

CLASS CRAFT

Basic game rules

There are some basic rules you will need to know to play the game. We will review them in this section.

Health Points (HP)

Every player has HP. When players lose all of their HP, they will fall in battle and will then be subject to potentially negative consequences. They lose HP when they behave negatively in class. Below is a list of what some of those behaviors could be:

- Disturbing the class : -5HP
- Arriving late to class : -10HP
- Being negative or slacking off in class : -15HP
- bag not in cubbie : -5HP
- disrespect : -25HP
- dresscode : -10HP
- homework not turned in : -5HP
- tech device infraction : -15HP

Experience Points (XP)

Players also have XP. XP enables them to level up in the game and unlock powers. To earn XP, they must behave in a positive way in class. Here's a list of some behaviors that can earn them XP:

- Correctly answering a question in class : +60XP
- Helping another student with his/her classwork : +75XP
- Being positive and hard-working in class : +100XP
- Homework in on time for full credit : +50XP
- Bell Ringer Completed : +5XP
- On task behavior : +25XP

Action Points (AP)

In addition to HP and XP, players also have AP. AP enables them to use the powers they've earned. For example, if a Healer wants to use the "Heal 1" power, it will cost them 15 AP. When players don't have sufficient AP, they can't use any powers.

Regeneration of HP and AP

Normally, the only way to gain HP is by using powers. By default, all players automatically regain 4 AP per day (at midnight) even when there is no class. It's with these AP that they can then use powers to regenerate their own or their teammates' HP. By default, HP does not automatically regenerate, but if you want the game to be easier, you can make it so that it does.

Power Points (PP)

At the beginning of the game, every player starts at Level 1. To level up, players must earn 1,000 XP. Every time they do, they will earn a PP. It's with PP that they can buy powers. Powers can cost between 1 and 3 PP depending on how strong they are. See the chart in the "Characters" section to learn specifics.

Gold Pieces

Gold pieces are used to buy equipment that players can use to customize their character's appearance. There are three ways players can get gold pieces:

- They earn some every time they level up (Free and Premium),
- They can train their pets (Premium only),
- If the class is a Premium class, you can award them with gold pieces if they do well in class.

Powers

Powers are one of Classcraft's most important features. They represent the privileges that players earn as they progress in the game and are a big reason why students love to play the game. Some powers are cooperative, like the Healer's "Heal" power, which helps other team members. These powers automatically award 5 XP for every AP spent (by default). Other powers only benefit the individual player. For example, Healers can learn the "Prayer" power, which gives them access to their notes during a test.

Some individual powers have nothing to do with studies, but they're still fun, like the Mage's "Teleport" power. This gives the player two minutes to leave the classroom to pick up material, get a drink of water, and so forth.

You can customize the majority of these powers on a class-by-class basis.

Learning powers

When the game starts, players are beginners and must level up to earn PP so that they can unlock new powers. Once a power has been learned, they can use it for the rest of the game, given they have enough AP to do so.

1 PP is earned every time a player gains enough XP to level up. Powers are organized according to a power tree. The power tree for each character class is divided into three tiers. The powers in the first tier cost 1 PP, and the powers in the second and third tiers cost 2 and 3 PP, respectively. Arrows also connect certain powers to others. These arrows indicate that students can only learn certain powers once they have learned the prerequisite powers first.

For example, in the Healer's power tree, players need to learn the "Heal 1" power before they

can learn "Heal 2." Because an arrow connects the two, you will need 3 PP to learn "Heal 2." That's 1 PP for "Heal 1" and 2 PP for "Heal 2."

Characters

Before you begin playing Classcraft, your students will have to decide if they want to be Healers, Mages, or Warriors. Each has different maximum amount of HP and AP and different powers. Here's a breakdown of what sets these three character classes apart.

