



Game Rules: Game and Simulation

Classcraft is a game you and your teacher play together that transforms how you experience class every day.

Soon, you'll create a character in the game and meet your new team. By demonstrating positive behavior in class, you'll earn **Experience Points (XP)** that will allow you to level up and learn new powers. These powers have real benefits for you and your team, so you'll need to work together to succeed!

If you break the class rules, you'll lose **Health Points (HP)** — your life energy in the game — and eventually fall in battle. When this happens, the rest of your team will take damage, too.

game.classcraft.com



XP – Experience Points

Earn **XP** by doing good actions like...

+5 XP	<i>Mini Badge- Ask another student for help on a project.</i>
+5 XP	<i>Mini Badge- Career Mode</i>
+10 XP	<i>Mini Badge- Add coding to an assignment where it is not required (awarded 1 time the first time you add code)</i>
+4 XP	<i>Mini Badge- Helped a classmate understand what we were doing because they were absent</i>
+5 XP	<i>Mini Badge- Earned by being the most productive in class and not wasting time (nominated by teacher)</i>
+10 XP	<i>Mini Badge- Earned by working hard on programming errors- even if you did not get them all corrected</i>
+2 XP	<i>Mini Badge- You helped a classmate with a quick question</i>
+10 XP	<i>Mini Badge- You assist the teacher or another classmate</i>
+5 XP	<i>Mini Badge- Make a clever reference to another movie/game/comic in a game you create.</i>
+10 XP	<i>Mini Badge- Get a 100% on the first three assignments of a marketing period</i>
+10 XP	<i>Mini Badge- Rewarded at the end of clas to the person that causes the least disruption, wasn't loud, and stayed focused. Will be certain days throughout the year</i>
+5 XP	<i>Mini Badge- Awarded to a student who was previously behind on work but got completely caught up and finished the current assignment early.</i>
+2 XP	<i>Mini Badge- You bring a flashdrive to use for class within the first week of school</i>
+5 XP	<i>Mini Badge- Welcome to class! Awarded once you complete your first assignment.</i>
+4 XP	<i>Mini Badge- Bring in food or snacks for classmates</i>
+2 XP	<i>Earn a 100% on an assignment the teacher says is valid for this badge. Teacher will tell you all ahead of time.</i>
+20 XP	<i>Side Quests- You earned a 100% for the entire semester!</i>
+20 XP	<i>Side Quests- Create an original comic book- can be on paper or electronic. Must have good graphics and a good story and be original.</i>
+12 XP	<i>Side Quests- Complete more than one recommended assignmetn for the week</i>
+15 XP	<i>Side Quests- Go above and beyond and add several extra levels and/or features to a current or past game build you did.</i>
+20 XP	<i>Side Quests- Come up with a game that is either new or based off another game with different story and mechanics. Write at least one full page explaining what the game is about and how it progresses. Must be very detailed.</i>
+20 XP	<i>Side Quests- Go above and beyond in your weekly project- must be substantially more than required. Determined by teacher.</i>
+15 XP	<i>Side Quests- Turn in multiple assignments</i>
+20 XP	<i>Side Quests- Become and NGT Contest finalist!</i>



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Warrior **HP: 80** **AP: 30**

Warriors are a team's guardian, protecting their teammates from damage (losing **HP**). They're super strong but can't use their powers as often as other characters.

In your class, the Warrior's powers are...

COLLABORATIVE

**PROTECT 1** – Basic Power

The warrior can take up to 10 damage instead of his/her teammate, receiving only 80% of the initial damage.

-10 AP**FIRST AID** – Basic Power

The warrior gains 1 HP for each level they have, but always gains at least 5 HP.

-10 AP**HUNTING** – Basic Power

The warrior can eat in class.

-5 AP**PROTECT 2** – Intermediate Power

The warrior can take up to 20 damage instead of his/her teammate, receiving only 65% of the initial damage.

-15 AP**AMBUSH** – Intermediate Power

The warrior can hand in an assignment one day later.

-20 AP**COUNTER ATTACK** – Intermediate Power

The warrior gets a hint on an exam question.

-20 AP**PROTECT 3** – Advanced Power

The warrior can take up to 30 damage instead of his/her teammate, receiving only 50% of the initial damage.

-20 AP**FRONTAL ASSAULT** – Advanced Power

All team members can hand in an assignment one day later.

-30 AP**SECRET WEAPON** – Advanced Power

During an exam, the warrior can use a cheat sheet provided by the Gamemaster.

-25 AP



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Mage **HP: 30** **AP: 50**

Mages are powerhouses! They can use their powers most often, but they have fewer **HP** to lose before they fall in battle. Mages replenish Action Points so their team can use powers as often as possible.

In your class, the Mage's powers are...

COLLABORATIVE

**MANA TRANSFER** – Basic Power

All team members, except mages, gain 7 AP.

-35 AP**TELEPORT** – Basic Power

The mage can trade places with any other classmate.

-5 AP**INVISIBILITY** – Basic Power

The mage can leave the classroom for up to 2 min.

-10 AP**MANA SHIELD** – Intermediate Power

The mage prevents the loss of HP to themselves (costs 3 AP per 1 HP).

**CHEAT DEATH** – Intermediate Power

A fallen teammate (other than the mage) can reroll the cursed die but must accept the new outcome.

-15 AP**TIME WARP** – Intermediate Power

The mage gains an extra 8 minutes to beat an exam.

-35 AP**FOUNTAIN OF MANA** – Advanced Power

A teammate, who isn't a mage, replenishes all of his/her AP.

-40 AP**CLAIRVOYANCE** – Advanced Power

All of the team members get a hint on an exam question.

-40 AP**MAGE CIRCLE** – Advanced Power

All team members gain an extra 8 min to beat an exam.

-40 AP



Healer **HP: 50** **AP: 35**

Healers are the most balanced of the three characters in terms of **HP** and **AP**. It's their job to heal their teammates when their health get low to prevent them from falling in battle (which would cause your team to lose **HP**!)

In your class, the Healer's powers are...

COLLABORATIVE



HEAL 1 – Basic Power
A teammate gains 10 HP.

-15 AP



SAINTHOOD – Basic Power
The healer can open or close a window.

-5 AP



ARDENT FAITH – Basic Power
During an exam, the healer can ask the Gamemaster if his/her answer to a question is correct.

-10 AP



HEAL 2 – Intermediate Power
A teammate gains 20 HP.

-20 AP



FAVOR OF THE GODS – Intermediate Power
The healer can listen to his/her iPod during classwork.

-20 AP



REVIVE – Intermediate Power
When a teammate (not including the healer) falls to 0 HP, he/she avoids all penalties and comes back to life with 1 HP.

-25 AP



HEAL 3 – Advanced Power
A teammate gains 30 HP.

-20 AP



HEALING CIRCLE – Advanced Power
All team members, other than the healer, gain 15 HP.

-30 AP



PRAYER – Advanced Power
During an exam, the healer has access to his/her notes.

-30 AP



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Sentences

If you lose all your **HP** and fall in battle, you'll receive a random sentence or task that you must complete. For example...

You reached 0 HP! Work hard to be positive, stay on track, and get your work done on time! Strive to turn in your next assignment early!



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Making Your Team

Make sure your team has at least one Warrior, one Mage and one Healer so you can help each other succeed!

Pro Tip: Choosing a collaborative power (one that helps your team) is a great way to earn **extra XP** and level up faster!