

GRADENIK

GRADE RECIPE BOOK — TESTING REFERENCE

This is a companion to your tester instructions. Each entry below lists a combination of defects that should land at that grade when run through GRADENIK. Use these to build test comics (real or hypothetical) and check whether the app's output matches. Higher grades need fewer, lighter defects; lower grades stack more, heavier ones.

Tip: you don't need a physical comic to match every line exactly — when answering the app's questions, just pick the closest matching option to what's listed for that grade.

10.0 — Gem Mint

- No defects of any kind selected across all categories.

9.8 — Near Mint/Mint

- A single, barely perceptible spine tick (color-break-free).

9.6 — Near Mint+

- One tiny spine tick
- One microscopic corner blunt (no color break)

9.4 — Near Mint

- One small spine tick
- Minor corner wear (one corner)
- Slight gloss loss on cover

9.2 — Near Mint–

- Two small spine ticks
- One corner with slight blunting
- Very light cover scuffing

9.0 — Very Fine/Near Mint

- Two spine ticks (no color break)
- Light wear on two corners
- Faint reading crease attempt (no color break)

8.5 — Very Fine+

- Three minor spine ticks
- Light corner wear (two corners)
- One small non-color-break crease
- Slight paper toning (top edge only)

8.0 — Very Fine

- Spine ticks with first hint of color break
- Moderate corner wear (two corners)
- One visible reading crease
- Light paper toning

- Minor cover gloss loss

7.5 — Very Fine—

- 1–2 small color-break spine ticks
- Corner wear (three corners)
- One moderate crease
- Light staining (small spot)
- Minor spine roll starting

7.0 — Fine/Very Fine

- 2 color-break spine ticks
- Corner wear (three corners, one soft)
- Two creases (one with slight color break)
- Light staining
- Slight spine roll
- Minor cover-to-page separation start

6.5 — Fine+

- 3 spine ticks with color break
- Soft corners (all four, mild)
- Two creases (color break)
- Moderate staining (small area)
- Spine roll (mild)
- One small interior tear (under 1/4")

6.0 — Fine

- Multiple spine ticks with color break
- Soft/rounded corners
- Several creases with color break
- Moderate staining
- Spine roll (noticeable)
- One interior tear (1/4"–1/2")
- Slight cover looseness at staples

5.5 — Fine—

- Heavier spine tick clustering
- Rounded corners (all four)
- Multiple color-break creases
- Moderate-to-heavy staining
- Noticeable spine roll
- 1–2 interior tears (up to 1/2")
- One staple starting to migrate
- Slight brittleness in paper texture

5.0 — Very Good/Fine

- Spine wear with small chips (no loss)
- Rounded/worn corners
- Heavy creasing
- Moderate staining spreading
- Spine roll
- 2 interior tears
- One loose staple
- Slight cover discoloration

4.5 — Very Good+

- Small spine chips
- Worn corners with slight loss
- Heavy multi-directional creasing
- Water staining (small ring)
- Pronounced spine roll
- 2–3 interior tears (up to 1")
- One loose staple
- Mild distortion (slight warping)
- Paper turning slightly brittle

4.0 — Very Good

- Moderate spine chipping
- Corner loss (small, one corner)
- Heavy creasing throughout
- Water staining (larger area)
- Heavy spine roll
- 3 interior tears
- Both staples loose
- Noticeable warping/rippling
- Cover-to-centerfold separation starting

3.5 — Very Good–

- Multiple spine chips
- Corner loss (two corners)
- Creasing across most of cover
- Significant water staining
- Heavy spine roll
- 3–4 tears (one over 1")
- Detached staple (one)
- Moderate warping
- Brittle paper
- Minor color fading

3.0 — Good/Very Good

- Significant spine roll and chipping
- Corner loss (multiple corners)
- Heavy creasing
- Foxing/mold spotting
- Tears (multiple, one 1"+)
- One detached staple
- Noticeable warping
- Brittle paper
- Fading
- Interior page yellowing beyond normal

2.5 — Good+

- Major spine wear/splitting
- Significant corner loss
- Creasing over most surfaces
- Moderate mold/foxing
- Multiple larger tears
- Both staples loose or one missing
- Cover partially detached at one point
- Heavy warping
- Brittle paper
- Fading
- Writing or stamp on cover

2.0 — Good

- Spine split (partial)
- Heavy corner and edge loss
- Heavy creasing
- Mold/foxing spreading
- Multiple large tears with some loss
- Missing staple(s)
- Cover loose/partially detached
- Heavy distortion
- Brittle/fragile paper
- Noticeable discoloration
- Small piece(s) missing from cover

1.8 — Good–

- Spine mostly split
- Major edge chunks missing
- Saturation creasing
- Heavy mold/staining
- Large tears approaching interior text

- Centerfold detached or nearly so
- Missing piece(s) affecting cover art
- Heavy warping
- Extremely brittle paper
- Heavy discoloration
- Writing/stamps
- Tape repair present

1.5 — Fair/Good

- Cover mostly detached
- Spine fully split in areas
- Large missing pieces
- Heavy mold/water damage
- Multiple large interior tears
- Centerfold detached
- Pages loose/falling out
- Severe warping
- Crumbling paper texture
- Heavy fading throughout
- Amateur tape repair
- Writing across cover

1.0 — Fair

- Cover partially present with major loss
- Spine essentially gone
- Interior pages loose and torn throughout
- Heavy mold/staining across most surfaces
- Large missing chunks affecting readability
- Severe brittleness (pages breaking on handling)
- Heavy distortion/warping
- Multiple repair attempts (tape/glue)
- Significant writing/defacement

0.5 — Poor

- Cover largely or fully detached/missing
- Spine gone
- Most pages loose or torn
- Heavy mold/water damage throughout
- Large missing sections affecting story content
- Paper crumbling/breaking apart
- Severe warping
- Heavy writing/defacement
- Amateur repairs failing

- Comic barely intact as a single item

If a test lands more than one full grade away from expected, or two adjacent grades produce the same result, that's worth flagging in your feedback email — it usually points to something specific in the grading logic worth checking.

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