required features present in your park; you may ignore the **Solitaire Challenge** on each card.

2. Compute your total penalty from the three penalty sections and record it in the penalty box on your park sheet. For the die modifiers, your penalty is the value under the *last* modifier that you marked off; for example, if you used all three then you would have a penalty of –6 victory points. Each *region* that is not connected to the info booth—no matter how many squares it contains—gives you a penalty of –2 victory points. Finally, each discarded die gives you a penalty of –1 victory point.

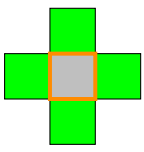
3. Compute your total score[4]. For a multiplayer game, the player with the highest score is the winner. If there is a tie, draw one random unused scoring card; whichever tied player has the highest score for this new card is declared the winner. If there is still a tie, repeat this process until a winner is declared.

Scoring

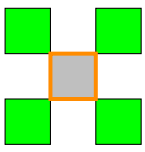
The game ends after 10 rounds. Each player's score is the sum of the following:

1. Positive points from the three scoring cards
2. Negative points from three penalty sections
   (a) Die modifiers
   (b) Regions not connected to info booth
   (c) Discarded dice

Tiebreaker: draw and score a random unused scoring card. Continue until the tie is broken.



The green squares are *orthogonally adjacent* to the highlighted gray square. All five squares are considered to be **CONNECTED.**



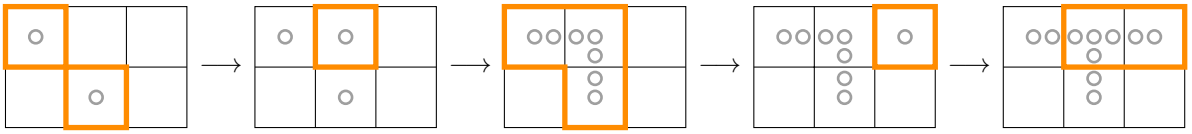
The green squares are *diagonally adjacent* to the highlighted gray square. NONE of the five squares are connected.

[4]For a complete scoring example and explanation, visit https://cardboardcrucible.com/our-games/polyhedral-park-planner.

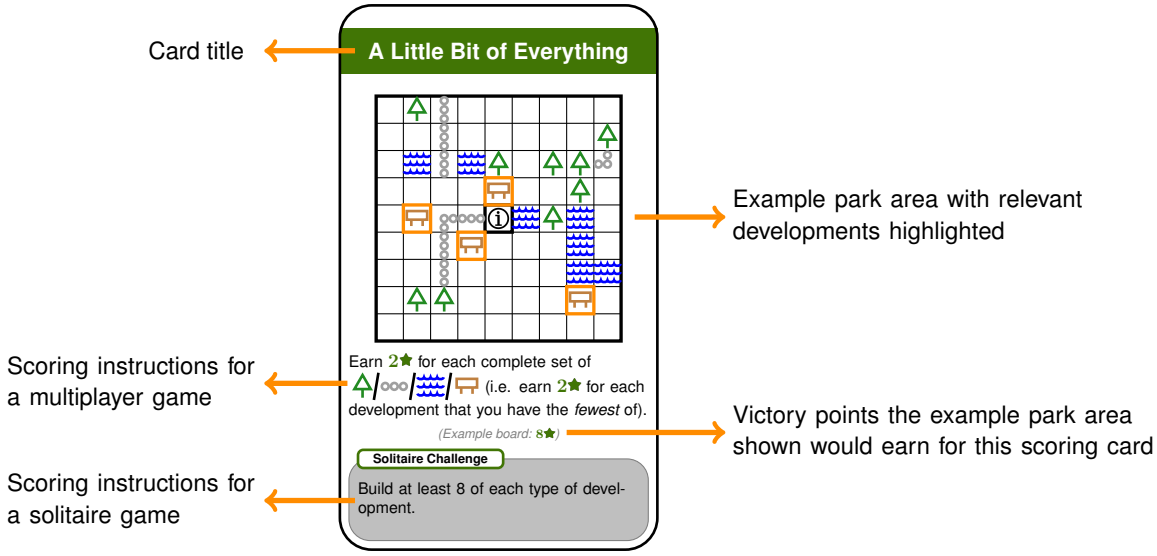
A Note on Drawing Paths

Any two adjacent path segments are assumed to be connected. To help illustrate this while maintaining an aesthetically pleasing park sheet, we suggest drawing paths as follows.

1. For each new park segment, simply draw one small circle in the center of the park square.
2. Whenever you place a park segment that is adjacent to existing park segments, draw additional small circles to connect these segments.



Anatomy of a Scoring Card



Clarifications and Reminders

- A **development** is a park feature of one of the following types: tree, path segment, water square, or bench; a park square is **developed** if it contains a development.
- Two developments are **adjacent** if they are *orthogonally* adjacent. Diagonal adjacency is ignored unless a card states otherwise.
- A **region** is a collection of (orthogonally) connected developments. A region of trees is a **forest**, a region of path segments is a **path**, and a region of water squares is a **lake**.
- See the diagram on the bottom of Page 3 for a pictorial representation of adjacency and connectedness.
- The **info booth** is the center square of your park board, denoted by ⓘ. **You can only earn points for a region or development if it is connected to the info booth.** The info booth does *not* count as a developed park square for scoring purposes.
- For A LONG AND WINDING ROAD, a path is **closed** if it is a loop, or if each end of the path is adjacent to either the boundary or the info booth (e.g. the path shown on the card is closed). You may ignore adjacent path segments when determining if your chosen path is closed or not.

Solitaire Rules

Setup and game play for a solitaire game are identical to the multiplayer game with the following exceptions.

- During setup, if the three scoring cards drawn require only **two** types of park developments to complete, reshuffle the 12 scoring cards and draw three new ones. Repeat until the three drawn cards require at least three different types of park developments.
- The $+/-1$ die modifiers are not available in solo mode.
- You may not discard any unused dice in solo mode. Instead, you may at any time reroll *any* number of unused dice. If you choose to do so, mark off *one* of the reroll boxes below the round tracker (mark only one regardless of how many dice you rerolled). **You may only use this ability six times per game**. In the rare case that you have dice remaining that you cannot play and have no rerolls remaining, you immediately lose the game.
- Scoring
  - Each scoring card lists a **Solitaire Challenge**; to win you must complete all three challenges on the cards drawn during setup (you may ignore the scoring instructions for a multiplayer game). If you do not complete all three challenges, then you have lost the game and are fired from your company! Proceed to scoring only if you have completed all three challenges. In that case, you score $6\bigstar$; record this value in the **Obj. 1** scoring box on your park sheet.
  - If you complete all three challenges before the start of Round 10, you may stop the game (recall that regions only count towards completing the challenge if they are connected to the info booth). If you do, you score $2\bigstar$ for each round that you *did not start*. For example, if you complete your third objective by using two dice in Round 8, you would earn four additional victory points for not starting Rounds 9 and 10. Record this value in the **Obj. 2** scoring box on your park sheet.
  - Compute your total penalty; you lose two points for each region not connected to the info booth, and you lose one point for each reroll that you used during the game. Record this value in the **Penalty** scoring box on your park sheet.
  - Compute and record your total score, then judge your success according to the following table.

Solitaire Rules

Make the following changes for solitaire mode:

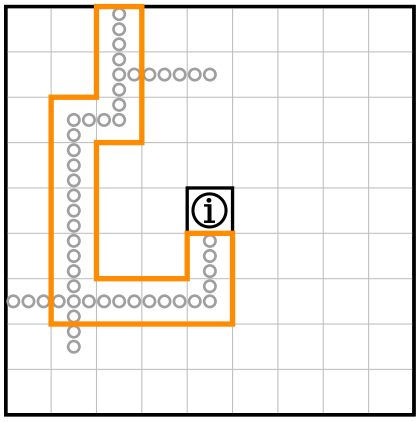
1. Scoring cards must require at least three different development types (combined)
2. No die modifiers
3. Discards replaced by rerolls
   (a) May reroll *any* number of dice for a -1 point penalty
   (b) Limit 6 rerolls per game

Solitaire Scoring

- If you complete all three **Solitaire Challenges**, you win!
  1. Earn 6 points
  2. Earn 2 points for each round you did not start
  3. Suffer a penalty of -2 points for each region not connected to the info booth and a penalty of -1 points for each reroll used
  4. Compute your total and consult the table below to judge your success
- If you do not complete all three **Solitaire Challenges**, you lose and are fired!

Score	Outcome
6 or more	PROMOTION AND A RAISE — You planned the perfect park, impressing your boss enough to earn you that big promotion you've been chasing.
3–5	EMPLOYEE OF THE MONTH — Everyone is happy with the final park plan; keep up the good work, and that promotion may soon be yours.
0–2	JOB SECURITY — You may not have impressed the higher-ups, but the job got done; you can rest well at night.
below 0	SUSPENDED WITHOUT PAY — Your reckless spending has cost your company a lot of money, and that's going to come out of your pocket.

A Long and Winding Road



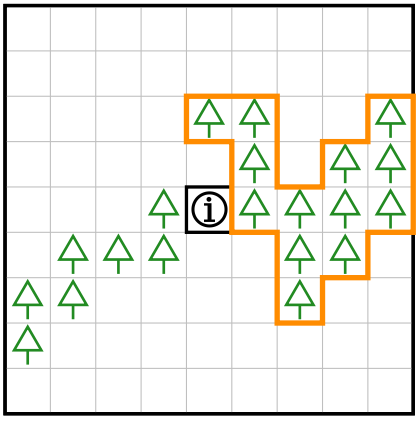
Trace a path. Earn 1★ for each segment in this path (no backtracking), and earn an additional 5★ if this path is closed (see page 4 for definition of *closed*).

(Example board: 17★)

Solitaire Challenge

Build a path adjacent to the info both that connects one side of your park to the opposite side.

Hundred Acre Wood



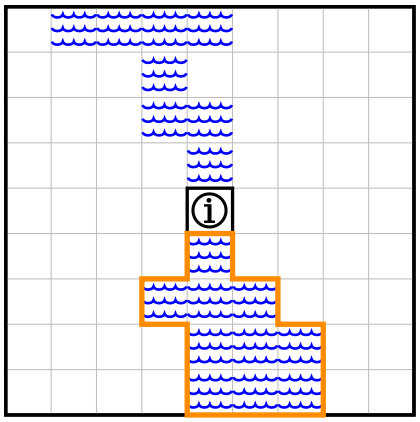
Earn 1★ for each tree in your largest connected forest.

(Example board: 13★)

Solitaire Challenge

Build a forest that contains at least 15 trees with at least one of these trees in a corner square of your park.

From Sea to Shining Sea



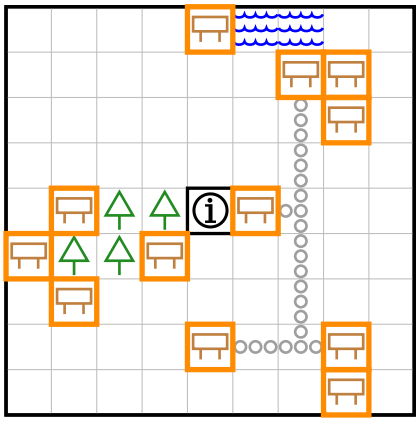
Earn 2★ for each water square in your largest connected lake.

(Example board: 20★)

Solitaire Challenge

Build a lake that contains at least 14 water squares.

Best Seats in the House



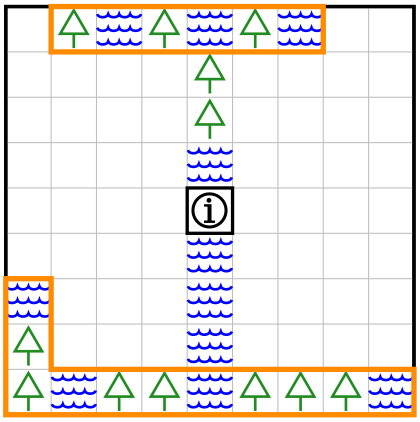
Earn 2★ for each bench in your park. These benches do not need to be connected to each other.

(Example board: 24★)

Solitaire Challenge

Build at least 15 benches anywhere in your park.

Natural Borders



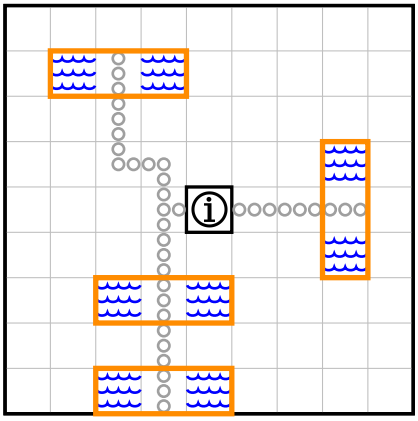
Earn 1★ for each tree or water square on the boundary of your park.

(Example board: 17★)

Solitaire Challenge

Build at least 8 trees and 8 water squares on the boundary of your park.

Bridges over Troubled Water



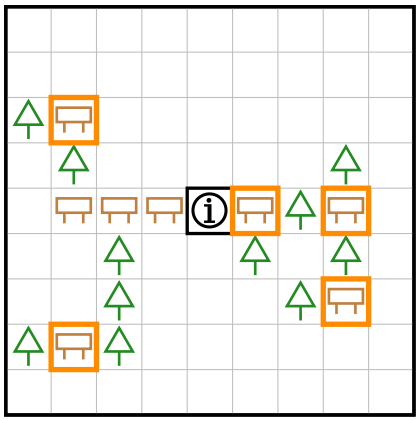
Earn 4★ for each bridge in your park. A bridge is a path segment with water squares on either side.

(Example board: 16★)

Solitaire Challenge

Build at least 4 bridges in your park. No two of the path segments used for these four bridges can be adjacent.

A Shady Place to Rest



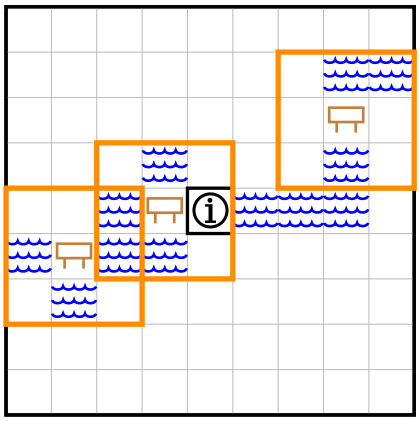
Earn 3★ for each bench that is adjacent to at least two trees.

(Example board: 15★)

Solitaire Challenge

Build at least 6 benches that are each adjacent to two or more trees.

Gone Fishin'



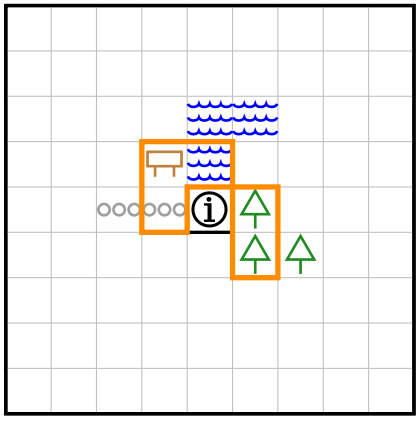
For every bench, earn 1★ for each orthogonally adjacent and diagonally adjacent water square.

(Example board: 4+4+3=11★)

Solitaire Challenge

Build a bench that is completely surrounded by 8 water squares.

