

TEACHER GUIDE

The Den

Your classroom's game world · 140 seats · quest.tobinscience.com

What The Den is

A gated world where every student in your classes owns a cartoon sim, earns virtual currency — named whatever you want — by **studying**, and spends it on clothes, pets, cars, and houses. Money flows in from server-graded science games, a daily prize wheel, head-to-head Stadium duels, check-in streaks, codes you hand out, and (if you own Review Quest units) their reward codes. Everything is graded and paid on the server, so it can't be cheated from a browser.

Set up in five minutes

- 1 **Open your dashboard** from the link in your welcome email and bookmark it — that link IS your login; there's no password. If it ever leaks, one click issues a new one and the old link dies.
- 2 **Brand it** in the "My class setup" bar: your name as students know it, your **currency's name** (Smith Bucks? Eagle Coins?), your school, and your two **school colors**.
- 3 **Upload your mascot** (any logo image) — eight logo-stamped **School Spirit** items instantly appear in your students' store, in your colors: tees, hoodies, jerseys, a letterman jacket, even a game-day car.
- 4 **Add students:** paste your roster (Last, First, Period — straight from a spreadsheet is fine, up to 140 seats), then **Print codes** for cut-out slips.
- 5 **Hand out the slips.** Students go to quest.tobinscience.com/den.html, tap "First time here?", type their code, and pick a 4-digit PIN. That's their account forever — no student emails, no student sign-ups.

Privacy, in one sentence: students never provide an email or create an account; the public showcase shows approved nicknames and cartoon sims only — never a real name, never a balance. Full policy: tobinscience.com/privacy.html

How students earn

One economy, your label on it. Everything below is timed and counted on the server — signing out, refreshing, or staying up past midnight earns nobody extra runs (days reset on US-Eastern calendar days).

SOURCE	HOW IT WORKS	ROUGHLY
Science Jobs	Four server-graded games pulling ONLY from the standards you turn on per class period (page 3).	up to 150/day
Daily spin	One prize-wheel spin every 24 hours — currency or items.	~45/day
Stadium duels & rumbles	Challenge a classmate (or 2–5 player live rumbles). Prizes come from the house — students never stake their own money.	win 20 · tie 10 · lose 5, up to 150/day
Check-in streaks	Daily Lab every calendar day pays milestones OUTSIDE the cap; missing a day resets the flame.	day 3 +25 ... day 20 +200
You	Direct grants from the roster, or single-use bonus codes you generate (amount, item, expiry — your call).	whatever you like
Review Quest codes	Own Review Quest units? Put your Review Quest account tag in the Den's setup bar and students' gold reward codes pay out here too.	up to 500/unit

Why codes can't be farmed: Review Quest codes carry a *running total*, not an amount — The Den remembers the highest total ever paid per student per unit and credits only the difference. And the student's name is sealed inside every code: someone else's code credits nothing and lands in your **Requests** tab for a one-click decision.

The four Science Jobs

GAME	WHAT THEY DO	PAYS
Daily Lab	Five fresh questions from their period's live standards. Once a day.	10 each, +25 perfect
Sort It	Drag ten terms into the right bins, 90 seconds. Twice a day.	30 clean, 10 close
Flash Sprint	60 seconds of rapid vocabulary with streak bonuses. Twice a day.	up to 30 a run
Boss Challenge	One whole standard start to finish. One paid attempt; retries free.	200 + a title

Every question reveals its answer and an explanation the moment it's answered — a wrong answer still teaches. Questions go out **without** their answers; the server grades everything, and runs finished faster than a human can read pay nothing and land on your Flagged runs list.

Your dashboard, tab by tab

- **Roster** — your whole class on one screen. Tick students → type an amount → **Give** (the fastest reward there is). Also per-row: today's game earnings, PIN reset, and nickname approval.
- **Nicknames** — a sim does **not** appear in the class showcase until you approve its nickname. An automatic filter (it catches leetspeak and padded letters) blocks the obvious stuff first; you're the second look. Approve, rename, or reject.
- **Requests** — reward codes whose inside-name didn't match the student who pasted them. Usually Alex vs. Alexander; one click credits or denies.
- **Bonus codes** — single-use codes to hand out or email: an amount, an item, an expiry, or any mix.
- **Add students / Print codes** — roster paste and cut-out slips. Tick "only students who haven't claimed yet" when reprinting.
- **Science Jobs** — *the one setup that needs you* (below), plus your Flagged runs list.

Science Jobs setup — do this once per period

Until you set a period up, its students don't see the games at all. Pick the standard set (**8th Grade Physical Science** or **High School Physical Science**) for each class period, then check every standard you've taught so far. The games pull questions, vocabulary, and sorting boards from exactly those — nothing else.

- **Keep earlier standards checked.** The games mix them in with the current one — that cumulative practice is what makes it stick.
- **Partway through a standard?** Open its *choose parts* link and uncheck the elements you haven't reached (S8P1.a, S8P1.b...). Narrowing shortens that standard's Boss, and Sprint/Sort wait until enough vocabulary is open.

School Spirit gear

Once your mascot is uploaded, the store gains a premium **School Spirit** aisle in your two colors, with your logo stamped on the gear — the most expensive items in the game (the letterman jacket and the Spirit Game Ride are genuine status symbols worth weeks of studying). Change colors any time; remove the mascot and the aisle disappears (students keep what they bought).

Seats, school years & billing

- **140 seats** cover all your class periods. The setup bar shows how many you've used.
- **New school year:** nothing to reset — add your new students and print their slips. Former students' sims simply go quiet.
- **Manage billing** (in the setup bar) opens your secure Stripe portal: update your card or cancel yourself, no emails needed.
- **If a payment fails**, everything keeps working for a 14-day grace period while you fix the card.
- **If you cancel**, students see a friendly "paused" note and nothing is deleted — every sim, closet, and balance is preserved. Resubscribe with the same email and your whole class comes back exactly as it was.

Quick answers

SITUATION	FIX
A student forgot their PIN	Roster → Reset PIN on their row. They claim their same code again and pick a new one; sim, money, and closet untouched.
A student can't see the Earn tab	Their period has no standards set up yet — or the period on their roster row doesn't match the one you configured.
"My code doesn't work"	Blue save codes don't pay — they want the gold reward code. If it's gold and still fails, check your Requests tab: probably a name mismatch waiting for your click.
A new student joined	Add students → paste their one line → print their one slip.
A bad nickname got through	Nicknames tab → Rename (you can rename any sim, any time) or Reject.
Playing at midnight?	Allowed — it's studying. Server-side daily caps mean nobody gains extra runs by staying up.

Your subscription, in plain English

One subscription covers **you and all of your own class periods** (140 seats). Class codes and your dashboard link are for your classes only. The Den is unlisted and gated — nothing about your students is public, sold, or shared, ever. Terms: tobinscience.com/terms.html · Privacy: tobinscience.com/privacy.html