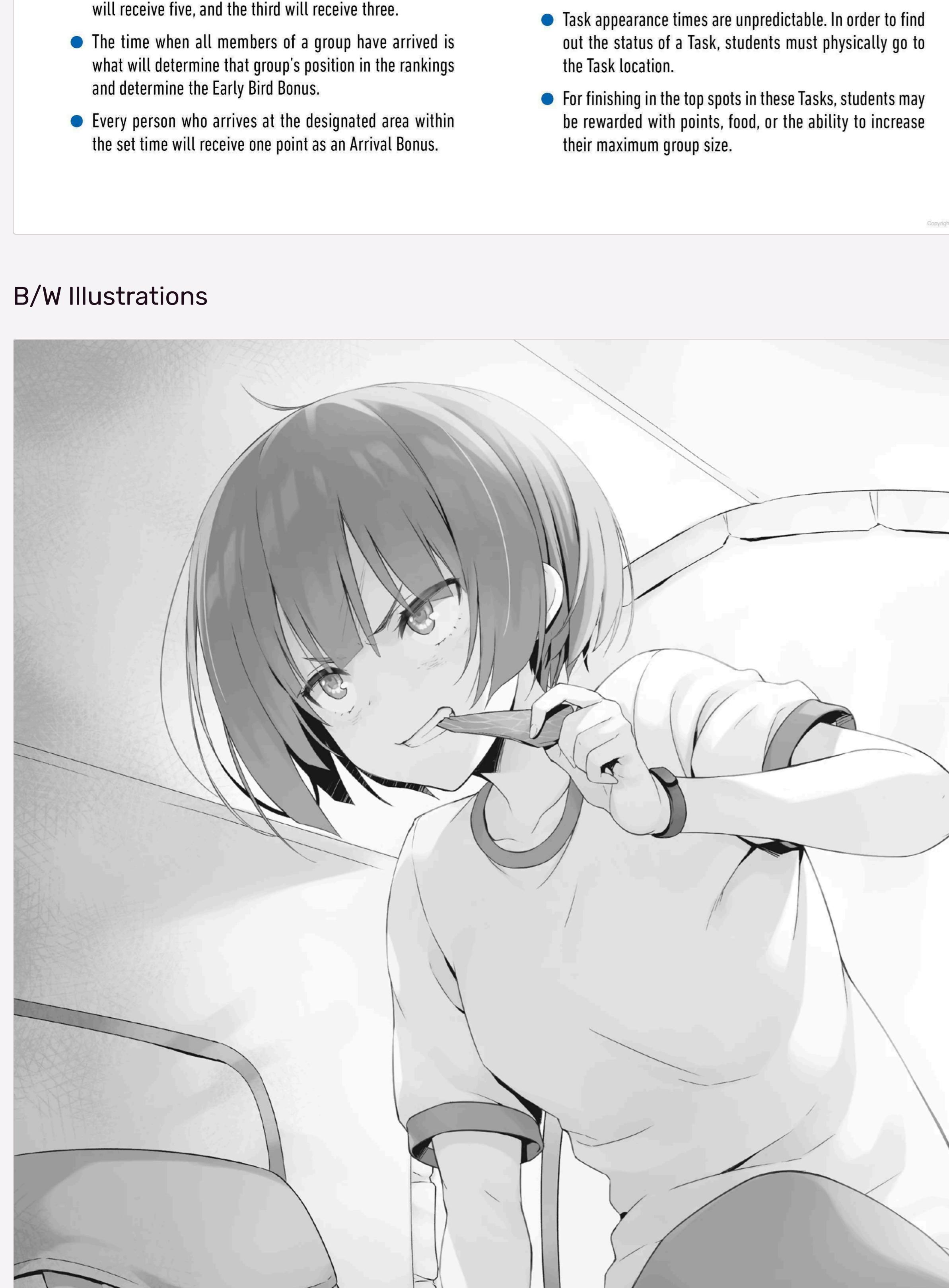
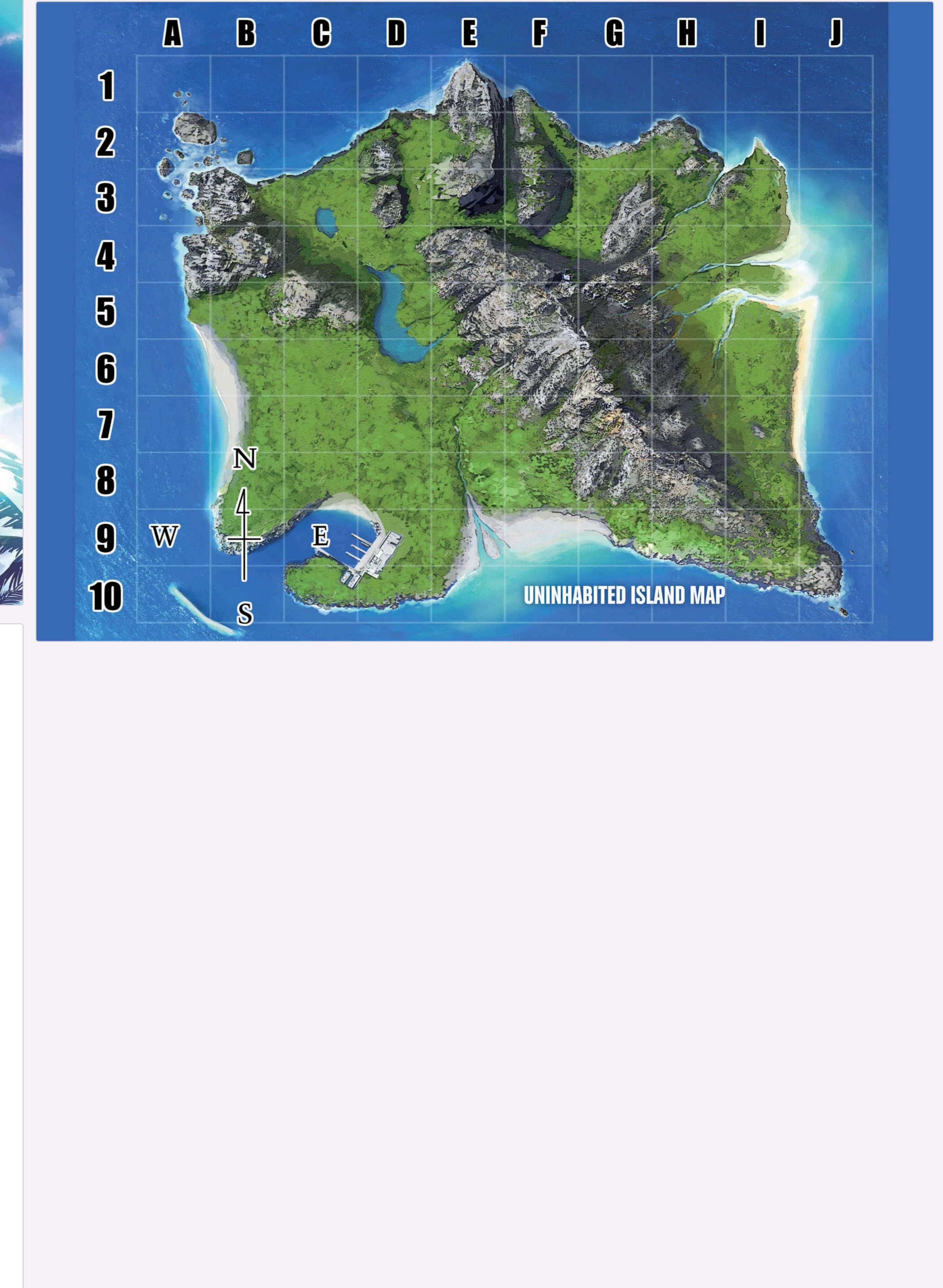