Center of Attention



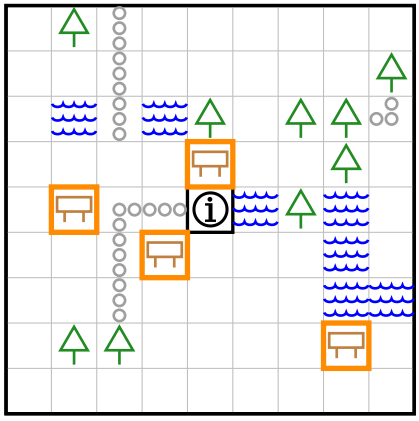
Earn 4★ for each developed square that is orthogonally adjacent or diagonally adjacent to the info booth.

(Example board: 20★)

Solitaire Challenge

Build at least 5 developments of any type that are orthogonally or diagonally adjacent to the info booth.

A Little Bit of Everything



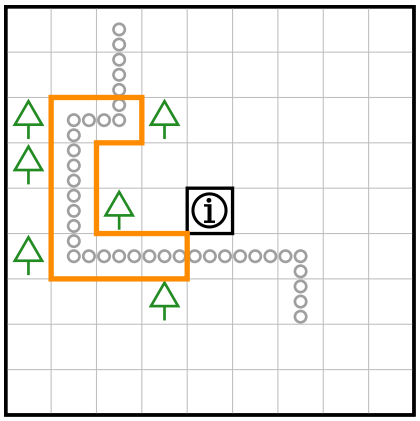
Earn 2★ for each complete set of (i.e. earn 2★ for each development that you have the *fewest* of).

(Example board: 8★)

Solitaire Challenge

Build at least 8 of each type of development.

A Walk to Remember



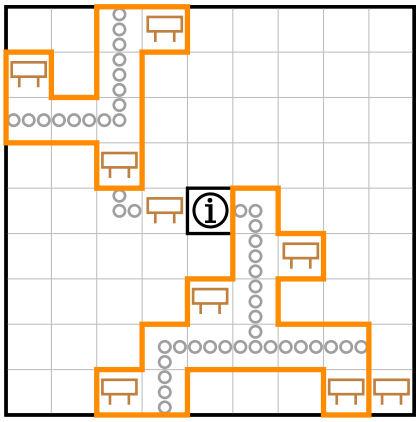
Earn 2★ for each segment in your longest connected path of *shaded* path segments. A path segment is shaded if it is adjacent to at least one tree.

(Example board: 14★)

Solitaire Challenge

Build a path with at least 8 consecutive shaded path segments.

Frequent Pit Stops



Earn $4/8/12/16/20$★ for each connected path that has 3/4/5/6/7+ benches adjacent to it.

(Example board: $4+8=12$★)

Solitaire Challenge

Build a path that is adjacent to at least 8 benches.

1	3	11	3	5	6	15	3	4
1	8	8	2	14	6	8	13	5
8	6	10	11	10	5	3	6	3
4	12	2	18	17	20	11	2	5
6	4	10	19	ⓘ	18	1	1	16
7	6	12	17	20	19	4	4	8
4	2	2	7	10	1	3	12	3
1	13	9	5	15	7	5	9	14
1	9	4	2	16	2	7	9	7

Completed Challenges

- ☐ **1.** You're fired! *(Do not compute your score.)*
- ☐ **2.** You're fired! *(Do not compute your score.)*
- ☐ **3. VICTORY!**

6★ + ☐★ (Round bonus) − ☐★ (Penalty) = ☐★ **TOTAL**

6+: Promotion and a raise
3–5: Employee of the month
0–2: Job security
below 0: Suspended without pay

Polyhedral Park Planner

Solitaire Park Sheet

	1–4	5–8	9–12	13+	Rerolls	Round Bonus?
1						
2						
3						
4						
5						
6						
7						
8						2★
9						2★
10						2★

2★ per developed *region* that is not connected to ⓘ
1★ per reroll: ☐☐☐☐☐☐

8	2	2	4	2	7	1	6	3
5	1	10	3	8	12	5	7	5
15	4	13	4	1	11	2	5	3
9	10	2	20	17	18	16	4	2
9	1	6	19	ⓘ	20	7	1	3
5	3	11	19	17	18	10	12	8
10	6	4	6	7	13	5	8	11
4	6	3	9	8	9	16	4	1
14	6	15	1	12	14	3	2	7

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1						
2						
3						
4						
5						
6						
7						
8						2★
9						2★
10						2★

2★ per developed *region* that is not connected to ⓘ
1★ per reroll: ☐☐☐☐☐☐

Polyhedral Park Planner

Solitaire Park Sheet

4	6	6	4	6	2	16	10	3
7	2	13	11	1	9	8	5	11
9	4	5	4	5	1	6	6	5
6	10	2	18	19	17	2	7	15
13	3	3	18	ⓘ	20	8	5	12
11	12	7	20	17	19	3	15	12
1	2	1	10	8	16	14	9	10
8	4	9	14	8	7	3	2	1
2	1	3	7	4	5	3	1	4

	1–4	5–8	9–12	13+	Rerolls	Round Bonus?
1						
2						
3						
4						
5						
6						
7						
8						2★
9						2★
10						2★

Completed Challenges

- ☐ **1.** You're fired! *(Do not compute your score.)*
- ☐ **2.** You're fired! *(Do not compute your score.)*
- ☐ **3. VICTORY!**

6★ + ★ − ⚑ = ★

Round bonus — **Penalty** — **TOTAL**

6+: Promotion and a raise
3–5: Employee of the month
0–2: Job security
below 0: Suspended without pay

2⚑ per developed *region* that is not connected to ⓘ
1⚑ per reroll: ☐☐☐☐☐☐

Polyhedral Park Planner

Solitaire Park Sheet

2	8	4	12	9	10	6	7	1
7	12	16	1	6	3	8	6	10
4	5	5	4	5	2	6	3	12
3	5	4	20	19	18	8	1	4
1	8	9	17	ⓘ	18	14	14	13
4	7	9	20	19	17	9	8	6
11	10	1	5	1	3	10	1	13
4	11	15	3	2	2	15	5	7
3	3	2	11	2	2	6	16	7

	1–4	5–8	9–12	13+	Rerolls	Round Bonus?
1						
2						
3						
4						
5						
6						
7						
8						2★
9						2★
10						2★

Completed Challenges

- ☐ **1.** You're fired! *(Do not compute your score.)*
- ☐ **2.** You're fired! *(Do not compute your score.)*
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6★ + ★ − ⚑ = ★

Round bonus — **Penalty** — **TOTAL**

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3–5: Employee of the month
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2⚑ per developed *region* that is not connected to ⓘ
1⚑ per reroll: ☐☐☐☐☐☐

11	6	1	9	1	7	8	3	7
10	2	16	5	12	4	1	3	10
9	8	1	6	3	1	2	3	14
6	6	3	18	19	20	4	15	13
6	14	9	17	ⓘ	17	10	13	2
8	9	6	20	18	19	1	5	4
12	7	16	11	4	5	11	2	3
5	5	2	7	4	5	8	3	2
12	1	10	2	4	4	7	15	8

Polyhedral Park Planner

Solitaire Park Sheet

	1–4	5–8	9–12	13+	Rerolls	Round Bonus?
1						
2						
3						
4						
5						
6						
7						
8						2★
9						2★
10						2★

Completed Challenges

- ☐ **1.** You're fired! *(Do not compute your score.)*
- ☐ **2.** You're fired! *(Do not compute your score.)*
- ☐ **3. VICTORY!**

6★ + ☐★ (Round bonus) − ☐★ (Penalty) = ☐★ (TOTAL)

6+: Promotion and a raise
3–5: Employee of the month
0–2: Job security
below 0: Suspended without pay

2★ per developed *region* that is not connected to ⓘ
1★ per reroll: ☐☐☐☐☐☐

13	8	10	3	8	3	6	2	6
4	5	5	1	13	9	7	2	10
11	12	14	1	9	3	4	5	15
2	7	8	19	20	18	2	6	4
3	2	9	18	ⓘ	17	11	8	6
11	6	14	20	17	19	4	7	4
10	1	3	16	1	1	4	8	16
7	7	3	1	5	6	3	2	2
9	12	5	10	4	12	5	15	1

Polyhedral Park Planner

Solitaire Park Sheet

	1–4	5–8	9–12	13+	Rerolls	Round Bonus?
1						
2						
3						
4						
5						
6						
7						
8						2★
9						2★
10						2★

Completed Challenges

- ☐ **1.** You're fired! *(Do not compute your score.)*
- ☐ **2.** You're fired! *(Do not compute your score.)*
- ☐ **3. VICTORY!**

6★ + ☐★ (Round bonus) − ☐★ (Penalty) = ☐★ (TOTAL)

6+: Promotion and a raise
3–5: Employee of the month
0–2: Job security
below 0: Suspended without pay

2★ per developed *region* that is not connected to ⓘ
1★ per reroll: ☐☐☐☐☐☐

3	12	5	7	12	11	1	1	4
12	8	8	4	2	9	10	1	2
11	2	1	15	5	6	1	2	6
13	15	9	19	20	20	4	3	2
3	7	5	17	ⓘ	18	6	7	16
11	8	9	19	17	18	4	16	2
1	4	2	14	5	4	6	3	7
5	6	10	7	8	8	14	10	10
3	4	13	3	5	6	1	9	3

Completed Challenges

- ☐ **1.** You're fired! *(Do not compute your score.)*
- ☐ **2.** You're fired! *(Do not compute your score.)*
- ☐ **3. VICTORY!**

6 + ☐ − ☐ = ☐

Round bonus | **Penalty** | **TOTAL**

6+: Promotion and a raise
3–5: Employee of the month
0–2: Job security
below 0: Suspended without pay

Polyhedral Park Planner

Solitaire Park Sheet

	1–4	5–8	9–12	13+	Rerolls	Round Bonus?
1						
2						
3						
4						
5						
6						
7						
8						2★
9						2★
10						2★

2★ per developed *region* that is not connected to ⓘ
1★ per reroll: ☐☐☐☐☐☐

5	8	4	8	5	13	16	4	9
1	1	8	15	3	5	10	6	7
1	8	3	5	3	8	6	9	2
12	4	9	17	18	20	2	11	2
1	3	10	20	ⓘ	17	6	3	4
6	2	7	19	19	18	9	7	13
1	4	16	1	4	3	11	2	15
1	7	14	12	3	7	5	6	6
4	14	11	2	12	5	10	2	10

Completed Challenges

- ☐ **1.** You're fired! *(Do not compute your score.)*
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- ☐ **3. VICTORY!**

6 + ☐ − ☐ = ☐

Round bonus | **Penalty** | **TOTAL**

6+: Promotion and a raise
3–5: Employee of the month
0–2: Job security
below 0: Suspended without pay

Polyhedral Park Planner

Solitaire Park Sheet

	1–4	5–8	9–12	13+	Rerolls	Round Bonus?
1						
2						
3						
4						
5						
6						
7						
8						2★
9						2★
10						2★

2★ per developed *region* that is not connected to ⓘ
1★ per reroll: ☐☐☐☐☐☐

Polyhedral Park Planner

Solitaire Park Sheet

5	11	1	5	6	16	10	6	1
9	12	2	8	2	2	5	2	6
4	9	12	1	6	10	7	7	8
4	6	10	17	18	19	4	6	8
3	4	9	20	ⓘ	18	7	4	14
1	3	15	17	20	19	11	7	1
3	5	8	13	16	1	2	3	2
3	2	14	10	12	4	4	3	8
1	7	15	5	13	9	3	5	11

	1–4	5–8	9–12	13+	Rerolls	Round Bonus?
1						
2						
3						
4						
5						
6						
7						
8						2★
9						2★
10						2★

Completed Challenges

- ☐ **1.** You're fired! *(Do not compute your score.)*
- ☐ **2.** You're fired! *(Do not compute your score.)*
- ☐ **3. VICTORY!**

6★ + ★ (Round bonus) − ⚑ (Penalty) = ★ (TOTAL)

6+: Promotion and a raise
3–5: Employee of the month
0–2: Job security
below 0: Suspended without pay

2⚑ per developed *region* that is not connected to ⓘ
1⚑ per reroll: ☐☐☐☐☐☐

Polyhedral Park Planner

Solitaire Park Sheet

3	13	10	15	7	4	2	6	10
6	1	9	4	1	7	14	7	8
12	5	2	7	8	6	2	1	5
4	9	8	20	18	18	6	1	15
11	9	1	17	ⓘ	19	2	16	2
5	6	11	20	19	17	14	1	5
10	12	10	8	3	13	4	2	3
3	6	4	3	3	3	5	8	2
5	7	12	4	11	1	4	9	16

	1–4	5–8	9–12	13+	Rerolls	Round Bonus?
1						
2						
3						
4						
5						
6						
7						
8						2★
9						2★
10						2★

Completed Challenges

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6★ + ★ (Round bonus) − ⚑ (Penalty) = ★ (TOTAL)

6+: Promotion and a raise
3–5: Employee of the month
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below 0: Suspended without pay

2⚑ per developed *region* that is not connected to ⓘ
1⚑ per reroll: ☐☐☐☐☐☐

3	4	15	4	13	11	11	3	6
9	6	3	1	9	4	2	6	4
8	2	7	10	7	5	1	8	9
4	10	1	19	20	18	4	7	2
12	12	5	20	ⓘ	17	6	16	1
1	15	4	18	19	17	8	12	3
16	7	10	9	14	2	5	14	7
3	8	10	3	8	6	2	5	3
11	1	5	13	6	5	2	2	1

Completed Challenges

- ☐ **1.** You're fired! *(Do not compute your score.)*
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- ☐ **3. VICTORY!**

6★ + ☐★ (Round bonus) − ☐ (Penalty) = ☐★ **TOTAL**

6+: Promotion and a raise
3–5: Employee of the month
0–2: Job security
below 0: Suspended without pay

Polyhedral Park Planner

Solitaire Park Sheet

	1–4	5–8	9–12	13+	Rerolls	Round Bonus?
1						
2						
3						
4						
5						
6						
7						
8						2★
9						2★
10						2★

2 per developed *region* that is not connected to ⓘ
1 per reroll: ☐☐☐☐☐☐

6	16	14	3	4	5	11	14	2
8	3	12	8	3	7	9	2	3
8	10	4	7	3	3	7	6	13
1	1	10	17	19	20	6	11	4
1	1	7	18	ⓘ	19	9	10	6
2	12	6	17	18	20	15	4	6
5	16	1	11	4	4	9	5	2
5	1	9	2	2	13	5	10	1
8	7	2	12	5	15	8	3	4

Completed Challenges

- ☐ **1.** You're fired! *(Do not compute your score.)*
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- ☐ **3. VICTORY!**

6★ + ☐★ (Round bonus) − ☐ (Penalty) = ☐★ **TOTAL**

6+: Promotion and a raise
3–5: Employee of the month
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Polyhedral Park Planner

Solitaire Park Sheet

	1–4	5–8	9–12	13+	Rerolls	Round Bonus?
1						
2						
3						
4						
5						
6						
7						
8						2★
9						2★
10						2★

2 per developed *region* that is not connected to ⓘ
1 per reroll: ☐☐☐☐☐☐

8	9	1	2	1	5	4	11	7
2	8	15	5	16	1	12	5	2
3	3	4	3	7	1	14	7	8
13	3	7	18	19	17	3	11	3
5	6	4	18	ⓘ	19	5	2	10
12	5	6	20	20	17	9	1	1
4	11	6	2	6	2	6	4	16
1	15	9	14	8	3	10	12	8
4	7	4	6	2	13	10	10	9