Healer



Max HP:50 | Max AP:35

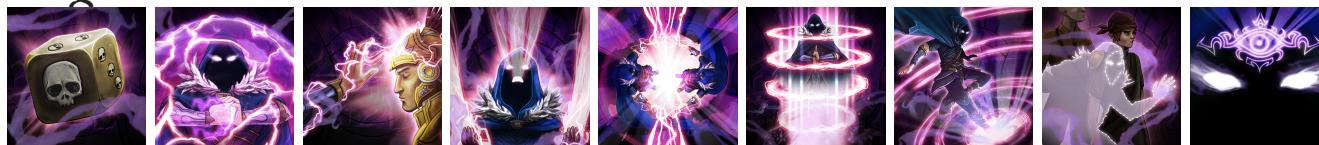
As the name suggests, the Healers perform healing functions in the game. When a team member takes damage, they can use different powers to restore HP to that player. They can also use these powers on themselves.

The Healer has a maximum of 50 HP and 35 AP, giving it an edge on strength and survival. This character class likes to help others, and team members will frequently call on them to use the "Heal" and "Revive" powers during the game. The "Revive" power is the Healer's most significant power since it can save other players from falling in battle, thereby preventing damage to the rest of their team.

Powers

| Power | Tier | AP | Description | Requires |
|-------------------|------|----|---|-----------------------------|
| Heal 1 | 1 | 15 | A teammate gains 10 HP. | |
| Sainthood | 1 | 5 | The healer can work with a partner today, once per week. | |
| Ardent Faith | 1 | 10 | During an exam, the healer can ask the Gamemaster if his/her answer to a question is correct. | |
| Heal 2 | 2 | 20 | A teammate gains 20 HP. | Heal 1 |
| Favor of the Gods | 2 | 20 | The healer can listen to his/her iPod during classwork. | Sainthood |
| Revive | 2 | 25 | When a teammate (not including the healer) falls to 0 HP, he/she avoids all penalties and comes back to life with 1 HP. | Ardent Faith |
| Heal 3 | 3 | 20 | A teammate gains 30 HP. | Heal 2 |
| Healing Circle | 3 | 30 | All team members, other than the healer, gain 15 HP. | Heal 2 |
| Prayer | 3 | 30 | During an exam, the healer has access to his/her notes for 15 minutes. | Revive Favor of the Gods |

Mage



Max HP:30 | Max AP:50

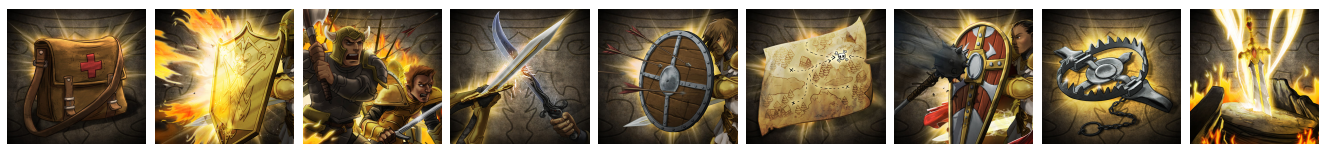
Mages are the game's AP suppliers. Mages are the strongest class in terms of powers because they can acquire a maximum of 50 AP. They can also use powers like the "Fountain of Mana," which enables them to give AP to another team member, which in turn allows them to use their powers more frequently.

Mages are also more at risk of falling in battle since they can only acquire a maximum of 30 HP. The Mage class is recommended for students who are confident that they can survive on just 30 HP with the help of their teammates.

