

CLASS CRAFT

Learn to Play

Getting Started

Introduction

Classcraft is a role-playing game designed for teachers and students to play together in the classroom. By playing, you will get to be a Warrior, a Healer, or a Mage — each with special powers that can be used in real life and will let you do things like get extra time on an exam or listen to music in class. These powers can be unlocked by participating in class. The more you participate, the more powers you get! The purpose of the game is to make coming to class fun! In this section, you'll find tutorials and videos that will help you understand how to play and, eventually, how to master the game.

Signing the Hero Pact

The Hero Pact represents your commitment to playing Classcraft until the end of your class, be it the semester or the school year. You can't play Classcraft unless you sign the pact, and you can't stop playing once the pact is signed. In signing the Hero Pact, you recognize the authority of the Gamemaster (your teacher) and can't contest his/her decisions at any point in the game. You must also accept any changes he/she might make to the game rules even if you are not happy with them. If you do not want to play, you are free not to. However, if you change your mind later in the year, you can still sign the Hero Pact at anytime to join the rest of your classmates.

Basic game rules

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

Health Points (HP)

Every player has HP. When you lose all of your HP, you will fall in battle and will then be subject to potentially negative consequences. You lose HP when you 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)

You also have XP. XP allows you to level up in the game and unlock powers. To earn XP, you must behave in a positive way in class. Here's a list of some behaviors that can earn you 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, you also have AP. AP enables you to use the powers you've earned. For example, if a Healer wants to use the "Heal 1" power, it will cost them 15 AP. When you don't have enough AP, you can't use any powers.

Regeneration of HP and AP

The only way to regain HP is by using powers. By default, all players automatically gain 4 AP per day (at midnight) even when there is no class. It's with these AP that you can then use powers to regenerate your or your teammates' HP.

Power Points (PP)

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

Gold Pieces

Gold pieces are used to buy gear that you can equip to customize your character and make it look awesome! There are three ways you can get gold pieces:

- You can earn some every time you level up (Free and Premium),
- You can train your pets (Premium version), or
- If your class is playing the Premium version, your teacher can reward you with gold pieces if you do well in class.

Logging in to Your Classcraft Account

Get your log-in info

If your teacher collected your email address in class, check your inbox for a message from

Classcraft with all the info you'll need to log in. If your teacher assigned you a username and password, use it to log into the mobile app or visit game.classcraft.com.

Get to know the interface

The easiest way to learn how to navigate the game interface is to jump in and start using it. Once you're in the game interface, you'll be able to:

- View your character's stats,
- Learn powers by spending your PP,
- Use powers that your character has learned,
- Monitor other players on your team and in your class,
- Checkout lessons and discuss with your fellow students (Premium version),
- Get updates of the game to see what's happening,
- Customize your avatars,
- Train pets, and
- Change your password.

Choosing Your Character

Before you begin playing Classcraft, you'll have to decide if you want to be a Healer, Mage, or Warrior. Get to know the differences between them all. You may have a preference going in, but ultimately, you'll want to make a decision that's best for your team. You'll also want to talk with your teammates before picking your character so you can make sure you have a balanced team of Healers, Mages, and Warriors. Your team's strategy is very important. Take your time in choosing. Once your choice is made, there's no turning back!

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			During an exam, the healer can ask the	

Faith	1	10	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			A teammate, who isn't a mage, replenishes all of	

Mana	3	40	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

Playing in a Team

Setting up your team

Teamwork is crucial in Classcraft. Start creating your team by getting together with your teammates and choosing your team's name, crest, and background.

Balancing your team

There are many things to consider when putting your team together: Do you want the most balanced formula (e.g., two of each character class), or would you prefer more Healers? There are many possibilities, but the golden rule is to have at least one of each character class on your team so you can access all the different powers. Because each player has already decided which character he/she prefers, make sure your strategy reflects who your teammates want to play as much as possible. If your team can't come up with a formula that follows the golden rule, some team members may have to select another character.

Establishing strategic roles

Being part of a team is one thing; surviving as a team is another. To get the most out of the game, your team needs to establish a strategy right from the start. Without one, the team could face many critical consequences.

Once you've chosen your characters, you must determine what role you're going to play on your team. Your role is determined by what powers you can use. It should reflect how you'd like to contribute to rest of your team.