Completed Challenges

- ☐ **1.** You're fired! *(Do not compute your score.)*
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- ☐ **3. VICTORY!**

Polyhedral Park Planner

Solitaire Park Sheet

	1–4	5–8	9–12	13+	Rerolls	Round Bonus?
1						
2						
3						
4						
5						
6						
7						
8						2★
9						2★
10						2★

6★ + ☐★ (Round bonus) − ☐ (Penalty) = ☐★ **TOTAL**

6+: Promotion and a raise
3–5: Employee of the month
0–2: Job security
below 0: Suspended without pay

2 per developed *region* that is not connected to ⓘ
1 per reroll: ☐☐☐☐☐☐

6	1	3	11	8	1	6	14	7
3	8	6	12	1	4	3	7	1
13	5	8	4	5	6	8	2	7
1	4	10	19	17	18	2	14	4
11	7	16	17	ⓘ	18	3	4	2
10	2	4	20	20	19	15	10	2
4	9	9	3	2	8	5	1	9
6	15	13	11	3	5	1	6	5
12	2	3	12	10	5	16	9	7

Completed Challenges

- ☐ **1.** You're fired! *(Do not compute your score.)*
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- ☐ **3. VICTORY!**

Polyhedral Park Planner

Solitaire Park Sheet

	1–4	5–8	9–12	13+	Rerolls	Round Bonus?
1						
2						
3						
4						
5						
6						
7						
8						2★
9						2★
10						2★

6★ + ☐★ (Round bonus) − ☐ (Penalty) = ☐★ **TOTAL**

6+: Promotion and a raise
3–5: Employee of the month
0–2: Job security
below 0: Suspended without pay

2 per developed *region* that is not connected to ⓘ
1 per reroll: ☐☐☐☐☐☐

Polyhedral Park Planner

Solitaire Park Sheet

2	1	3	1	5	9	2	15	11
8	14	6	8	1	6	5	9	1
12	16	5	14	5	3	7	3	7
11	10	2	19	18	20	4	12	4
9	13	3	20	ⓘ	17	4	6	4
2	3	3	19	17	18	8	6	1
5	16	1	4	2	7	11	6	12
7	4	15	1	7	9	2	6	8
13	8	5	3	10	4	10	2	10

	1–4	5–8	9–12	13+	Rerolls	Round Bonus?
1						
2						
3						
4						
5						
6						
7						
8						2★
9						2★
10						2★

Completed Challenges

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- ☐ **3. VICTORY!**

6★ + ★ − ⚑ = ★

Round bonus — **Penalty** — **TOTAL**

6+: Promotion and a raise
3–5: Employee of the month
0–2: Job security
below 0: Suspended without pay

2⚑ per developed *region* that is not connected to ⓘ
1⚑ per reroll: ☐☐☐☐☐☐

Polyhedral Park Planner

Solitaire Park Sheet

12	9	1	4	6	5	14	4	11
10	7	9	2	9	1	11	6	1
13	4	2	7	2	3	15	3	11
16	12	4	18	20	17	6	10	7
10	16	8	20	ⓘ	19	15	12	3
4	3	5	19	18	17	10	2	3
13	6	14	8	6	2	2	8	3
7	8	6	2	5	5	7	5	1
4	4	1	9	1	8	1	5	3

	1–4	5–8	9–12	13+	Rerolls	Round Bonus?
1						
2						
3						
4						
5						
6						
7						
8						2★
9						2★
10						2★

Completed Challenges

- ☐ **1.** You're fired! *(Do not compute your score.)*
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6★ + ★ − ⚑ = ★

Round bonus — **Penalty** — **TOTAL**

6+: Promotion and a raise
3–5: Employee of the month
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below 0: Suspended without pay

2⚑ per developed *region* that is not connected to ⓘ
1⚑ per reroll: ☐☐☐☐☐☐

15	3	4	2	4	6	4	8	11
13	12	7	7	5	11	4	4	5
3	15	7	9	10	7	8	1	1
10	6	2	19	18	17	5	11	5
14	5	6	20	ⓘ	20	1	3	8
2	1	14	18	19	17	3	1	16
3	2	16	12	1	4	10	7	1
2	13	9	6	2	12	10	3	9
6	4	3	8	6	8	9	2	5

Completed Challenges

- ☐ **1.** You're fired! *(Do not compute your score.)*
- ☐ **2.** You're fired! *(Do not compute your score.)*
- ☐ **3. VICTORY!**

Polyhedral Park Planner

Solitaire Park Sheet

	1–4	5–8	9–12	13+	Rerolls	Round Bonus?
1						
2						
3						
4						
5						
6						
7						
8						2★
9						2★
10						2★

6★ + ☐★ (Round bonus) − ☐ (Penalty) = ☐★ **TOTAL**

6+: Promotion and a raise
3–5: Employee of the month
0–2: Job security
below 0: Suspended without pay

2 per developed *region* that is not connected to ⓘ
1 per reroll: ☐☐☐☐☐☐

5	4	3	6	9	13	8	8	11
9	4	16	4	7	12	9	8	14
12	4	3	16	2	4	8	2	9
3	2	1	18	17	19	5	6	3
4	2	10	20	ⓘ	20	6	2	4
5	10	10	19	18	17	1	12	1
3	1	11	1	13	5	2	1	2
6	7	15	5	3	6	7	8	6
5	15	14	11	7	1	3	7	10

Completed Challenges

- ☐ **1.** You're fired! *(Do not compute your score.)*
- ☐ **2.** You're fired! *(Do not compute your score.)*
- ☐ **3. VICTORY!**

Polyhedral Park Planner

Solitaire Park Sheet

	1–4	5–8	9–12	13+	Rerolls	Round Bonus?
1						
2						
3						
4						
5						
6						
7						
8						2★
9						2★
10						2★

6★ + ☐★ (Round bonus) − ☐ (Penalty) = ☐★ **TOTAL**

6+: Promotion and a raise
3–5: Employee of the month
0–2: Job security
below 0: Suspended without pay

2 per developed *region* that is not connected to ⓘ
1 per reroll: ☐☐☐☐☐☐

4	2	4	7	7	10	1	8	6
10	3	5	4	1	14	3	8	9
15	9	10	2	11	13	12	2	7
12	9	5	19	17	19	6	7	3
10	4	16	18	ⓘ	20	3	2	8
2	1	3	18	20	17	4	3	5
6	6	13	1	15	1	11	9	16
5	8	14	12	3	7	2	5	6
4	1	4	1	11	8	6	2	5

Completed Challenges

- ☐ **1.** You're fired! *(Do not compute your score.)*
- ☐ **2.** You're fired! *(Do not compute your score.)*
- ☐ **3. VICTORY!**

Polyhedral Park Planner

Solitaire Park Sheet

	1–4	5–8	9–12	13+	Rerolls	Round Bonus?
1						
2						
3						
4						
5						
6						
7						
8						2★
9						2★
10						2★

6★ + ☐★ (Round bonus) − ☐ (Penalty) = ☐★ **TOTAL**

6+: Promotion and a raise
3–5: Employee of the month
0–2: Job security
below 0: Suspended without pay

2 per developed *region* that is not connected to ⓘ
1 per reroll: ☐☐☐☐☐☐

8	5	8	2	8	1	7	7	10
12	12	10	16	7	9	1	6	9
1	10	9	3	11	14	3	2	3
4	11	11	19	18	17	5	3	3
4	13	6	20	ⓘ	19	6	8	15
4	1	4	17	18	20	4	2	6
7	1	3	12	5	10	15	1	4
2	9	1	14	3	2	5	8	2
13	6	2	4	6	5	5	7	16

Completed Challenges

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- ☐ **3. VICTORY!**

Polyhedral Park Planner

Solitaire Park Sheet

	1–4	5–8	9–12	13+	Rerolls	Round Bonus?
1						
2						
3						
4						
5						
6						
7						
8						2★
9						2★
10						2★

6★ + ☐★ (Round bonus) − ☐ (Penalty) = ☐★ **TOTAL**

6+: Promotion and a raise
3–5: Employee of the month
0–2: Job security
below 0: Suspended without pay

2 per developed *region* that is not connected to ⓘ
1 per reroll: ☐☐☐☐☐☐

3	10	8	4	3	8	11	4	9
6	7	9	1	8	2	9	11	5
6	3	5	15	3	2	14	5	1
4	3	13	18	18	20	10	8	7
6	2	3	17	ⓘ	19	2	9	14
12	12	3	19	17	20	5	11	6
16	2	10	4	1	4	4	4	2
10	6	2	1	1	6	12	15	7
7	5	1	7	16	1	13	8	5

Completed Challenges

- ☐ **1.** You're fired! *(Do not compute your score.)*
- ☐ **2.** You're fired! *(Do not compute your score.)*
- ☐ **3. VICTORY!**

6★ + ☐★ − ☐★ = ☐★ → TOTAL

Round bonus | Penalty

6+: Promotion and a raise
3–5: Employee of the month
0–2: Job security
below 0: Suspended without pay

Polyhedral Park Planner

Solitaire Park Sheet

	1–4	5–8	9–12	13+	Rerolls	Round Bonus?
1						
2						
3						
4						
5						
6						
7						
8						2★
9						2★
10						2★

2★ per developed *region* that is not connected to ⓘ
1★ per reroll: ☐☐☐☐☐☐

3	6	1	5	6	5	9	5	15
13	3	10	2	2	4	4	3	9
2	9	7	2	1	6	6	1	1
9	8	4	20	20	17	10	4	7
5	4	12	19	ⓘ	19	12	12	2
3	16	8	17	18	18	16	8	7
14	6	11	10	4	8	1	2	1
13	8	1	15	3	3	11	3	2
6	7	14	4	7	5	10	5	11

Completed Challenges

- ☐ **1.** You're fired! *(Do not compute your score.)*
- ☐ **2.** You're fired! *(Do not compute your score.)*
- ☐ **3. VICTORY!**

6★ + ☐★ − ☐★ = ☐★ → TOTAL

Round bonus | Penalty

6+: Promotion and a raise
3–5: Employee of the month
0–2: Job security
below 0: Suspended without pay

Polyhedral Park Planner

Solitaire Park Sheet

	1–4	5–8	9–12	13+	Rerolls	Round Bonus?
1						
2						
3						
4						
5						
6						
7						
8						2★
9						2★
10						2★

2★ per developed *region* that is not connected to ⓘ
1★ per reroll: ☐☐☐☐☐☐

5	11	5	6	15	15	4	4	14
3	10	1	8	3	5	10	6	3
13	8	2	2	5	8	10	6	5
9	5	9	18	20	19	1	3	11
3	4	8	17	ⓘ	18	13	1	8
1	12	3	17	20	19	2	1	7
12	10	6	7	3	9	1	4	6
7	14	4	2	6	4	11	2	2
16	2	4	12	7	7	16	1	9

Completed Challenges

- ☐ **1.** You're fired! *(Do not compute your score.)*
- ☐ **2.** You're fired! *(Do not compute your score.)*
- ☐ **3. VICTORY!**

6★ + ☐★ (Round bonus) − ☐★ (Penalty) = ☐★ **TOTAL**

6+: Promotion and a raise
3–5: Employee of the month
0–2: Job security
below 0: Suspended without pay

Polyhedral Park Planner

Solitaire Park Sheet

	1–4	5–8	9–12	13+	Rerolls	Round Bonus?
1						
2						
3						
4						
5						
6						
7						
8						2★
9						2★
10						2★

2★ per developed *region* that is not connected to ⓘ
1★ per reroll: ☐☐☐☐☐☐

3	3	16	5	11	5	7	10	12
2	10	2	1	5	7	6	11	6
7	1	2	6	16	4	8	8	11
1	6	13	20	18	20	8	10	15
2	3	9	18	ⓘ	19	2	9	8
3	8	7	17	19	17	4	6	1
5	1	3	2	4	4	9	5	10
5	4	12	7	1	14	3	1	12
2	3	6	13	14	15	4	9	4

Completed Challenges

- ☐ **1.** You're fired! *(Do not compute your score.)*
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- ☐ **3. VICTORY!**

6★ + ☐★ (Round bonus) − ☐★ (Penalty) = ☐★ **TOTAL**

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3–5: Employee of the month
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Polyhedral Park Planner

Solitaire Park Sheet

	1–4	5–8	9–12	13+	Rerolls	Round Bonus?
1						
2						
3						
4						
5						
6						
7						
8						2★
9						2★
10						2★

2★ per developed *region* that is not connected to ⓘ
1★ per reroll: ☐☐☐☐☐☐

Polyhedral Park Planner

Solitaire Park Sheet

4	4	6	1	3	1	3	8	3
5	11	15	2	1	12	10	5	2
16	6	2	1	7	4	6	8	1
2	4	16	20	18	20	5	7	4
7	10	1	19	ⓘ	19	12	8	6
5	10	14	18	17	17	7	9	13
4	8	11	8	5	2	12	1	10
15	2	13	3	9	11	3	2	7
4	14	9	3	3	5	6	9	6

	1–4	5–8	9–12	13+	Rerolls	Round Bonus?
1						
2						
3						
4						
5						
6						
7						
8						2★
9						2★
10						2★

Completed Challenges

- ☐ **1.** You're fired! *(Do not compute your score.)*
- ☐ **2.** You're fired! *(Do not compute your score.)*
- ☐ **3. VICTORY!**

6★ + ★ − ⚒ = ★

Round bonus — **Penalty** — **TOTAL**

6+: Promotion and a raise
3–5: Employee of the month
0–2: Job security
below 0: Suspended without pay

2⚒ per developed *region* that is not connected to ⓘ
1⚒ per reroll: ☐☐☐☐☐☐

Polyhedral Park Planner

Solitaire Park Sheet

5	16	8	6	1	15	10	5	6
4	2	1	1	10	7	1	5	8
16	8	4	9	2	7	2	6	10
9	11	11	19	20	18	12	15	12
3	3	3	20	ⓘ	17	8	5	3
13	11	9	17	19	18	4	7	6
1	13	9	8	4	14	3	3	14
2	3	6	7	6	5	7	12	4
4	2	10	2	2	1	4	1	5

	1–4	5–8	9–12	13+	Rerolls	Round Bonus?
1						
2						
3						
4						
5						
6						
7						
8						2★
9						2★
10						2★

Completed Challenges

- ☐ **1.** You're fired! *(Do not compute your score.)*
- ☐ **2.** You're fired! *(Do not compute your score.)*
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6★ + ★ − ⚒ = ★

Round bonus — **Penalty** — **TOTAL**

6+: Promotion and a raise
3–5: Employee of the month
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2⚒ per developed *region* that is not connected to ⓘ
1⚒ per reroll: ☐☐☐☐☐☐

Polyhedral Park Planner

Solitaire Park Sheet

4	5	5	4	14	8	2	9	6
4	2	5	5	2	9	8	3	12
1	3	13	5	12	2	3	15	4
6	6	7	17	19	18	2	7	3
13	11	1	17	ⓘ	20	7	4	1
8	7	4	19	20	18	3	6	1
15	3	2	8	9	11	12	7	5
1	1	10	10	2	14	3	16	4
10	1	9	11	6	8	10	16	6

	1–4	5–8	9–12	13+	Rerolls	Round Bonus?
1						
2						
3						
4						
5						
6						
7						
8						2★
9						2★
10						2★