Powers

| Power | Tier | AP | Description | Requires |
|------------------|------|----|--|----------------------------|
| Mana Transfer | 1 | 35 | All team members, except mages, gain 7 AP. | |
| Teleport | 1 | 5 | The mage can trade places with any other classmate once per class. | |
| Invisibility | 1 | 10 | The mage can leave the classroom for up to 2 min. once per class. | |
| Mana Shield | 2 | 0 | The mage can transfer damage to his/her AP, at the cost of 3 AP per HP prevented. | Mana Transfer |
| Cheat Death | 2 | 15 | A fallen teammate (other than the mage) can reroll the cursed die but must accept the new outcome. | Teleport |
| Time Warp | 2 | 35 | The mage gains time by having their notes printed for them by the game master. | Teleport Invisibility |
| Fountain of Mana | 3 | 40 | A teammate, who isn't a mage, replenishes all of his/her AP. | Mana Shield |
| Clairvoyance | 3 | 40 | See an attack coming and avoid all damage for it. | Cheat Death Mana Shield |
| Mage Circle | 3 | 40 | The mage gains time by having their notes printed for their team by the game master. | Time Warp |

Warrior



Max HP:80 | Max AP:30

Warriors are the game's protectors. When a team member is about to lose HP, Warriors can use

their powers to absorb the damage for the player while simultaneously neutralizing it so that the Warrior loses fewer HP. These powers can save a team member from falling in battle and spare the rest of the team from the damage caused by it.

If a student might be at risk of losing a lot of HP, the Warrior class is an ideal choice for them because Warriors can acquire a maximum of 80 HP and can even heal themselves using the "First Aid" power. However, because they can only acquire a maximum of 30 AP, Warriors don't have very strong powers and can't use them very often.

Powers

| Power | Tier | AP | Description | Requires |
|-----------------|------|----|---|--------------------------|
| Protect 1 | 1 | 10 | The warrior can take up to 10 damage instead of his/her teammate, receiving only 80% of the initial damage. | |
| First Aid | 1 | 10 | The warrior gains 1 HP for each level they have, but always gains at least 5 HP. | |
| Hunting | 1 | 5 | The warrior can eat in class for 10 minutes | |
| Protect 2 | 2 | 15 | The warrior can take up to 20 damage instead of his/her teammate, receiving only 65% of the initial damage. | Protect 1 |
| Ambush | 2 | 20 | The warrior can hand in an assignment one day later. | Protect 1 First Aid |
| Counter Attack | 2 | 20 | The warrior gets a hint on an exam question. | Hunting |
| Protect 3 | 3 | 20 | The warrior can take up to 30 damage instead of his/her teammate, receiving only 50% of the initial damage. | Protect 2 |
| Frontal Assault | 3 | 30 | All team members can hand in an assignment one day later. | Ambush |
| Secret Weapon | 3 | 25 | During an exam, the warrior can use a cheat sheet that has been approved by the Game Master | Ambush Counter Attack |

Dealing with Damage and Falling in Battle

Dealing with damage

Taking damage is a normal part of the game. At some point, every student will take some, be it for arriving to class late or having a difficult time with an assignment. It's important for students to learn how to work together as a team to manage that damage. Here are some ways they can deal with it:

- Healers can use "Heal 1, 2, 3" and "Healing Circle." If a teammate loses all his/her HP, they can also use "Revive" to make sure the player doesn't fall in battle.
- Warriors can use "Protect 1, 2, 3" to help others and "First Aid" on themselves.

- Mages can use "Mana Shield" on themselves to avoid taking damage.

Falling in battle

When players lose all their HP, they fall in battle and must roll the cursed dice to come back into the game. The cursed dice contains six sentences that you can customize in the game rules. By default, these are:

- Write a letter home about your behavior approved by the game master and get it signed
- Service for a teacher
- Regression- lose 500XP
- Lunch Detention
- Hand in your electronics until the end of the day.
- Mandatory office hours
- A day less to hand in the next assignment

If players have the right power and choose to use it, they can save a teammate who has lost all HP. If no one saves that player, he/she must then roll the cursed dice and live with its outcome. Once this is done, the player is brought back into the game, but with only 1 HP. In addition, all their fellow team members lose 10 HP because a teammate fell in battle, and if one of them falls as a result of this penalty, the remaining team members lose another 10 HP!

This can create a cascading effect. That said, the same player can't fall twice as a result of the original incident, so it will stop eventually.