



Rules Summary: 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...

+2 XP	Mini Badge- You helped a classmate with a quick question
+2 XP	Mini Badge- You bring a flashdrive to use for class within the first week of school
+2 XP	Earn a 100% on an assignment the teacher says is valid for this badge. Teacher will tell you all ahead of time.
+4 XP	Mini Badge- Helped a classmate understand what we were doing because they were absent
+4 XP	Mini Badge- Bring in food or snacks for classmates
+5 XP	Mini Badge- Ask another student for help on a project.
+5 XP	Mini Badge- Career Mode
+5 XP	Mini Badge- Earned by being the most productive in class and not wasting time (nominated by teacher)
+5 XP	Mini Badge- Make a clever reference to another movie/game/comic in a game you create.
+5 XP	Mini Badge- Awarded to a student who was previously behind on work but got completely caught up and finished the current assignment early.
+5 XP	Mini Badge- Welcome to class! Awarded once you complete your first assignment.
+10 XP	Mini Badge- Add coding to an assignment where it is not required (awarded 1 time the first time you add code)
+10 XP	Mini Badge- Earned by working hard on programming errors- even if you did not get them all corrected
+10 XP	Mini Badge- You assist the teacher or another classmate
+10 XP	Mini Badge- Get a 100% on the first three assignments of a marketing period
+10 XP	Mini Badge- Rewarded at the end of class to the person that causes the least disruption, wasn't loud, and stayed focused. Will be certain days throughout the year
+10 XP	Side Quests- Earn at least 10 badges (start badges do not count)
+10 XP	Side Quests- Go to all three NGT workshops!
+10 XP	Leader Badge- Complete a game that uses advanced coding.
+10 XP	Leader Badge- Awarded when you complete your first game with a medium amount of coding.
+10 XP	Leader Badge- Earned through hard work- nominated by teacher.
+10 XP	Leader Badge- Great creativity on a game build or art assignment. One per period when awarded.
+10 XP	Leader Badge- Video Master! create a video for one of your weekly assignments.
+10 XP	You presented your weekly project!
+12 XP	Side Quests- Complete more than one recommended assignment for the week
+12 XP	Leader Badge- You burst out into song and do some karaoke for the class to enjoy
+15 XP	Side Quests- Go above and beyond and add several extra levels and/or features to a current or past game build you did



Rules Summary: Game and Simulation

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 their 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

Get a snack from Dr. Kirk's secret food stash when it is replenished.

-15 AP**PROTECT 2** – Intermediate Power

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

-15 AP**AMBUSH** – Intermediate Power

The warrior can hand in an assignment one day later with no late points.

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

The warrior gets a hint on one Boss Battle question.

-20 AP**PROTECT 3** – Advanced Power

The warrior can take up to 30 damage instead of their 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 without late points.

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

During a boss battle the player can use Google on 1 question.

-25 AP



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 seats with any other classmate one time- does not apply to those with assigned seats.

-5 AP

**INVISIBILITY** – Basic Power

The mage can leave the classroom for up to 4 min. to make a phone call/text once per week.

-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 (you will get to look at the exam the final 8 min of class before exam day).

-35 AP

**FOUNTAIN OF MANA** – Advanced Power

A teammate, who isn't a mage, replenishes all of their AP.

-40 AP

**CLAIRVOYANCE** – Advanced Power

During a boss battle the player can use Google on 1 question.

-40 AP

**MAGE CIRCLE** – Advanced Power

All team members gain an extra 8 min to beat an exam. (you will get to look at the exam the final 8 min of class before exam day).

-40 AP





Rules Summary: Game and Simulation

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 choose to sit in the beanbag for the period.

-15 AP**ARDENT FAITH** – Basic Power

During an exam, the healer can ask a friend if an answer is correct or not (to one question only).

-10 AP**HEAL 2** – Intermediate Power

A teammate gains 20 HP.

-20 AP**FAVOR OF THE GODS** – Intermediate Power

The healer can step outside to make a call twice per semester.

-20 AP**REVIVE** – Intermediate Power

When a teammate (not including the healer) falls to 0 HP, they avoid all penalties and come 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 a boss battle the player can use Google on 1 question.

-30 AP



Rules Summary: Game and Simulation



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!



Balancing 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!

GP – Gold Pieces

Gold Pieces are special rewards that you can receive when you go above and beyond as a student. They allow you to customize how your character looks with cool equipment. You gain **GP** in a few different ways: for leveling up, training pets, from parents (via the parent app) for demonstrating good behavior at home, and from your teacher (when they upgrade to Premium) for doing things like...

+10 GP *Stay in seat and work until the bell rings consistently (don't line up by door several minutes before bell rings).*

+10 GP *Positive role model for other students!*

+10 GP *Helped the teacher in some way!*

+10 GP *Started a professional LinkedIn account!*

+10 GP *Helped keep another student on track when they were getting distracted!*

+25 GP *Handing in an assignment early AND it still be A quality work!*

+25 GP *Help a classmate who has fallen behind get caught up!*

+50 GP *Helping another student catch up from being absent*