Completed Challenges

- ☐ **1.** You're fired! *(Do not compute your score.)*
- ☐ **2.** You're fired! *(Do not compute your score.)*
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6★ + ★ − ⚒ = ★

Round bonus — **Penalty** — **TOTAL**

6+: Promotion and a raise
3–5: Employee of the month
0–2: Job security
below 0: Suspended without pay

2⚒ per developed *region* that is not connected to ⓘ
1⚒ per reroll: ☐☐☐☐☐☐

Polyhedral Park Planner

Solitaire Park Sheet

7	6	5	15	3	8	2	8	7
9	1	7	5	6	2	8	4	4
5	16	2	10	6	1	11	16	12
14	4	2	20	17	18	4	14	4
9	1	2	19	ⓘ	17	6	15	4
1	2	12	20	19	18	3	5	10
4	3	9	3	11	10	10	11	5
8	1	3	2	1	5	6	12	13
3	9	6	13	7	7	1	8	3

	1–4	5–8	9–12	13+	Rerolls	Round Bonus?
1						
2						
3						
4						
5						
6						
7						
8						2★
9						2★
10						2★

Completed Challenges

- ☐ **1.** You're fired! *(Do not compute your score.)*
- ☐ **2.** You're fired! *(Do not compute your score.)*
- ☐ **3. VICTORY!**

6★ + ★ − ⚒ = ★

Round bonus — **Penalty** — **TOTAL**

6+: Promotion and a raise
3–5: Employee of the month
0–2: Job security
below 0: Suspended without pay

2⚒ per developed *region* that is not connected to ⓘ
1⚒ per reroll: ☐☐☐☐☐☐

14	7	16	10	2	8	5	16	12
1	15	11	6	9	4	8	4	3
9	1	5	3	5	12	5	1	3
2	6	6	20	19	17	5	13	2
7	11	4	19	ⓘ	20	8	6	6
10	3	8	18	17	18	7	10	9
1	2	14	12	2	2	11	6	9
4	10	1	13	1	3	4	2	15
5	1	3	4	3	4	8	7	7

Completed Challenges

- ☐ **1.** You're fired! *(Do not compute your score.)*
- ☐ **2.** You're fired! *(Do not compute your score.)*
- ☐ **3. VICTORY!**

Polyhedral Park Planner

Solitaire Park Sheet

	1–4	5–8	9–12	13+	Rerolls	Round Bonus?
1						
2						
3						
4						
5						
6						
7						
8						2★
9						2★
10						2★

6 ★ + ☐ ★ (Round bonus) − ☐ ★ (**Penalty**) = ☐ ★ (**TOTAL**)

6+: Promotion and a raise
3–5: Employee of the month
0–2: Job security
below 0: Suspended without pay

2★ per developed *region* that is not connected to ⓘ
1★ per reroll: ☐☐☐☐☐☐

5	3	6	2	4	10	3	3	12
6	2	11	4	14	7	7	16	6
4	10	12	9	1	15	6	2	10
1	1	13	19	19	20	4	3	11
3	1	1	18	ⓘ	17	5	9	8
3	9	2	17	20	18	5	8	4
10	6	9	5	14	1	15	3	2
2	1	4	13	8	7	12	8	16
11	5	8	4	6	5	2	7	7

Completed Challenges

- ☐ **1.** You're fired! *(Do not compute your score.)*
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- ☐ **3. VICTORY!**

Polyhedral Park Planner

Solitaire Park Sheet

	1–4	5–8	9–12	13+	Rerolls	Round Bonus?
1						
2						
3						
4						
5						
6						
7						
8						2★
9						2★
10						2★

6 ★ + ☐ ★ (Round bonus) − ☐ ★ (**Penalty**) = ☐ ★ (**TOTAL**)

6+: Promotion and a raise
3–5: Employee of the month
0–2: Job security
below 0: Suspended without pay

2★ per developed *region* that is not connected to ⓘ
1★ per reroll: ☐☐☐☐☐☐

Polyhedral Park Planner

Solitaire Park Sheet

14	11	9	8	2	9	7	12	4
8	12	5	14	7	3	4	16	10
4	5	2	2	5	5	2	8	10
3	10	5	20	17	17	1	3	2
6	7	15	19	ⓘ	18	8	16	11
11	4	6	20	18	19	3	6	2
8	3	5	9	13	4	1	10	9
1	3	2	7	1	6	3	6	15
1	4	4	1	6	12	13	7	1

	1–4	5–8	9–12	13+	Rerolls	Round Bonus?
1						
2						
3						
4						
5						
6						
7						
8						2★
9						2★
10						2★

Completed Challenges

- ☐ **1.** You're fired! *(Do not compute your score.)*
- ☐ **2.** You're fired! *(Do not compute your score.)*
- ☐ **3. VICTORY!**

6★ + ★ − ⚑ = ★

Round bonus — **Penalty** — **TOTAL**

6+: Promotion and a raise
3–5: Employee of the month
0–2: Job security
below 0: Suspended without pay

2⚑ per developed *region* that is not connected to ⓘ
1⚑ per reroll: ☐☐☐☐☐☐

Polyhedral Park Planner

Solitaire Park Sheet

4	1	1	3	8	3	9	1	11
15	12	16	7	6	13	8	6	1
2	11	8	12	9	6	2	10	4
3	1	3	19	17	17	8	5	3
16	9	11	20	ⓘ	20	1	4	1
5	5	2	18	18	19	15	3	6
9	4	5	7	2	10	7	5	4
2	14	12	4	4	10	10	5	13
7	2	8	6	6	14	2	7	3

	1–4	5–8	9–12	13+	Rerolls	Round Bonus?
1						
2						
3						
4						
5						
6						
7						
8						2★
9						2★
10						2★

Completed Challenges

- ☐ **1.** You're fired! *(Do not compute your score.)*
- ☐ **2.** You're fired! *(Do not compute your score.)*
- ☐ **3. VICTORY!**

6★ + ★ − ⚑ = ★

Round bonus — **Penalty** — **TOTAL**

6+: Promotion and a raise
3–5: Employee of the month
0–2: Job security
below 0: Suspended without pay

2⚑ per developed *region* that is not connected to ⓘ
1⚑ per reroll: ☐☐☐☐☐☐

2	6	5	1	10	3	2	3	9
4	10	9	3	4	2	7	1	10
4	4	6	7	4	1	3	10	4
16	8	5	17	18	19	2	2	14
6	13	6	18	ⓘ	20	3	1	11
2	7	9	19	20	17	1	7	8
8	12	3	15	13	7	1	6	11
14	2	8	12	6	15	5	5	4
16	1	5	8	12	11	9	5	3

Completed Challenges

- ☐ **1.** You're fired! *(Do not compute your score.)*
- ☐ **2.** You're fired! *(Do not compute your score.)*
- ☐ **3. VICTORY!**

Polyhedral Park Planner

Solitaire Park Sheet

	1–4	5–8	9–12	13+	Rerolls	Round Bonus?
1						
2						
3						
4						
5						
6						
7						
8						2★
9						2★
10						2★

6★ + ☐★ (Round bonus) − ☐ (Penalty) = ☐★ **TOTAL**

6+: Promotion and a raise
3–5: Employee of the month
0–2: Job security
below 0: Suspended without pay

2 per developed *region* that is not connected to ⓘ
1 per reroll: ☐☐☐☐☐☐

6	9	12	11	12	7	14	4	8
7	4	1	6	4	9	2	7	1
3	10	3	14	3	4	11	7	1
8	5	10	19	17	17	5	6	11
3	9	13	19	ⓘ	18	12	3	1
5	2	9	20	18	20	1	16	10
1	15	6	15	5	5	2	8	2
3	4	1	5	10	6	8	4	2
3	16	2	7	4	2	8	13	6

Completed Challenges

- ☐ **1.** You're fired! *(Do not compute your score.)*
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- ☐ **3. VICTORY!**

Polyhedral Park Planner

Solitaire Park Sheet

	1–4	5–8	9–12	13+	Rerolls	Round Bonus?
1						
2						
3						
4						
5						
6						
7						
8						2★
9						2★
10						2★

6★ + ☐★ (Round bonus) − ☐ (Penalty) = ☐★ **TOTAL**

6+: Promotion and a raise
3–5: Employee of the month
0–2: Job security
below 0: Suspended without pay

2 per developed *region* that is not connected to ⓘ
1 per reroll: ☐☐☐☐☐☐

1	5	1	13	1	16	13	5	6
8	6	5	3	10	14	9	9	5
3	4	2	1	4	6	15	2	12
7	4	11	17	19	20	10	1	12
1	9	7	18	ⓘ	18	5	11	3
6	11	2	17	20	19	7	2	4
10	3	8	7	3	5	2	1	4
9	8	8	10	6	6	14	15	8
4	16	12	2	3	3	7	4	2

Completed Challenges

- ☐ **1.** You're fired! *(Do not compute your score.)*
- ☐ **2.** You're fired! *(Do not compute your score.)*
- ☐ **3. VICTORY!**

6★ + ☐★ − ☐★ = ☐★ → TOTAL

Round bonus | Penalty

6+: Promotion and a raise
3–5: Employee of the month
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below 0: Suspended without pay

Polyhedral Park Planner

Solitaire Park Sheet

	1–4	5–8	9–12	13+	Rerolls	Round Bonus?
1						
2						
3						
4						
5						
6						
7						
8						2★
9						2★
10						2★

2★ per developed *region* that is not connected to ⓘ
1★ per reroll: ☐☐☐☐☐☐

15	2	10	4	4	8	6	4	9
2	3	3	2	16	1	5	2	11
8	16	7	6	13	2	5	12	8
14	1	10	18	17	17	8	12	7
1	3	4	20	ⓘ	19	9	3	5
1	6	5	18	19	20	14	11	7
10	5	1	11	5	13	2	10	2
9	9	15	3	1	4	7	7	8
4	1	12	6	6	3	6	4	3

Completed Challenges

- ☐ **1.** You're fired! *(Do not compute your score.)*
- ☐ **2.** You're fired! *(Do not compute your score.)*
- ☐ **3. VICTORY!**

6★ + ☐★ − ☐★ = ☐★ → TOTAL

Round bonus | Penalty

6+: Promotion and a raise
3–5: Employee of the month
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Polyhedral Park Planner

Solitaire Park Sheet

	1–4	5–8	9–12	13+	Rerolls	Round Bonus?
1						
2						
3						
4						
5						
6						
7						
8						2★
9						2★
10						2★

2★ per developed *region* that is not connected to ⓘ
1★ per reroll: ☐☐☐☐☐☐

8	12	3	9	3	2	6	8	3
11	4	5	3	8	1	12	2	6
5	12	16	13	6	8	7	3	10
15	6	10	19	18	19	2	2	7
1	9	3	17	ⓘ	18	14	1	16
2	2	9	20	20	17	4	3	5
6	15	1	11	5	1	4	1	4
5	7	13	10	4	9	7	8	4
10	14	2	11	1	4	7	6	5

Completed Challenges

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- ☐ **2.** You're fired! *(Do not compute your score.)*
- ☐ **3. VICTORY!**

Polyhedral Park Planner

Solitaire Park Sheet

	1–4	5–8	9–12	13+	Rerolls	Round Bonus?
1						
2						
3						
4						
5						
6						
7						
8						2★
9						2★
10						2★

6 ★ + ☐ ★ (Round bonus) − ☐ ★ (**Penalty**) = ☐ ★ **TOTAL**

6+: Promotion and a raise
3–5: Employee of the month
0–2: Job security
below 0: Suspended without pay

2★ per developed *region* that is not connected to ⓘ
1★ per reroll: ☐☐☐☐☐☐

5	1	8	8	6	5	12	9	3
11	6	7	4	4	8	10	15	10
7	10	2	14	3	4	11	16	9
3	13	13	19	19	20	4	4	5
6	2	4	17	ⓘ	17	6	7	2
2	10	5	20	18	18	6	11	9
2	4	8	7	1	3	9	8	7
16	12	15	1	3	1	1	3	5
14	6	2	2	3	5	12	1	1

Completed Challenges

- ☐ **1.** You're fired! *(Do not compute your score.)*
- ☐ **2.** You're fired! *(Do not compute your score.)*
- ☐ **3. VICTORY!**

Polyhedral Park Planner

Solitaire Park Sheet

	1–4	5–8	9–12	13+	Rerolls	Round Bonus?
1						
2						
3						
4						
5						
6						
7						
8						2★
9						2★
10						2★

6 ★ + ☐ ★ (Round bonus) − ☐ ★ (**Penalty**) = ☐ ★ **TOTAL**

6+: Promotion and a raise
3–5: Employee of the month
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below 0: Suspended without pay

2★ per developed *region* that is not connected to ⓘ
1★ per reroll: ☐☐☐☐☐☐

Polyhedral Park Planner

Solitaire Park Sheet

5	1	8	9	4	2	6	7	3
8	8	6	6	4	9	2	1	2
2	10	14	7	2	3	6	1	12
16	3	15	17	19	20	11	6	12
7	13	3	18	ⓘ	17	8	12	13
6	5	4	19	18	20	11	9	16
2	7	1	3	4	10	5	3	2
1	1	10	5	7	9	4	4	3
5	10	5	4	14	15	1	8	11

	1–4	5–8	9–12	13+	Rerolls	Round Bonus?
1						
2						
3						
4						
5						
6						
7						
8						2★
9						2★
10						2★

Completed Challenges

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- ☐ **2.** You're fired! *(Do not compute your score.)*
- ☐ **3. VICTORY!**

6★ + ★ (Round bonus) − ⚑ (Penalty) = ★ (TOTAL)

6+: Promotion and a raise
3–5: Employee of the month
0–2: Job security
below 0: Suspended without pay

2⚑ per developed *region* that is not connected to ⓘ
1⚑ per reroll: ☐☐☐☐☐☐

Polyhedral Park Planner

Solitaire Park Sheet

6	6	7	13	8	8	8	12	2
3	10	2	5	4	12	4	5	7
9	1	1	5	14	1	2	11	6
6	11	7	18	19	17	15	8	4
1	5	16	18	ⓘ	20	7	10	10
14	3	2	17	20	19	16	9	1
5	5	15	1	3	3	2	10	9
3	9	6	2	4	4	1	4	8
3	12	6	2	4	3	11	7	13

	1–4	5–8	9–12	13+	Rerolls	Round Bonus?
1						
2						
3						
4						
5						
6						
7						
8						2★
9						2★
10						2★

Completed Challenges

- ☐ **1.** You're fired! *(Do not compute your score.)*
- ☐ **2.** You're fired! *(Do not compute your score.)*
- ☐ **3. VICTORY!**

6★ + ★ (Round bonus) − ⚑ (Penalty) = ★ (TOTAL)

6+: Promotion and a raise
3–5: Employee of the month
0–2: Job security
below 0: Suspended without pay

2⚑ per developed *region* that is not connected to ⓘ
1⚑ per reroll: ☐☐☐☐☐☐

10	8	6	14	2	7	7	13	2
4	6	3	5	1	3	10	11	8
10	4	2	9	14	15	13	11	3
6	10	3	17	20	17	7	15	3
16	7	8	18	ⓘ	19	5	1	8
3	2	1	18	19	20	12	16	5
5	4	6	2	7	4	8	2	9
1	5	12	4	3	2	9	11	6
4	5	4	6	1	1	12	9	1

