



Here are some of the details about scoring in the *Gen i Revolution*:

1. Students get *Credibility Points* by answering questions from mission operatives. Each question has a point value of 100, for a correct answer on the first try. A correct answer on the second try yields 50 points; on the third try, it's 25 points. After the third attempt, a correct answer is worth only 10 points. A student who answers all the Credibility Questions in a given mission step correctly the first time gets 500 bonus points. For correct answers the first time around on all questions in a Mission, the bonus is 1,000.
2. Students earn *Knowledge Points* during the 4-1-1 tutorials. Point values vary, but they decline with the number of tries required to get the answer right. On a 100-point question, for example, the point values are 100, 50, 25, 10. For 100 percent correct answers on all mini-games in a 4-1-1, the bonus is 1,000.
3. Students earn *Battle Points* during each mission's Battle segment by correctly answering questions or solving a puzzle. The highest points are awarded for correct answers the first time, with declining values for later correct answers in the same pattern as Credibility and Knowledge Points. For example, a 200-point Battle question has declining values of 200, 100, 50 and 20. A student who answers all Battle questions in a mission correctly the first time receives a 1000-point bonus.
4. At the end of each mission, points are assigned to those who *Solve the Mission*. Students have only one opportunity to solve. Each part of the solution is assigned 100 points and partial credit is given. Partial credit schemes are individual to each mission. Students who score 80 percent or higher on the mission solution receive a promotion in rank. *Note: Students should be cautioned to work carefully in the Solve the Mission section. The points may be relatively small but rank promotions and Monique's narrated feedback at the end of the mission will depend on these points alone.*

In addition to accumulating points, students may also spend them by borrowing Monique's goggles or swapping operatives. Borrowing Monique's goggles, when they become available in a mission, incurs a flat charge of 500 Knowledge Points. That is expensive, but Monique's goggles will always offer valuable information, sometimes almost "giving away" the mission solution. As for swapping operatives, each operative has a point value of 200. A two-operative mission starts with 400 points and a three-operative mission starts with 600. If students swap an operative without having asked all available questions, they get a partial refund.

Although Solve the Mission is the culminating activity of each mission, and Monique's decision to promote an operative is based purely on a student's Solve the Mission answers, Solve the Mission points are only a small fraction of the possible points. Therefore they are not as accurate for grading as total mission points.