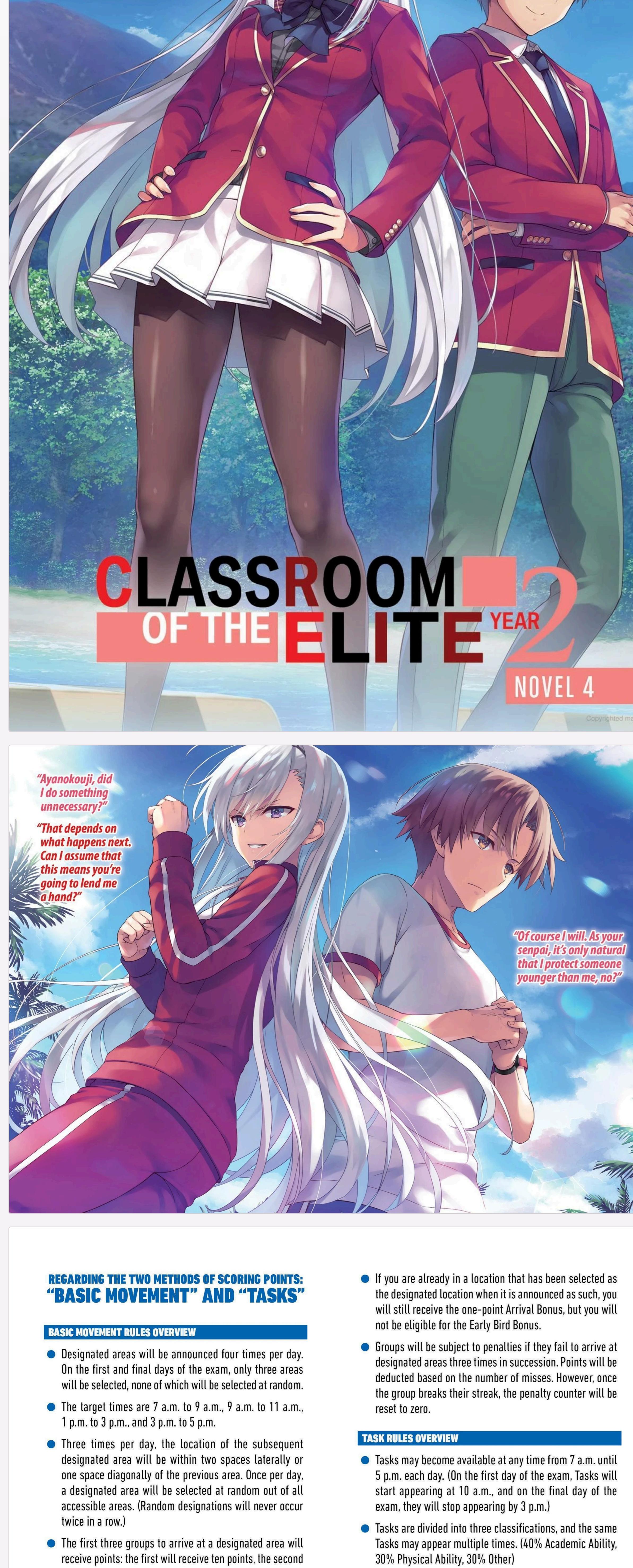