Completed Challenges

- ☐ **1.** You're fired! *(Do not compute your score.)*
- ☐ **2.** You're fired! *(Do not compute your score.)*
- ☐ **3. VICTORY!**

6★ + ☐★ (Round bonus) − ☐★ (Penalty) = ☐★ **TOTAL**

- **6+:** Promotion and a raise
- **3–5:** Employee of the month
- **0–2:** Job security
- **below 0:** Suspended without pay

Polyhedral Park Planner

Solitaire Park Sheet

	1–4	5–8	9–12	13+	Rerolls	Round Bonus?
1						
2						
3						
4						
5						
6						
7						
8						2★
9						2★
10						2★

2 per developed *region* that is not connected to ⓘ
1 per reroll: ☐☐☐☐☐☐

8	10	1	5	10	6	10	4	11
5	16	7	13	3	3	2	11	3
14	7	12	2	4	2	13	3	10
9	8	1	20	19	20	9	1	5
8	15	8	18	ⓘ	17	1	6	2
8	7	7	18	19	17	1	9	1
6	1	6	11	6	5	5	3	16
9	7	12	6	4	3	12	2	3
4	4	2	15	14	2	4	4	5

Completed Challenges

- ☐ **1.** You're fired! *(Do not compute your score.)*
- ☐ **2.** You're fired! *(Do not compute your score.)*
- ☐ **3. VICTORY!**

6★ + ☐★ (Round bonus) − ☐★ (Penalty) = ☐★ **TOTAL**

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- **3–5:** Employee of the month
- **0–2:** Job security
- **below 0:** Suspended without pay

Polyhedral Park Planner

Solitaire Park Sheet

	1–4	5–8	9–12	13+	Rerolls	Round Bonus?
1						
2						
3						
4						
5						
6						
7						
8						2★
9						2★
10						2★

2 per developed *region* that is not connected to ⓘ
1 per reroll: ☐☐☐☐☐☐

11	3	8	11	4	1	15	9	1
7	7	5	7	1	7	14	4	12
7	2	16	12	3	6	3	6	5
2	6	10	20	19	17	1	3	14
10	8	4	18	ⓘ	17	3	2	12
8	2	16	18	20	19	3	2	5
4	1	8	15	9	8	6	10	4
11	4	5	4	2	9	13	10	1
1	6	5	2	13	3	9	6	5

Completed Challenges

- ☐ **1.** You're fired! *(Do not compute your score.)*
- ☐ **2.** You're fired! *(Do not compute your score.)*
- ☐ **3. VICTORY!**

Polyhedral Park Planner

Solitaire Park Sheet

	1–4	5–8	9–12	13+	Rerolls	Round Bonus?
1						
2						
3						
4						
5						
6						
7						
8						2★
9						2★
10						2★

6★ + ☐★ (Round bonus) − ☐ (Penalty) = ☐★ **TOTAL**

6+: Promotion and a raise
3–5: Employee of the month
0–2: Job security
below 0: Suspended without pay

2 per developed *region* that is not connected to ⓘ
1 per reroll: ☐☐☐☐☐☐

6	3	7	2	16	4	5	1	6
1	11	16	13	15	9	1	6	4
3	8	5	3	3	2	12	6	9
5	14	6	20	20	17	10	7	12
7	3	8	18	ⓘ	19	10	11	2
10	1	13	19	17	18	5	4	11
4	1	4	3	15	9	2	6	5
1	1	2	12	14	5	8	7	4
8	9	10	2	8	4	2	3	7

Completed Challenges

- ☐ **1.** You're fired! *(Do not compute your score.)*
- ☐ **2.** You're fired! *(Do not compute your score.)*
- ☐ **3. VICTORY!**

Polyhedral Park Planner

Solitaire Park Sheet

	1–4	5–8	9–12	13+	Rerolls	Round Bonus?
1						
2						
3						
4						
5						
6						
7						
8						2★
9						2★
10						2★

6★ + ☐★ (Round bonus) − ☐ (Penalty) = ☐★ **TOTAL**

6+: Promotion and a raise
3–5: Employee of the month
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2 per developed *region* that is not connected to ⓘ
1 per reroll: ☐☐☐☐☐☐

Polyhedral Park Planner

Solitaire Park Sheet

5	7	10	6	16	3	3	6	5
6	3	15	2	7	10	4	15	9
3	2	4	7	12	2	1	13	10
9	8	1	17	18	17	11	9	2
8	1	7	19	ⓘ	20	2	1	14
8	11	6	19	18	20	5	1	5
16	4	5	1	4	3	7	3	4
13	2	6	8	3	14	5	9	12
10	1	2	6	12	11	4	8	4

	1–4	5–8	9–12	13+	Rerolls	Round Bonus?
1						
2						
3						
4						
5						
6						
7						
8						2★
9						2★
10						2★

Completed Challenges

- ☐ **1.** You're fired! *(Do not compute your score.)*
- ☐ **2.** You're fired! *(Do not compute your score.)*
- ☐ **3. VICTORY!**

6★ + ★ − ⚑ = ★

Round bonus — **Penalty** — **TOTAL**

6+: Promotion and a raise
3–5: Employee of the month
0–2: Job security
below 0: Suspended without pay

2⚑ per developed *region* that is not connected to ⓘ
1⚑ per reroll: ☐☐☐☐☐☐

Polyhedral Park Planner

Solitaire Park Sheet

7	7	15	6	5	6	2	1	14
8	2	2	12	6	8	2	4	4
1	7	9	7	12	10	3	14	3
10	2	5	18	19	20	1	5	4
3	3	11	17	ⓘ	17	9	5	4
6	1	2	18	20	19	13	5	15
5	4	3	11	3	12	4	10	8
1	10	2	13	16	16	6	8	1
8	1	9	11	7	3	9	4	6

	1–4	5–8	9–12	13+	Rerolls	Round Bonus?
1						
2						
3						
4						
5						
6						
7						
8						2★
9						2★
10						2★

Completed Challenges

- ☐ **1.** You're fired! *(Do not compute your score.)*
- ☐ **2.** You're fired! *(Do not compute your score.)*
- ☐ **3. VICTORY!**

6★ + ★ − ⚑ = ★

Round bonus — **Penalty** — **TOTAL**

6+: Promotion and a raise
3–5: Employee of the month
0–2: Job security
below 0: Suspended without pay

2⚑ per developed *region* that is not connected to ⓘ
1⚑ per reroll: ☐☐☐☐☐☐

7	3	12	9	12	10	2	4	7
7	2	5	1	1	8	3	8	9
3	4	9	6	10	4	3	6	8
13	12	16	19	20	18	2	14	7
1	6	5	20	ⓘ	19	5	2	4
3	4	10	17	18	17	15	4	1
6	1	4	5	15	3	3	6	6
7	13	1	5	16	10	2	11	1
14	5	8	2	9	11	8	2	11

Completed Challenges

- ☐ **1.** You're fired! *(Do not compute your score.)*
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- ☐ **3. VICTORY!**

6★ + ☐★ − ☐★ = ☐★ → TOTAL

Round bonus | Penalty

6+: Promotion and a raise
3–5: Employee of the month
0–2: Job security
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Polyhedral Park Planner

Solitaire Park Sheet

	1–4	5–8	9–12	13+	Rerolls	Round Bonus?
1						
2						
3						
4						
5						
6						
7						
8						2★
9						2★
10						2★

2★ per developed *region* that is not connected to ⓘ
1★ per reroll: ☐☐☐☐☐☐

2	6	7	1	7	1	12	11	4
6	2	5	3	9	8	13	7	1
10	8	3	2	6	16	4	4	15
10	3	3	18	18	19	2	5	6
9	5	10	17	ⓘ	20	11	2	8
2	4	9	20	19	17	11	1	1
3	2	9	16	7	5	12	3	15
3	7	10	14	13	8	4	5	14
8	6	5	6	1	4	1	12	4

Completed Challenges

- ☐ **1.** You're fired! *(Do not compute your score.)*
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- ☐ **3. VICTORY!**

6★ + ☐★ − ☐★ = ☐★ → TOTAL

Round bonus | Penalty

6+: Promotion and a raise
3–5: Employee of the month
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Polyhedral Park Planner

Solitaire Park Sheet

	1–4	5–8	9–12	13+	Rerolls	Round Bonus?
1						
2						
3						
4						
5						
6						
7						
8						2★
9						2★
10						2★

2★ per developed *region* that is not connected to ⓘ
1★ per reroll: ☐☐☐☐☐☐

2	2	6	1	4	1	10	6	1
2	3	4	8	8	2	2	14	4
3	3	11	9	1	1	13	7	6
4	8	16	18	20	17	5	12	14
5	12	10	19	ⓘ	20	3	7	5
12	5	9	17	19	18	7	7	2
5	6	4	4	7	15	10	3	8
5	11	1	11	15	4	3	9	2
1	6	6	3	13	9	8	10	16

Completed Challenges

- ☐ **1.** You're fired! *(Do not compute your score.)*
- ☐ **2.** You're fired! *(Do not compute your score.)*
- ☐ **3. VICTORY!**

Polyhedral Park Planner

Solitaire Park Sheet

	1–4	5–8	9–12	13+	Rerolls	Round Bonus?
1						
2						
3						
4						
5						
6						
7						
8						2★
9						2★
10						2★

6★ + ☐★ (Round bonus) − ☐★ (Penalty) = ☐★ **TOTAL**

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3–5: Employee of the month
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below 0: Suspended without pay

2★ per developed *region* that is not connected to ⓘ
1★ per reroll: ☐☐☐☐☐☐

6	6	16	9	1	13	4	7	8
12	7	10	2	5	9	8	3	1
11	14	8	3	7	4	4	8	4
6	16	2	17	19	20	3	11	2
7	10	7	19	ⓘ	17	10	3	6
3	4	6	18	18	20	11	10	2
5	3	9	5	3	1	1	5	15
12	12	9	1	13	1	14	2	8
2	5	2	1	5	15	4	4	6

Completed Challenges

- ☐ **1.** You're fired! *(Do not compute your score.)*
- ☐ **2.** You're fired! *(Do not compute your score.)*
- ☐ **3. VICTORY!**

Polyhedral Park Planner

Solitaire Park Sheet

	1–4	5–8	9–12	13+	Rerolls	Round Bonus?
1						
2						
3						
4						
5						
6						
7						
8						2★
9						2★
10						2★

6★ + ☐★ (Round bonus) − ☐★ (Penalty) = ☐★ **TOTAL**

6+: Promotion and a raise
3–5: Employee of the month
0–2: Job security
below 0: Suspended without pay

2★ per developed *region* that is not connected to ⓘ
1★ per reroll: ☐☐☐☐☐☐

2	7	2	3	1	9	16	4	2
13	12	1	7	12	1	15	15	6
14	6	13	8	7	9	8	6	7
10	6	3	19	20	17	3	5	2
10	4	1	18	ⓘ	19	4	8	8
6	7	9	18	17	20	4	9	2
5	1	5	10	11	14	3	4	4
5	5	1	4	1	2	2	10	3
16	3	11	5	6	8	11	3	12

Completed Challenges

- ☐ **1.** You're fired! *(Do not compute your score.)*
- ☐ **2.** You're fired! *(Do not compute your score.)*
- ☐ **3. VICTORY!**

6 + ☐ − ☐ = ☐

Round bonus | **Penalty** | **TOTAL**

6+: Promotion and a raise
3–5: Employee of the month
0–2: Job security
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Polyhedral Park Planner

Solitaire Park Sheet

	1–4	5–8	9–12	13+	Rerolls	Round Bonus?
1						
2						
3						
4						
5						
6						
7						
8						2★
9						2★
10						2★

2 per developed *region* that is not connected to ⓘ
1 per reroll: ☐☐☐☐☐☐

6	14	2	3	8	5	4	4	10
9	8	2	7	12	6	10	6	7
3	9	1	1	2	6	2	8	4
5	2	5	20	17	18	12	11	4
5	7	8	20	ⓘ	17	1	1	10
4	3	16	19	19	18	1	2	3
11	9	7	6	4	5	13	15	5
3	7	3	13	12	3	1	1	16
14	8	9	10	11	15	4	2	6

Completed Challenges

- ☐ **1.** You're fired! *(Do not compute your score.)*
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- ☐ **3. VICTORY!**

6 + ☐ − ☐ = ☐

Round bonus | **Penalty** | **TOTAL**

6+: Promotion and a raise
3–5: Employee of the month
0–2: Job security
below 0: Suspended without pay

Polyhedral Park Planner

Solitaire Park Sheet

	1–4	5–8	9–12	13+	Rerolls	Round Bonus?
1						
2						
3						
4						
5						
6						
7						
8						2★
9						2★
10						2★

2 per developed *region* that is not connected to ⓘ
1 per reroll: ☐☐☐☐☐☐

4	5	12	4	1	6	3	8	14
8	11	15	10	9	2	8	7	2
3	10	5	5	13	4	16	9	6
4	8	9	19	19	20	2	1	10
7	1	12	20	ⓘ	18	6	11	6
6	3	16	18	17	17	2	3	4
15	6	5	9	3	12	2	1	2
8	3	4	3	1	10	7	1	14
1	11	7	5	2	13	7	4	5

Completed Challenges

- ☐ **1.** You're fired! *(Do not compute your score.)*
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- ☐ **3. VICTORY!**

6★ + ☐★ (Round bonus) − ☐ (Penalty) = ☐★ **TOTAL**

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3–5: Employee of the month
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Polyhedral Park Planner

Solitaire Park Sheet

	1–4	5–8	9–12	13+	Rerolls	Round Bonus?
1						
2						
3						
4						
5						
6						
7						
8						2★
9						2★
10						2★

2 per developed *region* that is not connected to ⓘ
1 per reroll: ☐☐☐☐☐☐

16	5	1	2	3	11	4	1	3
14	6	11	5	10	4	12	1	2
6	9	5	7	2	7	5	12	14
8	15	2	19	17	19	11	2	4
13	1	3	18	ⓘ	18	5	6	3
8	1	1	20	20	17	4	6	13
2	1	4	15	12	4	5	16	10
8	6	9	7	3	10	4	7	7
3	9	9	6	8	3	2	8	10

Completed Challenges

- ☐ **1.** You're fired! *(Do not compute your score.)*
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3–5: Employee of the month
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Polyhedral Park Planner

Solitaire Park Sheet

	1–4	5–8	9–12	13+	Rerolls	Round Bonus?
1						
2						
3						
4						
5						
6						
7						
8						2★
9						2★
10						2★

2 per developed *region* that is not connected to ⓘ
1 per reroll: ☐☐☐☐☐☐

3	10	4	1	4	8	1	15	6
1	4	16	7	7	1	4	15	2
5	6	5	16	8	8	1	11	11
2	3	6	17	19	17	4	5	12
10	11	9	18	ⓘ	18	8	13	5
3	3	10	20	19	20	5	7	4
14	2	5	2	6	14	12	10	6
9	7	12	1	3	2	6	1	3
4	3	9	13	7	9	2	8	2

Completed Challenges

- ☐ **1.** You're fired! *(Do not compute your score.)*
- ☐ **2.** You're fired! *(Do not compute your score.)*
- ☐ **3. VICTORY!**

6 ★ + ☐ ★ (Round bonus) − ☐ ★ (**Penalty**) = ☐ ★ **TOTAL**

6+: Promotion and a raise
3–5: Employee of the month
0–2: Job security
below 0: Suspended without pay

