

CLASS CRAFT



Student Manual



Getting Started

Introduction

Classcraft is a role-playing game designed for teachers and students to play together in the classroom. This has been adapted for online play. Each student takes on the role of a character and works to unlock special abilities. As the teacher, I will assume the role of Game master and manage the gameplay experience during this course. Please refer to the Classcraft folder for all information regarding this simulation. Post any questions to Game Stop in the Discussion Forum.

Learn to Play

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 for an assignment or earn extra points. 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 participating in this course fun! In this section, you'll find 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 Game master (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. *(During this class we will not officially sign the Hero Pact. It is included in the folder so you can see what it looks like.)*

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 your entire HP, you will fall in battle and will then be subject to potentially negative consequences. Below is a list of what some of those behaviors could be:

- Incomplete work : -5HP
- Not using netiquette guidelines : -10HP
- Turning in assignments late: -15HP

Experience Points (XP)

You also have XP. XP allows you to level up in the game and unlock powers.

Here's a list of some behaviors that can earn you XP:

- Finding a mistake: +50XP
- Posting Answer to Discussion Forum Questions: +60XP
- Being a participative team member: +75XP
- Finding the Easter Egg: +100XP

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.

Coins

Coins are only available in Freemium and Premium games. Coins are used to buy gear that you can equip to customize your character and make it look awesome!

There are four ways you can get coins:

- You can earn some every time you level up,
- You can train your pets,

- If your class is playing the Premium version, your teacher can reward you with coins if you do well in class, or
- If your class is playing the Freemium version, you can buy coins in iTunes or in the game (maximum purchase is \$5 per student).

Logging in to Your Classcraft Account

Get your log-in info

The easiest way to learn how to navigate the game interface is to jump in and start using it. 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 iOS app or visit game.classcraft.com.

Get to know the interface

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,
- Get updates of the game to see what's happening,
- Customize your avatar (Freemium and Premium version only), 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.

Power	Tier	AP	Description	Requires
Heal 1	1	15	A teammate gains 10 HP.	
Sainthood	1	5	The healer can open or close a window.	
Ardent Faith	1	10	The healer can ask the Game master for help.	
Heal 2	2	20	A teammate gains 20HP.	Heal 1
Favor of the Gods	2	20	The healer can have 1 extra day in turning in an assignment.	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	The healer can ask the Game master for a clue about the Easter Egg.	Revive Favor of the Gods



Healer Powers

- Heal team members
- Bring team members back from the Book of Laments
- Control the classroom environment
- Can ask the game master for help during assessments

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.

Power	Tier	AP	Description	Requires
Mana Transfer	1	35	All team members, except mages, gain 7 AP.	
Teleport	1	5	The mage can ask the Gamemaster one question.	
Invisibility	1	10	The mage does not respond to peers for that week's Discussion Forum question.	
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 an extra day to turn in an assignment.	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	All team members gain an extra day to post on that week's Discussion Forum.	Cheat Death Mana Shield
Mage Circle	3	40	All of the team members get a hint on the Easter Egg.	Time Warp



Mage Powers

- Gives "energy" (AP) to others
- Can "shield" other players from attack
- Control access to the bathroom
- Can get hints from Game Master for the whole team during assessments

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.

Power	Tier	AP	Description	Requires
Mana Transfer	1	35	All team members, except mages, gain 7 AP.	
Teleport	1	5	The mage can ask the Gamemaster one question.	
Invisibility	1	10	The mage does not respond to peers for that week's Discussion Forum question.	
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 an extra day to turn in an assignment.	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	All team members gain an extra day to post on that week's Discussion Forum.	Cheat Death Mana Shield
Mage Circle	3	40	All of the team members get a hint on the Easter Egg.	Time Warp



Warrior Powers

- Can protect team members from attack by taking damage
- Controls access to snacks
- Can work with partners and/or give team ability to work with partners on "by yourself" assignments

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

Taking damage is a normal part of the game. 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.

- Banquet of Solitude- Bring a virtual treat to class
- Chair of Despair for a day- Respond to 3 peers DF posts for that week.
- Chair of Despair for the week- A day less to hand in the next assignment.
- Don't fear the Reaper (Virtual Detention-10AP)
- Nothing! You got lucky...this time.
- Complete a REP Reflection- Upload an image of your favorite childhood game to game stop.

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

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 coins 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 coins. Once your pet is fully trained, you will get a big coin bonus and be able to display your pet alongside your character by equipping it in the equipment section.

Coins

As mentioned in the basic game rules section, **coins can be earned in four ways:**

- You can earn some every time you level up,
- You can train your pets,
- If your class is playing the Premium version, your teacher can reward you with coins if you do well
- If your class is playing the Freemium version, you can buy coins in iTunes or in the game (maximum purchase is \$5 per student).

Freemium

In the Freemium version, you will be able to spend real money to buy coins. Buying coins won't give you access to higher tiers of equipment without you getting to the right level, but it will allow you to buy more sets of equipment within the tier you're in. This means you will be able to customize your character even more, as well unlock more pets. There is a maximum of \$5 per student that you can spend to buy coins. If you spend your coins wisely and you play the game well, this should allow you to get all the gear and pets in the game.

Random Events

Random events are a great way to begin class. 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 Game master. 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 Game master 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.