Light Novel 2nd Year Volume 4/Illustrations

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English

REGARDING THE TWO METHODS OF SCORING POINTS:
"BASIC MOVEMENT" AND "TASKS"

BASIC MOVEMENT RULES OVERVIEW

- Designated areas will be announced four times per day. On the first and final days of the exam, only three areas will be selected, none of which will be selected at random.
- The target times are 7 a.m., 9 a.m., 9 a.m. to 11 a.m., 1 p.m. to 3 p.m., and 3 p.m. to 5 p.m.
- Three times per day, the location of the subsequent designated area will be within two spaces laterally or one space diagonally of the previous area. Once per day, a designated area will be selected at random out of all accessible areas. (Random designations will never occur twice in a row.)
- The first three groups to arrive at a designated area will receive points; the first will receive ten points, the second will receive five, and the third will receive three.
- The time when all members of a group have arrived is what will determine that group's position in the rankings and determine the Early Bird Bonus.
- Every person who arrives at the designated area within the set time will receive one point as an Arrival Bonus.

TASK RULES OVERVIEW

- If you are already in a location that has been selected as the designated location when it is announced as such, you will still receive the one-point Arrival Bonus, but you will not be eligible for the Early Bird Bonus.
- Groups will be subject to penalties if they fail to arrive at designated areas three times in succession. Points will be deducted based on the number of misses. However, once the group breaks their streak, the penalty counter will be reset to zero.
- Tasks may become available at any time from 7 a.m. until 5 p.m. each day. (On the first day of the exam, Tasks will start appearing at 10 a.m., and on the final day of the exam, they will stop appearing by 3 p.m.)
- Tasks are divided into three classifications, and the same Tasks may appear multiple times. (40% Academic Ability, 30% Physical Ability, 30% Other)
- Task appearance times are unpredictable. In order to find out the status of a Task, students must physically go to the Task location.
- For finishing in the top spots in these Tasks, students may be rewarded with points, food, or the ability to increase their maximum group size.

B/W Illustrations