Polyhedral Park Planner

Solitaire Park Sheet

	1–4	5–8	9–12	13+	Rerolls	Round Bonus?
1						
2						
3						
4						
5						
6						
7						
8						2★
9						2★
10						2★

2 ★ per developed *region* that is not connected to ⓘ
1 ★ per reroll: ☐☐☐☐☐☐

1	4	1	6	2	15	4	2	9
7	12	7	5	12	5	14	2	4
7	3	10	14	4	8	15	16	11
6	10	9	18	17	20	5	7	4
8	6	8	18	ⓘ	17	13	11	3
1	9	4	19	20	19	6	9	3
3	5	12	3	11	7	3	2	1
2	5	10	16	8	10	2	8	1
3	13	1	4	6	1	6	5	2

Completed Challenges

- ☐ **1.** You're fired! *(Do not compute your score.)*
- ☐ **2.** You're fired! *(Do not compute your score.)*
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6 ★ + ☐ ★ (Round bonus) − ☐ ★ (**Penalty**) = ☐ ★ **TOTAL**

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Polyhedral Park Planner

Solitaire Park Sheet

	1–4	5–8	9–12	13+	Rerolls	Round Bonus?
1						
2						
3						
4						
5						
6						
7						
8						2★
9						2★
10						2★

2 ★ per developed *region* that is not connected to ⓘ
1 ★ per reroll: ☐☐☐☐☐☐

9	6	15	3	11	9	5	16	2
8	2	4	1	7	3	9	3	1
5	5	6	4	16	1	2	4	8
4	8	10	18	19	17	5	3	6
13	2	4	20	ⓘ	17	14	1	10
5	3	12	20	19	18	2	7	2
13	3	7	7	7	12	1	5	6
14	6	4	1	10	12	4	1	8
11	10	15	2	9	6	11	3	8

Completed Challenges

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- ☐ **2.** You're fired! *(Do not compute your score.)*
- ☐ **3. VICTORY!**

Polyhedral Park Planner

Solitaire Park Sheet

	1–4	5–8	9–12	13+	Rerolls	Round Bonus?
1						
2						
3						
4						
5						
6						
7						
8						2★
9						2★
10						2★

6★ + ☐★ (Round bonus) − ☐★ (**Penalty**) = ☐★ **TOTAL**

6+: Promotion and a raise
3–5: Employee of the month
0–2: Job security
below 0: Suspended without pay

2★ per developed *region* that is not connected to ⓘ
1★ per reroll: ☐☐☐☐☐☐

4	8	15	6	1	7	10	4	14
3	11	5	8	2	6	4	9	16
5	3	6	5	16	7	13	2	12
13	5	6	17	19	18	1	10	1
5	3	1	20	ⓘ	18	4	10	11
6	7	2	19	20	17	3	5	3
12	2	2	12	7	1	11	1	3
9	14	8	9	3	8	4	4	10
4	7	6	9	8	2	2	1	15

Completed Challenges

- ☐ **1.** You're fired! *(Do not compute your score.)*
- ☐ **2.** You're fired! *(Do not compute your score.)*
- ☐ **3. VICTORY!**

Polyhedral Park Planner

Solitaire Park Sheet

	1–4	5–8	9–12	13+	Rerolls	Round Bonus?
1						
2						
3						
4						
5						
6						
7						
8						2★
9						2★
10						2★

6★ + ☐★ (Round bonus) − ☐★ (**Penalty**) = ☐★ **TOTAL**

6+: Promotion and a raise
3–5: Employee of the month
0–2: Job security
below 0: Suspended without pay

2★ per developed *region* that is not connected to ⓘ
1★ per reroll: ☐☐☐☐☐☐

13	3	1	3	10	3	4	9	5
2	12	7	1	4	9	11	6	10
12	13	9	3	15	4	5	8	6
3	1	5	18	20	20	8	11	1
15	3	8	17	ⓘ	19	7	14	5
4	10	8	19	18	17	12	4	6
5	14	6	2	9	2	2	3	10
7	6	7	2	1	1	4	2	2
5	11	16	8	1	4	6	16	7

Completed Challenges

- ☐ **1.** You're fired! *(Do not compute your score.)*
- ☐ **2.** You're fired! *(Do not compute your score.)*
- ☐ **3. VICTORY!**

6★ + ☐★ − ☐★ = ☐★ → TOTAL

Round bonus | Penalty

6+: Promotion and a raise
3–5: Employee of the month
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Polyhedral Park Planner

Solitaire Park Sheet

	1–4	5–8	9–12	13+	Rerolls	Round Bonus?
1						
2						
3						
4						
5						
6						
7						
8						2★
9						2★
10						2★

2★ per developed *region* that is not connected to ⓘ
1★ per reroll: ☐☐☐☐☐☐

8	15	1	2	5	1	9	14	4
7	8	16	6	3	6	4	8	2
13	3	5	6	4	8	1	3	2
1	14	3	19	20	17	7	12	4
11	7	5	19	ⓘ	18	5	7	4
2	5	16	17	20	18	10	9	6
2	1	3	2	9	2	12	11	4
6	13	10	1	10	4	5	15	8
6	11	3	1	12	3	9	7	10

Completed Challenges

- ☐ **1.** You're fired! *(Do not compute your score.)*
- ☐ **2.** You're fired! *(Do not compute your score.)*
- ☐ **3. VICTORY!**

6★ + ☐★ − ☐★ = ☐★ → TOTAL

Round bonus | Penalty

6+: Promotion and a raise
3–5: Employee of the month
0–2: Job security
below 0: Suspended without pay

Polyhedral Park Planner

Solitaire Park Sheet

	1–4	5–8	9–12	13+	Rerolls	Round Bonus?
1						
2						
3						
4						
5						
6						
7						
8						2★
9						2★
10						2★

2★ per developed *region* that is not connected to ⓘ
1★ per reroll: ☐☐☐☐☐☐

Polyhedral Park Planner

Solitaire Park Sheet

1	3	9	3	11	1	3	3	5
2	8	5	4	9	12	7	9	6
6	3	4	2	14	6	16	8	7
11	10	1	18	19	17	3	6	11
8	15	2	18	ⓘ	19	4	15	10
14	5	4	17	20	20	7	1	12
13	6	4	10	8	1	16	1	9
4	7	2	2	5	6	1	2	4
13	8	5	5	2	12	7	3	10

	1–4	5–8	9–12	13+	Rerolls	Round Bonus?
1						
2						
3						
4						
5						
6						
7						
8						2★
9						2★
10						2★

Completed Challenges

- ☐ **1.** You're fired! *(Do not compute your score.)*
- ☐ **2.** You're fired! *(Do not compute your score.)*
- ☐ **3. VICTORY!**

6★ + ★ − ⚒ = ★

Round bonus — **Penalty** — **TOTAL**

6+: Promotion and a raise
3–5: Employee of the month
0–2: Job security
below 0: Suspended without pay

2⚒ per developed *region* that is not connected to ⓘ
1⚒ per reroll: ☐☐☐☐☐☐

Polyhedral Park Planner

Solitaire Park Sheet

7	9	7	15	10	7	3	11	14
2	1	3	13	5	4	3	5	14
4	6	3	8	11	3	2	9	8
8	9	10	20	19	18	4	12	12
3	2	5	20	ⓘ	19	15	16	4
7	2	6	17	18	17	1	1	4
12	8	8	4	4	5	9	6	6
6	7	10	5	1	13	1	2	1
10	11	16	1	6	2	3	5	2

	1–4	5–8	9–12	13+	Rerolls	Round Bonus?
1						
2						
3						
4						
5						
6						
7						
8						2★
9						2★
10						2★

Completed Challenges

- ☐ **1.** You're fired! *(Do not compute your score.)*
- ☐ **2.** You're fired! *(Do not compute your score.)*
- ☐ **3. VICTORY!**

6★ + ★ − ⚒ = ★

Round bonus — **Penalty** — **TOTAL**

6+: Promotion and a raise
3–5: Employee of the month
0–2: Job security
below 0: Suspended without pay

2⚒ per developed *region* that is not connected to ⓘ
1⚒ per reroll: ☐☐☐☐☐☐

3	8	9	1	2	14	2	2	3
7	4	2	3	11	3	12	5	6
3	6	3	1	6	1	2	13	1
5	16	7	17	18	18	13	15	9
11	1	5	20	ⓘ	19	12	8	2
1	11	6	17	20	19	5	7	12
6	8	10	10	5	10	4	8	16
7	9	14	7	2	4	4	5	4
15	4	4	1	8	10	3	9	6

Completed Challenges

- ☐ **1.** You're fired! *(Do not compute your score.)*
- ☐ **2.** You're fired! *(Do not compute your score.)*
- ☐ **3. VICTORY!**

6★ + ☐★ (Round bonus) − ☐★ (Penalty) = ☐★ **TOTAL**

6+: Promotion and a raise
3–5: Employee of the month
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Polyhedral Park Planner

Solitaire Park Sheet

	1–4	5–8	9–12	13+	Rerolls	Round Bonus?
1						
2						
3						
4						
5						
6						
7						
8						2★
9						2★
10						2★

2★ per developed *region* that is not connected to ⓘ
1★ per reroll: ☐☐☐☐☐☐

4	10	12	1	6	11	15	6	2
2	4	5	8	3	1	5	6	13
4	3	7	3	4	1	1	2	4
11	3	9	20	18	19	3	7	7
9	2	11	19	ⓘ	17	8	10	9
3	5	9	18	17	20	5	1	4
5	14	3	5	6	2	13	1	10
7	12	2	14	16	12	8	1	16
8	8	6	6	7	4	10	2	15

Completed Challenges

- ☐ **1.** You're fired! *(Do not compute your score.)*
- ☐ **2.** You're fired! *(Do not compute your score.)*
- ☐ **3. VICTORY!**

6★ + ☐★ (Round bonus) − ☐★ (Penalty) = ☐★ **TOTAL**

6+: Promotion and a raise
3–5: Employee of the month
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Polyhedral Park Planner

Solitaire Park Sheet

	1–4	5–8	9–12	13+	Rerolls	Round Bonus?
1						
2						
3						
4						
5						
6						
7						
8						2★
9						2★
10						2★

2★ per developed *region* that is not connected to ⓘ
1★ per reroll: ☐☐☐☐☐☐

Polyhedral Park Planner

Solitaire Park Sheet

6	2	8	15	7	11	1	1	2
15	5	11	5	10	7	2	9	16
4	10	3	5	7	4	2	5	13
7	4	9	18	19	17	5	6	4
14	9	14	18	ⓘ	20	1	6	7
2	3	9	20	17	19	8	1	3
8	16	4	6	10	13	12	4	8
6	6	5	1	3	8	4	2	3
1	12	11	2	3	1	12	3	10

	1–4	5–8	9–12	13+	Rerolls	Round Bonus?
1						
2						
3						
4						
5						
6						
7						
8						2★
9						2★
10						2★

Completed Challenges

- ☐ **1.** You're fired! *(Do not compute your score.)*
- ☐ **2.** You're fired! *(Do not compute your score.)*
- ☐ **3. VICTORY!**

6★ + ★ (Round bonus) − ⚑ (Penalty) = ★ (TOTAL)

6+: Promotion and a raise
3–5: Employee of the month
0–2: Job security
below 0: Suspended without pay

2⚑ per developed *region* that is not connected to ⓘ
1⚑ per reroll: ☐☐☐☐☐☐

Polyhedral Park Planner

Solitaire Park Sheet

15	1	6	6	7	12	8	3	5
5	12	11	12	2	13	5	2	8
1	6	2	4	9	7	10	5	3
2	1	9	19	20	17	10	8	1
4	10	7	18	ⓘ	17	3	5	8
1	4	2	20	19	18	6	11	4
6	7	2	5	1	4	6	8	10
15	3	14	13	16	7	14	3	1
16	11	4	9	3	4	9	2	3

	1–4	5–8	9–12	13+	Rerolls	Round Bonus?
1						
2						
3						
4						
5						
6						
7						
8						2★
9						2★
10						2★

Completed Challenges

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- ☐ **2.** You're fired! *(Do not compute your score.)*
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6★ + ★ (Round bonus) − ⚑ (Penalty) = ★ (TOTAL)

6+: Promotion and a raise
3–5: Employee of the month
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2⚑ per developed *region* that is not connected to ⓘ
1⚑ per reroll: ☐☐☐☐☐☐

15	2	11	2	2	10	6	4	5
1	1	11	4	4	12	3	9	8
6	3	3	4	9	7	9	8	16
2	6	10	19	17	19	1	2	5
6	1	10	20	ⓘ	18	7	6	6
8	16	3	17	20	18	1	12	4
13	4	2	1	14	14	13	5	3
5	2	15	9	7	7	11	8	1
12	3	5	3	5	4	7	8	10

Completed Challenges

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- ☐ **2.** You're fired! *(Do not compute your score.)*
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Polyhedral Park Planner

Solitaire Park Sheet

	1–4	5–8	9–12	13+	Rerolls	Round Bonus?
1						
2						
3						
4						
5						
6						
7						
8						2★
9						2★
10						2★

6★ + ☐★ (Round bonus) − ☐ (Penalty) = ☐★ **TOTAL**

6+: Promotion and a raise
3–5: Employee of the month
0–2: Job security
below 0: Suspended without pay

2 per developed *region* that is not connected to ⓘ
1 per reroll: ☐☐☐☐☐☐

4	10	5	7	13	8	7	6	6
2	16	4	4	7	1	1	12	6
8	3	4	3	3	9	2	8	16
1	4	1	17	20	18	6	13	11
8	9	5	19	ⓘ	20	12	6	1
5	2	1	19	17	18	14	14	2
15	11	2	1	2	10	9	10	9
5	2	5	3	8	7	3	10	6
12	4	11	3	4	5	15	7	3

Completed Challenges

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- ☐ **3. VICTORY!**

Polyhedral Park Planner

Solitaire Park Sheet

	1–4	5–8	9–12	13+	Rerolls	Round Bonus?
1						
2						
3						
4						
5						
6						
7						
8						2★
9						2★
10						2★

6★ + ☐★ (Round bonus) − ☐ (Penalty) = ☐★ **TOTAL**

6+: Promotion and a raise
3–5: Employee of the month
0–2: Job security
below 0: Suspended without pay

2 per developed *region* that is not connected to ⓘ
1 per reroll: ☐☐☐☐☐☐

Polyhedral Park Planner

Solitaire Park Sheet

9	12	3	6	11	1	1	3	14
7	3	5	12	1	1	7	6	5
9	6	7	3	6	15	8	4	12
2	10	5	17	19	20	9	4	16
10	3	4	18	ⓘ	18	7	10	5
14	2	6	19	17	20	4	16	15
11	2	3	8	5	8	3	4	13
5	8	1	6	8	2	2	11	10
4	2	4	1	7	2	13	1	9

	1–4	5–8	9–12	13+	Rerolls	Round Bonus?
1						
2						
3						
4						
5						
6						
7						
8						2★
9						2★
10						2★

Completed Challenges

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- ☐ **3. VICTORY!**

6★ + ★ − ⚑ = ★

Round bonus — **Penalty** — **TOTAL**

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3–5: Employee of the month
0–2: Job security
below 0: Suspended without pay