Each character has two roles to choose from. If you do well in the game, you can eventually get enough powers to play both roles, but at the beginning of the game, you can only choose one. Here are the two suggested roles each character can play:

- Mage
 - Mana Provider: Uses Mana powers to help the team's AP
 - Power Mage: Uses powers that help the team gain special bonuses
- Warrior
 - Protector: Uses powers that offer protection from damage
 - Tactician: Uses offensive powers that help the Warrior and his/her team
- Healer
 - Healer: Uses healing powers
 - Reviver: Uses the "Revive" power

We strongly recommend balancing out your team by making all the roles available where possible. So if you have two Healers on your team, give one of them the healer role and have him/her get the "Heal" powers. Then make the other a reviver so that he/she tries to get "Revive" as soon as possible. One of the two could later try to get enough powers to play both

roles. It isn't mandatory to determine your role at the start, but we recommend it because the choice of roles sometimes affects the choice of character. That said, choosing a role at the beginning makes choosing your first power easier.

Choose your first collaborative power

Now that you've chosen your character class and your role, it's time to choose your first power! It's smart to choose a collaborative power — one that helps someone else. Survival will be easier that way since someone will always be on hand to save a team member from falling in battle. You also get XP when you use a collaborative power. Getting more XP will help you unlock more powers faster. Consider these things when choosing your first power and study the power chart paths carefully.

Select a team captain (optional)

When a team member falls in battle or when several teammates lose HP, typically the team gets together to discuss which powers to use to solve the problem. Sometimes, ideas can clash and it can be tough to figure out how to proceed. Team captains can be helpful in these situations as they will have the last word on these decisions, which ultimately lets the whole team take action and move forward quickly. The team captain should be someone who really understands the game rules and mechanics, which makes their decisions most effective during critical situations. It is not mandatory to choose a team captain — alternatively, you could even have two. Whatever suits your team best!

Dealing with Damage and Falling in Battle

Dealing with damage

Taking damage is a normal part of the game. At some point, we all get to class late or have a hard time with an assignment. It's important to learn how to work together as a team to manage that damage. Here are some ways you can deal with damage as a team:

- 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 of their HP, they fall in battle and must roll the cursed dice to come back into the game. The cursed dice contains six sentences. 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 a teammate has the right power and chooses to use it, he/she can save another player who has lost all HP. If no one saves a player with 0 HP, the player must roll the cursed dice and deal with what is written on it. Once this is done, the player is brought back into the game, but with only 1 HP! In addition, all his/her fellow team members lose 10 HP because he/she fell in battle. If one of them falls as a result of this penalty, the remaining team members lose another 10 HP! This can continue for a while, so be careful! That said, the same player can't fall twice as a result of the original incident.

Customizing Your Character: Buying Equipment, and Training Pets

Customizing your character

You can customize your character in Classcraft by buying equipment. As you level up, you will have access to new sets, giving you epic new looks to choose from. Below, you will find the gear chart that explains how these tiers break down.

	Superior	Heroic	Ultimate	Legendary
Accessible at levels	1 +	5 +	10 +	15 +
Number of sets	3	5	3	2
Items per set	6	6	6	6
Cost in gold pieces for each item	50	100	150	200

You can mix and match pieces from different sets to create your own unique look. Go to the equipment section to customize your look.

Unlocking, training, and equipping pets

If you get a complete set of equipment, you will unlock a pet. Each set of equipment has a corresponding pet. Once you have unlocked it, you can go to the pet section and begin training it. Each time you send your pet on mini training missions, you will earn gold pieces. Once your pet is fully trained, you will get a big gold piece bonus and be able to display your pet alongside your character by equipping it in the equipment section.

Gold Pieces

As mentioned in the basic game rules section, gold pieces can be earned in three ways:

- You can earn some every time you level up (Free and Premium),
- You can train your pets (Premium version),
- If your class is playing the Premium version, your teacher can reward you with gold pieces if you do well in class.