2⚑ per developed *region* that is not connected to ⓘ
1⚑ per reroll: ☐☐☐☐☐☐

Polyhedral Park Planner

Solitaire Park Sheet

5	9	11	6	1	15	1	16	10
2	13	14	1	10	2	9	10	16
2	12	2	4	3	5	7	8	3
4	5	12	20	18	18	3	9	11
5	1	7	19	ⓘ	19	4	9	2
8	3	2	20	17	17	3	4	5
4	3	1	3	7	11	6	6	7
4	12	6	1	1	5	8	14	6
10	6	15	8	7	13	8	2	4

	1–4	5–8	9–12	13+	Rerolls	Round Bonus?
1						
2						
3						
4						
5						
6						
7						
8						2★
9						2★
10						2★

Completed Challenges

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Round bonus — **Penalty** — **TOTAL**

6+: Promotion and a raise
3–5: Employee of the month
0–2: Job security
below 0: Suspended without pay

2⚑ per developed *region* that is not connected to ⓘ
1⚑ per reroll: ☐☐☐☐☐☐

Polyhedral Park Planner

Solitaire Park Sheet

14	8	2	6	1	10	12	1	9
2	4	2	6	15	8	1	13	3
7	8	16	3	11	5	6	8	9
6	3	3	19	20	17	7	10	11
1	8	14	18	ⓘ	17	4	7	2
1	10	3	18	19	20	1	2	3
4	3	12	2	2	5	5	6	15
7	16	4	6	12	1	4	7	11
4	5	5	9	4	10	13	9	5

	1–4	5–8	9–12	13+	Rerolls	Round Bonus?
1						
2						
3						
4						
5						
6						
7						
8						2★
9						2★
10						2★

Completed Challenges

- ☐ **1.** You're fired! *(Do not compute your score.)*
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- ☐ **3. VICTORY!**

6★ + ★ − ⚑ = ★

Round bonus — **Penalty** — **TOTAL**

6+: Promotion and a raise
3–5: Employee of the month
0–2: Job security
below 0: Suspended without pay

2⚑ per developed *region* that is not connected to ⓘ
1⚑ per reroll: ☐☐☐☐☐☐

Polyhedral Park Planner

Solitaire Park Sheet

4	2	2	3	6	15	3	1	16
12	6	8	9	4	16	5	11	2
8	6	5	4	6	5	2	9	10
5	8	2	18	20	17	3	4	3
14	3	1	19	ⓘ	18	1	5	4
11	2	9	19	20	17	13	3	7
11	13	7	14	10	5	15	12	2
12	1	8	3	1	7	9	6	4
1	8	10	6	1	7	4	10	7

	1–4	5–8	9–12	13+	Rerolls	Round Bonus?
1						
2						
3						
4						
5						
6						
7						
8						2★
9						2★
10						2★

Completed Challenges

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- ☐ **3. VICTORY!**

6★ + ★ − ⚑ = ★

Round bonus — **Penalty** — **TOTAL**

6+: Promotion and a raise
3–5: Employee of the month
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2⚑ per developed *region* that is not connected to ⓘ
1⚑ per reroll: ☐☐☐☐☐☐

Polyhedral Park Planner

Solitaire Park Sheet

8	4	16	3	12	5	9	9	1
6	2	13	16	4	8	4	9	9
3	11	15	11	6	5	10	11	2
3	1	2	17	19	20	5	10	6
12	5	3	17	ⓘ	20	2	14	1
5	3	7	19	18	18	8	4	5
1	13	10	1	8	15	1	4	3
14	10	7	6	7	1	6	8	2
4	2	12	7	3	2	4	7	6

	1–4	5–8	9–12	13+	Rerolls	Round Bonus?
1						
2						
3						
4						
5						
6						
7						
8						2★
9						2★
10						2★

Completed Challenges

- ☐ **1.** You're fired! *(Do not compute your score.)*
- ☐ **2.** You're fired! *(Do not compute your score.)*
- ☐ **3. VICTORY!**

6★ + ★ (Round bonus) − ⚑ (Penalty) = ★ (TOTAL)

6+: Promotion and a raise
3–5: Employee of the month
0–2: Job security
below 0: Suspended without pay

2⚑ per developed *region* that is not connected to ⓘ
1⚑ per reroll: ☐☐☐☐☐☐

Polyhedral Park Planner

Solitaire Park Sheet

8	2	10	4	6	2	3	1	12
12	9	4	8	2	5	3	3	6
1	6	14	1	15	5	10	13	15
5	11	4	17	20	17	8	4	1
13	10	11	18	ⓘ	20	12	7	9
16	3	6	18	19	19	7	1	7
4	4	9	5	7	9	5	6	8
11	6	3	3	4	2	8	14	2
10	16	1	1	5	3	2	7	2

	1–4	5–8	9–12	13+	Rerolls	Round Bonus?
1						
2						
3						
4						
5						
6						
7						
8						2★
9						2★
10						2★

Completed Challenges

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3–5: Employee of the month
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2⚑ per developed *region* that is not connected to ⓘ
1⚑ per reroll: ☐☐☐☐☐☐

Polyhedral Park Planner

Solitaire Park Sheet

7	2	3	5	4	1	3	12	6
7	2	1	2	4	14	10	4	7
7	8	4	4	16	9	16	8	2
9	6	1	20	20	18	6	1	10
5	6	15	19	ⓘ	19	3	8	5
6	3	10	17	18	17	1	13	4
9	5	1	11	12	3	5	1	14
15	11	6	2	7	8	3	12	11
3	9	2	10	4	5	13	8	2

	1–4	5–8	9–12	13+	Rerolls	Round Bonus?
1						
2						
3						
4						
5						
6						
7						
8						2★
9						2★
10						2★

Completed Challenges

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- ☐ **2.** You're fired! *(Do not compute your score.)*
- ☐ **3. VICTORY!**

6★ + ★ − ⚑ = ★

Round bonus — **Penalty** — **TOTAL**

6+: Promotion and a raise
3–5: Employee of the month
0–2: Job security
below 0: Suspended without pay

2⚑ per developed *region* that is not connected to ⓘ
1⚑ per reroll: ☐☐☐☐☐☐

Polyhedral Park Planner

Solitaire Park Sheet

6	4	8	4	11	4	3	10	16
2	6	1	10	7	1	3	5	3
14	14	3	10	6	5	1	2	12
2	3	1	17	18	20	8	9	3
1	15	5	18	ⓘ	19	6	9	1
4	2	8	19	20	17	3	13	12
7	12	6	11	2	6	9	8	15
2	5	7	16	1	4	4	8	5
2	11	13	7	9	5	10	7	4

	1–4	5–8	9–12	13+	Rerolls	Round Bonus?
1						
2						
3						
4						
5						
6						
7						
8						2★
9						2★
10						2★

Completed Challenges

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- ☐ **2.** You're fired! *(Do not compute your score.)*
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6★ + ★ − ⚑ = ★

Round bonus — **Penalty** — **TOTAL**

6+: Promotion and a raise
3–5: Employee of the month
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2⚑ per developed *region* that is not connected to ⓘ
1⚑ per reroll: ☐☐☐☐☐☐

6	14	10	11	10	14	4	13	6
2	7	1	9	5	9	6	10	2
5	12	4	11	1	2	3	9	8
9	1	2	18	17	20	3	4	4
7	4	5	20	ⓘ	18	11	1	8
7	3	8	17	19	19	6	10	4
6	8	2	5	15	16	5	8	2
3	1	7	3	13	5	1	15	3
12	3	2	12	4	6	1	7	16

Completed Challenges

- ☐ **1.** You're fired! *(Do not compute your score.)*
- ☐ **2.** You're fired! *(Do not compute your score.)*
- ☐ **3. VICTORY!**

6 ★ + ☐ ★ (Round bonus) − ☐ ★ (Penalty) = ☐ ★ **TOTAL**

6+: Promotion and a raise
3–5: Employee of the month
0–2: Job security
below 0: Suspended without pay

Polyhedral Park Planner

Solitaire Park Sheet

	1–4	5–8	9–12	13+	Rerolls	Round Bonus?
1						
2						
3						
4						
5						
6						
7						
8						2★
9						2★
10						2★

2 per developed *region* that is not connected to ⓘ
1 per reroll: ☐☐☐☐☐☐

7	10	16	13	14	7	3	2	7
1	1	6	4	11	6	6	11	12
4	8	2	5	1	4	5	5	6
10	5	8	19	20	17	3	6	4
2	1	5	17	ⓘ	19	4	12	15
12	1	3	18	20	18	7	3	2
3	10	11	3	8	8	1	16	1
5	9	15	13	9	7	8	9	2
4	14	2	4	6	2	3	10	9

Completed Challenges

- ☐ **1.** You're fired! *(Do not compute your score.)*
- ☐ **2.** You're fired! *(Do not compute your score.)*
- ☐ **3. VICTORY!**

6 ★ + ☐ ★ (Round bonus) − ☐ ★ (Penalty) = ☐ ★ **TOTAL**

6+: Promotion and a raise
3–5: Employee of the month
0–2: Job security
below 0: Suspended without pay

Polyhedral Park Planner

Solitaire Park Sheet

	1–4	5–8	9–12	13+	Rerolls	Round Bonus?
1						
2						
3						
4						
5						
6						
7						
8						2★
9						2★
10						2★

2 per developed *region* that is not connected to ⓘ
1 per reroll: ☐☐☐☐☐☐

Polyhedral Park Planner

Solitaire Park Sheet

1	7	12	3	13	9	11	10	8
2	1	2	1	15	1	2	6	4
13	3	9	8	4	6	2	11	9
4	15	5	20	19	17	12	8	4
3	8	7	18	ⓘ	20	2	10	3
1	10	1	18	19	17	5	5	4
4	6	2	8	12	6	11	9	10
3	16	3	5	1	14	7	14	7
5	2	4	16	6	7	5	3	6

	1–4	5–8	9–12	13+	Rerolls	Round Bonus?
1						
2						
3						
4						
5						
6						
7						
8						2★
9						2★
10						2★

Completed Challenges

- ☐ **1.** You're fired! *(Do not compute your score.)*
- ☐ **2.** You're fired! *(Do not compute your score.)*
- ☐ **3. VICTORY!**

6★ + ★ (Round bonus) − ⚑ (Penalty) = ★ (TOTAL)

6+: Promotion and a raise
3–5: Employee of the month
0–2: Job security
below 0: Suspended without pay

2⚑ per developed *region* that is not connected to ⓘ
1⚑ per reroll: ☐☐☐☐☐☐

Polyhedral Park Planner

Solitaire Park Sheet

2	11	3	9	8	1	15	14	4
12	8	9	12	4	11	6	9	14
10	5	5	10	3	6	15	1	4
6	12	3	20	19	20	10	2	1
7	7	3	19	ⓘ	17	2	5	13
5	2	7	17	18	18	4	2	16
1	7	11	8	1	4	3	7	13
6	1	8	8	3	4	5	3	6
1	10	2	4	6	2	5	16	9

	1–4	5–8	9–12	13+	Rerolls	Round Bonus?
1						
2						
3						
4						
5						
6						
7						
8						2★
9						2★
10						2★

Completed Challenges

- ☐ **1.** You're fired! *(Do not compute your score.)*
- ☐ **2.** You're fired! *(Do not compute your score.)*
- ☐ **3. VICTORY!**

6★ + ★ (Round bonus) − ⚑ (Penalty) = ★ (TOTAL)

6+: Promotion and a raise
3–5: Employee of the month
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2⚑ per developed *region* that is not connected to ⓘ
1⚑ per reroll: ☐☐☐☐☐☐

2	13	3	6	7	5	5	1	1
7	8	3	1	6	4	5	7	3
2	15	12	5	1	11	5	8	10
10	6	3	17	17	19	8	13	3
9	4	15	20	ⓘ	19	1	9	2
10	1	12	18	18	20	7	9	6
8	16	5	2	3	2	4	4	12
2	1	9	10	4	11	7	2	3
11	4	16	6	8	4	14	14	6

Completed Challenges

- ☐ **1.** You're fired! *(Do not compute your score.)*
- ☐ **2.** You're fired! *(Do not compute your score.)*
- ☐ **3. VICTORY!**

6★ + ☐★ (Round bonus) − ☐★ (Penalty) = ☐★ **TOTAL**

6+: Promotion and a raise
3–5: Employee of the month
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Polyhedral Park Planner

Solitaire Park Sheet

	1–4	5–8	9–12	13+	Rerolls	Round Bonus?
1						
2						
3						
4						
5						
6						
7						
8						2★
9						2★
10						2★

2★ per developed *region* that is not connected to ⓘ
1★ per reroll: ☐☐☐☐☐☐

8	12	15	9	8	4	4	16	6
5	2	4	4	3	7	2	2	2
5	1	8	7	6	2	13	3	1
7	8	3	20	19	17	10	13	11
9	1	5	20	ⓘ	18	4	3	15
5	3	4	18	17	19	3	14	9
11	2	1	1	6	7	16	4	10
10	12	3	6	6	14	8	5	5
12	11	1	7	1	9	2	10	6

Completed Challenges

- ☐ **1.** You're fired! *(Do not compute your score.)*
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- ☐ **3. VICTORY!**

6★ + ☐★ (Round bonus) − ☐★ (Penalty) = ☐★ **TOTAL**

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Polyhedral Park Planner

Solitaire Park Sheet

	1–4	5–8	9–12	13+	Rerolls	Round Bonus?
1						
2						
3						
4						
5						
6						
7						
8						2★
9						2★
10						2★

2★ per developed *region* that is not connected to ⓘ
1★ per reroll: ☐☐☐☐☐☐

4	3	4	9	15	5	8	1	2
6	6	12	2	8	8	1	7	16
6	11	1	10	8	14	3	10	2
14	4	1	20	18	18	12	6	13
1	9	2	19	ⓘ	17	3	10	7
15	8	13	19	17	20	2	4	12
5	4	6	1	3	10	9	3	4
3	2	9	7	11	1	4	7	5
3	6	11	16	5	5	5	7	2

Polyhedral Park Planner

Solitaire Park Sheet

	1–4	5–8	9–12	13+	Rerolls	Round Bonus?
1						
2						
3						
4						
5						
6						
7						
8						2★
9						2★
10						2★

Completed Challenges

- ☐ **1.** You're fired! *(Do not compute your score.)*
- ☐ **2.** You're fired! *(Do not compute your score.)*
- ☐ **3. VICTORY!**

6★ + ☐★ (Round bonus) − ☐★ (**Penalty**) = ☐★ (**TOTAL**)

- **6+:** Promotion and a raise
- **3–5:** Employee of the month
- **0–2:** Job security
- **below 0:** Suspended without pay

2★ per developed *region* that is not connected to ⓘ
1★ per reroll: ☐☐☐☐☐☐

3	3	2	6	9	6	15	2	11
13	16	5	2	1	1	11	15	7
3	8	4	2	10	4	7	11	9
8	5	3	18	17	19	5	5	4
14	2	12	18	ⓘ	19	4	2	4
1	1	10	20	17	20	6	10	6
3	10	14	4	8	6	8	5	1
1	9	3	5	7	12	1	12	7
7	4	8	9	6	13	2	16	3

Polyhedral Park Planner

Solitaire Park Sheet

	1–4	5–8	9–12	13+	Rerolls	Round Bonus?
1						
2						
3						
4						
5						
6						
7						
8						2★
9						2★
10						2★

Completed Challenges

- ☐ **1.** You're fired! *(Do not compute your score.)*
- ☐ **2.** You're fired! *(Do not compute your score.)*
- ☐ **3. VICTORY!**

6★ + ☐★ (Round bonus) − ☐★ (**Penalty**) = ☐★ (**TOTAL**)

- **6+:** Promotion and a raise
- **3–5:** Employee of the month
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2★ per developed *region* that is not connected to ⓘ
1★ per reroll: ☐☐☐☐☐☐

4	12	5	3	2	11	12	13	10
1	1	3	2	6	4	6	5	8
3	9	7	8	1	4	4	2	2
4	6	10	19	19	18	14	15	13
2	3	7	20	ⓘ	17	7	10	5
8	16	6	18	17	20	6	3	7
5	12	10	16	1	3	1	3	7
5	14	4	9	11	4	9	2	1
15	8	1	5	11	6	9	2	8

Completed Challenges

- ☐ **1.** You're fired! *(Do not compute your score.)*
- ☐ **2.** You're fired! *(Do not compute your score.)*
- ☐ **3. VICTORY!**

6 + ☐ − ☐ = ☐

Round bonus | **Penalty** | **TOTAL**

6+: Promotion and a raise
3–5: Employee of the month
0–2: Job security
below 0: Suspended without pay

Polyhedral Park Planner

Solitaire Park Sheet

	1–4	5–8	9–12	13+	Rerolls	Round Bonus?
1						
2						
3						
4						
5						
6						
7						
8						2★
9						2★
10						2★

2 per developed *region* that is not connected to ⓘ
1 per reroll: ☐☐☐☐☐☐

2	12	7	2	3	14	2	2	11
3	1	7	3	4	6	4	5	16
5	12	1	16	10	3	5	3	6
9	9	6	17	19	20	9	1	5
8	15	2	18	ⓘ	19	1	3	2
4	12	11	17	18	20	6	7	1
3	15	1	10	7	14	10	5	4
4	9	8	5	6	13	8	8	4
4	10	13	1	8	11	7	2	6

Completed Challenges

- ☐ **1.** You're fired! *(Do not compute your score.)*
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- ☐ **3. VICTORY!**

6 + ☐ − ☐ = ☐

Round bonus | **Penalty** | **TOTAL**

6+: Promotion and a raise
3–5: Employee of the month
0–2: Job security
below 0: Suspended without pay

Polyhedral Park Planner

Solitaire Park Sheet

	1–4	5–8	9–12	13+	Rerolls	Round Bonus?
1						
2						
3						
4						
5						
6						
7						
8						2★
9						2★
10						2★

2 per developed *region* that is not connected to ⓘ
1 per reroll: ☐☐☐☐☐☐

Polyhedral Park Planner

Solitaire Park Sheet

4	10	5	9	5	14	1	12	4
11	9	13	4	8	11	14	15	6
3	15	4	3	5	1	3	4	2
10	6	7	20	19	17	16	1	12
2	12	3	19	ⓘ	20	2	1	7
11	4	7	17	18	18	1	5	8
10	7	6	2	1	6	8	3	3
1	9	10	2	16	5	8	6	7
5	8	2	9	13	2	6	3	4

	1–4	5–8	9–12	13+	Rerolls	Round Bonus?
1						
2						
3						
4						
5						
6						
7						
8						2★
9						2★
10						2★

Completed Challenges

- ☐ **1.** You're fired! *(Do not compute your score.)*
- ☐ **2.** You're fired! *(Do not compute your score.)*
- ☐ **3. VICTORY!**

6★ + ★ − ⚒ = ★

Round bonus — **Penalty** — **TOTAL**

6+: Promotion and a raise
3–5: Employee of the month
0–2: Job security
below 0: Suspended without pay

2⚒ per developed *region* that is not connected to ⓘ
1⚒ per reroll: ☐☐☐☐☐☐

Polyhedral Park Planner

Solitaire Park Sheet

5	1	3	1	3	5	16	9	7
15	2	8	4	16	10	9	6	6
11	14	12	8	5	5	2	13	2
2	3	10	19	18	19	8	9	3
1	1	11	17	ⓘ	20	6	3	2
4	11	9	17	20	18	12	5	15
8	14	3	10	1	7	13	10	7
2	1	4	3	4	2	6	8	7
7	6	1	4	4	6	5	4	12

	1–4	5–8	9–12	13+	Rerolls	Round Bonus?
1						
2						
3						
4						
5						
6						
7						
8						2★
9						2★
10						2★

Completed Challenges

- ☐ **1.** You're fired! *(Do not compute your score.)*
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- ☐ **3. VICTORY!**

6★ + ★ − ⚒ = ★

Round bonus — **Penalty** — **TOTAL**

6+: Promotion and a raise
3–5: Employee of the month
0–2: Job security
below 0: Suspended without pay

2⚒ per developed *region* that is not connected to ⓘ
1⚒ per reroll: ☐☐☐☐☐☐

6	5	14	11	11	3	2	8	4
2	5	3	1	3	6	8	9	3
2	16	12	7	11	10	1	3	9
8	7	6	20	20	17	13	8	3
9	12	2	18	ⓘ	17	2	10	4
8	1	14	19	18	19	15	5	6
1	4	5	4	9	7	2	13	7
2	15	3	6	4	5	1	16	7
5	6	1	4	4	12	10	10	1

Completed Challenges

- ☐ **1.** You're fired! *(Do not compute your score.)*
- ☐ **2.** You're fired! *(Do not compute your score.)*
- ☐ **3. VICTORY!**

Polyhedral Park Planner

Solitaire Park Sheet

	1–4	5–8	9–12	13+	Rerolls	Round Bonus?
1						
2						
3						
4						
5						
6						
7						
8						2★
9						2★
10						2★

6★ + ☐★ (Round bonus) − ☐ (Penalty) = ☐★ **TOTAL**

6+: Promotion and a raise
3–5: Employee of the month
0–2: Job security
below 0: Suspended without pay

2 per developed *region* that is not connected to ⓘ
1 per reroll: ☐☐☐☐☐☐

4	3	12	6	4	9	11	2	1
10	7	15	11	3	6	3	9	12
10	16	15	3	5	12	3	2	9
7	13	1	17	18	18	6	10	6
2	1	8	17	ⓘ	19	1	5	2
7	8	1	20	19	20	7	5	11
4	4	3	14	1	6	14	8	6
4	1	13	7	5	8	2	2	5
5	16	10	3	8	4	4	9	2

Completed Challenges

- ☐ **1.** You're fired! *(Do not compute your score.)*
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- ☐ **3. VICTORY!**

Polyhedral Park Planner

Solitaire Park Sheet

	1–4	5–8	9–12	13+	Rerolls	Round Bonus?
1						
2						
3						
4						
5						
6						
7						
8						2★
9						2★
10						2★

6★ + ☐★ (Round bonus) − ☐ (Penalty) = ☐★ **TOTAL**

6+: Promotion and a raise
3–5: Employee of the month
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2 per developed *region* that is not connected to ⓘ
1 per reroll: ☐☐☐☐☐☐

Polyhedral Park Planner

Solitaire Park Sheet

3	7	3	7	9	10	5	6	1
5	15	9	10	1	1	8	13	4
1	8	9	2	3	3	2	6	11
4	16	6	17	20	19	16	5	4
1	10	9	17	ⓘ	19	2	6	14
3	12	7	20	18	18	2	8	5
13	4	5	2	3	2	2	4	10
3	7	8	5	6	12	1	14	1
4	6	7	15	12	11	11	4	8

	1–4	5–8	9–12	13+	Rerolls	Round Bonus?
1						
2						
3						
4						
5						
6						
7						
8						2★
9						2★
10						2★

Completed Challenges

- ☐ **1.** You're fired! *(Do not compute your score.)*
- ☐ **2.** You're fired! *(Do not compute your score.)*
- ☐ **3. VICTORY!**

6★ + ★ − ⚑ = ★

Round bonus — **Penalty** — **TOTAL**

6+: Promotion and a raise
3–5: Employee of the month
0–2: Job security
below 0: Suspended without pay

2⚑ per developed *region* that is not connected to ⓘ
1⚑ per reroll: ☐☐☐☐☐☐

Polyhedral Park Planner

Solitaire Park Sheet

15	10	9	7	2	1	1	4	4
3	10	15	5	5	9	3	6	7
6	11	1	8	2	4	6	8	8
3	5	16	20	19	17	13	14	9
12	5	3	18	ⓘ	17	6	4	1
4	3	14	20	19	18	2	11	6
11	1	12	4	8	2	4	2	7
9	10	13	7	6	5	10	5	1
3	8	12	16	7	2	1	3	2

	1–4	5–8	9–12	13+	Rerolls	Round Bonus?
1						
2						
3						
4						
5						
6						
7						
8						2★
9						2★
10						2★

Completed Challenges

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- ☐ **3. VICTORY!**

6★ + ★ − ⚑ = ★

Round bonus — **Penalty** — **TOTAL**

6+: Promotion and a raise
3–5: Employee of the month
0–2: Job security
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2⚑ per developed *region* that is not connected to ⓘ
1⚑ per reroll: ☐☐☐☐☐☐

Polyhedral Park Planner

Solitaire Park Sheet

4	11	3	11	10	5	16	5	1
1	3	1	15	7	13	14	8	6
1	6	16	9	1	12	7	3	11
5	4	6	20	17	20	4	6	2
5	3	9	18	ⓘ	17	4	8	7
2	2	10	19	19	18	9	7	10
2	4	8	14	4	13	6	4	2
2	5	1	8	7	12	15	10	8
1	12	9	3	3	2	5	6	3

	1–4	5–8	9–12	13+	Rerolls	Round Bonus?
1						
2						
3						
4						
5						
6						
7						
8						2★
9						2★
10						2★

Completed Challenges

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6★ + ★ (Round bonus) − ⚑ (Penalty) = ★ (TOTAL)

6+: Promotion and a raise
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below 0: Suspended without pay

2⚑ per developed *region* that is not connected to ⓘ
1⚑ per reroll: ☐☐☐☐☐☐

Polyhedral Park Planner

Solitaire Park Sheet

3	10	15	1	5	2	1	9	3
6	1	5	8	3	11	1	16	15
7	7	6	13	9	2	4	12	3
10	14	11	20	18	18	2	5	8
10	3	3	17	ⓘ	19	7	1	2
4	6	12	20	19	17	9	5	12
2	6	4	6	5	4	8	7	8
14	3	4	2	6	4	4	13	11
5	9	8	1	16	7	2	1	10

	1–4	5–8	9–12	13+	Rerolls	Round Bonus?
1						
2						
3						
4						
5						
6						
7						
8						2★
9						2★
10						2★

Completed Challenges

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3–5: Employee of the month
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2⚑ per developed *region* that is not connected to ⓘ
1⚑ per reroll: ☐☐☐☐☐☐

8	12	5	2	1	14	3	10	8
8	4	3	2	2	13	4	7	10
1	1	15	4	3	9	2	11	2
13	7	3	18	17	18	6	4	5
1	7	11	17	ⓘ	19	4	16	5
8	3	9	20	20	19	15	6	12
5	1	10	5	5	2	8	6	6
9	4	14	6	1	9	11	2	3
7	3	10	6	16	7	4	1	12

Completed Challenges

- ☐ **1.** You're fired! *(Do not compute your score.)*
- ☐ **2.** You're fired! *(Do not compute your score.)*
- ☐ **3. VICTORY!**

6★ + ☐★ (Round bonus) − ☐★ (Penalty) = ☐★ **TOTAL**

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3–5: Employee of the month
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Polyhedral Park Planner

Solitaire Park Sheet

	1–4	5–8	9–12	13+	Rerolls	Round Bonus?
1						
2						
3						
4						
5						
6						
7						
8						2★
9						2★
10						2★

2★ per developed *region* that is not connected to ⓘ
1★ per reroll: ☐☐☐☐☐☐

5	4	5	6	1	6	3	2	9
6	11	11	10	9	5	7	7	2
3	4	15	1	4	2	6	3	9
1	8	6	19	20	17	8	8	4
10	13	2	18	ⓘ	17	1	16	4
1	10	16	19	20	18	13	5	5
14	7	3	4	1	6	9	10	3
12	7	8	2	15	14	11	3	12
2	12	1	5	8	2	3	4	7

Completed Challenges

- ☐ **1.** You're fired! *(Do not compute your score.)*
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- ☐ **3. VICTORY!**

6★ + ☐★ (Round bonus) − ☐★ (Penalty) = ☐★ **TOTAL**

6+: Promotion and a raise
3–5: Employee of the month
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Polyhedral Park Planner

Solitaire Park Sheet

	1–4	5–8	9–12	13+	Rerolls	Round Bonus?
1						
2						
3						
4						
5						
6						
7						
8						2★
9						2★
10						2★

2★ per developed *region* that is not connected to ⓘ
1★ per reroll: ☐☐☐☐☐☐

15	9	10	6	14	10	3	10	12
4	2	9	1	5	4	3	5	11
4	1	12	8	1	10	4	1	7
7	5	4	18	20	19	14	3	6
8	2	3	17	ⓘ	18	15	8	13
6	4	11	20	17	19	3	9	7
12	2	2	2	9	8	6	16	1
2	11	7	13	5	2	6	1	8
3	5	1	4	7	5	6	16	3

Completed Challenges

- ☐ **1.** You're fired! *(Do not compute your score.)*
- ☐ **2.** You're fired! *(Do not compute your score.)*
- ☐ **3. VICTORY!**

6★ + ☐★ (Round bonus) − ☐★ (Penalty) = ☐★ **TOTAL**

6+: Promotion and a raise
3–5: Employee of the month
0–2: Job security
below 0: Suspended without pay

Polyhedral Park Planner

Solitaire Park Sheet

	1–4	5–8	9–12	13+	Rerolls	Round Bonus?
1						
2						
3						
4						
5						
6						
7						
8						2★
9						2★
10						2★

2★ per developed *region* that is not connected to ⓘ
1★ per reroll: ☐☐☐☐☐☐

3	2	3	2	3	5	5	12	6
5	2	3	8	3	2	1	1	7
5	4	2	3	13	7	8	10	5
7	6	9	20	17	17	16	13	10
9	16	4	19	ⓘ	18	5	1	8
1	1	10	19	20	18	4	10	11
12	12	11	4	9	4	3	6	6
4	8	15	6	14	7	2	1	9
7	1	15	11	4	14	2	6	8

Completed Challenges

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Solitaire Park Sheet

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1						
2						
3						
4						
5						
6						
7						
8						2★
9						2★
10						2★

2★ per developed *region* that is not connected to ⓘ
1★ per reroll: ☐☐☐☐☐☐

3	12	13	2	6	5	2	2	6
3	13	5	4	7	11	3	6	12
2	12	1	2	3	3	11	11	6
8	15	1	19	20	17	1	5	14
9	7	3	18	ⓘ	18	4	2	6
10	16	7	17	19	20	1	15	5
3	7	8	14	6	5	8	4	4
4	10	10	9	9	9	7	1	8
5	1	8	1	10	4	16	2	4

Completed Challenges

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Round bonus | Penalty

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2						
3						
4						
5						
6						
7						
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9						2★
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2★ per developed *region* that is not connected to ⓘ
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10	2	11	5	7	5	4	3	13
7	8	2	4	9	5	1	7	1
3	8	6	1	8	9	6	1	9
3	8	3	19	17	18	7	1	14
2	2	5	19	ⓘ	20	12	10	1
13	10	4	18	17	20	6	3	4
11	6	15	2	3	8	11	3	5
6	12	16	14	2	15	1	16	9
7	2	6	4	4	4	10	12	5

Completed Challenges

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Polyhedral Park Planner

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