Random Events

Random events are a great way to begin each class, so make sure your teacher doesn't forget to generate them! These events make the game more fun. There are an equal number of good and bad events, and everyone has to live with the consequences, even the Gamemaster. Some

events are beneficial, like the "Healing" event, which gives each player 5 HP. Others are unfortunate, like the "Feeble" event, where everyone loses twice as many HP during the period. There are even some events that can happen outside of the class. For example, the "Thirst of the Healers" event enables Healers to leave the classroom to go drink water. Some events are just funny, like the "Chant of the Master," which forces the Gamemaster to sing a song chosen by the player who has the least XP.

Tips and Tricks

Choose a cooperative power as a first power

If most or all your teammates start the game with a cooperative power, they will give themselves an advantage because they'll be better equipped to avoid falling in battle. Plus, using a cooperative power enables team members to gain XP, which makes it possible to get new powers more quickly.

Teams that start the game off with cooperative powers survive much longer than the teams that don't.

Don't underestimate the Mage when choosing character classes

The Mage may seem like a risky character to play as because of its low maximum HP. However, the Mage has access to the strongest powers in the game, so it will be an asset to any team. Work together to protect your Mages and get the benefits of their powers.

Monitor your HP

If you have only a few HP left, avoid doing anything that might make you lose them. You can also ask a Healer to help so you can avoid falling in battle.

Monitor your AP

If your AP is at maximum, you should use at least one of your powers. Otherwise, you won't be able to take advantage of the daily increment in AP or of game events that might generate AP.

Use the Warrior's "Protect" power

Many players think protection powers aren't as useful as healing powers, but this isn't true. The "Protect" power enables you to prevent a player from falling in battle. No healing power can do that. Plus, using "Protect" means less damage overall, which makes it easier to keep your team members alive.

Healers should heal someone else as often as possible

Even if healing powers can be used on the Healers themselves, these players only gain XP when they use healing powers on one of their teammates. If there are two Healers on your team, the best strategy is to heal each other so that you can gain XP and restore your HP.

Use the Mage's "Mana Shield" in critical situations

This will help Healers and Warriors do their job and focus on other players. Don't overuse this power since your team could also ask you to use cooperative powers like "Mana Transfer."

Before using "Mana Transfer," assess the situation

Make sure that the players who are at their maximum level of AP spend some of them first, ideally on a cooperative power, so that they'll get the most out of the "Mana Transfer."

Before using "Fountain of Mana," assess the situation

Regardless of how many AP a player starts the game with, his/her maximum doesn't change. Before using "Fountain of Mana," make sure that the player you are using it on has spent as many AP as possible, ideally by using cooperative powers to gain more XP. This way, he/she will get the most out of the "Fountain of Mana."

If you can help your team avoid damage, check your AP first

The damage-absorbing powers can consume a lot of AP. If you have an upcoming exam, you're going to need as many protection powers as possible. It's best to save up your AP ahead of time to make sure you can use them when the grades go into the game.

FAQ

Does the maximum amount of HP and AP increase when players level up?

No, because if players had access to more HP and AP by leveling up, the game would become too easy since the risk of falling in battle would go down considerably. Earning more PP and new powers are the real rewards of leveling up.

Is there an end to Classcraft? Can players finish the game?

Yes and no. In theory, the game ends when you gain all the powers available to your character class. You must reach Level 18 to gain all those powers, which makes Level 18 the "end of the game," so to speak. That's why Level 18 often becomes famous among players. Still, even if you reach Level 18, the Hero Pact forces you to continue playing until the course is over. So for all players, Classcraft ends when the course does.

What powers save players from the cursed dice?

When a player falls in battle and must roll the cursed dice, only two powers can save him/her: the Healer's "Revive" power and the Warrior's "Protect" power. If a team member uses one of these two powers, the player will avoid the cursed dice. The Healer's "Heal" powers cannot rescue a player from the cursed dice. The "Heal" powers can only be used after a player has rolled the cursed dice or after he/she has been saved by "Revive" or "Protect." The Mage's "Cheat Death" also won't save a player from the cursed dice, but it enables the player to roll the dice a second time so that he/she might suffer a lesser sentence.

Will there be events throughout the whole course?

Yes, and no matter which event the game randomly generates, you have to go through with it. This might seem easy, but some events are particularly detrimental, like the "Welcome to the Jungle" event, which causes all the players on a randomly chosen team to lose 25 HP. Still, there are also lots of beneficial events, so don't get discouraged when you get an unfortunate one.