

CLASS CRAFT



STUDENT MANUAL

TABLE OF CONTENTS

Introduction	3
Game Rules	4
Character Classes	4
Game Mechanics	4
Powers	6
Death	10
Hero Pact	11
Events.....	11
Getting Started.....	12
Choosing A Character Class	12
Preparing for the Launch.....	16
Team Strategy.....	17
Creating the Initial Team Strategy	17
Developing a Strategy	19
Establishing a Personal Strategy	19
Mastering Critical Situations.....	21
Problem #1	22
Problem #2.....	23
Problem #3	24
Problem #4	26
Tips and Tricks	27
Frequently Asked Questions	29

INTRODUCTION

Classcraft is a role-playing game designed to be played in classrooms. Each student takes on the role of a character and works to gain special powers. One of the game's main objectives is to boost your motivation to study and participate in class by making your education more entertaining. To get the most out of Classcraft, players must develop a strategy for themselves and for the team they belong to. Classcraft is most beneficial when players master all the different characteristics of the game.

These tutorials were created to guide students in creating the best Classcraft strategies. There are text-based tutorials, and we also created video tutorials to demonstrate some gameplay elements. These tutorials will help you become ace Classcrafts players, which means you'll have more fun.

GAME RULES



CHARACTER CLASSES

In Classcraft, each player chooses a character class. Each character class has its own powers that allow players to progress in the game. The three classes are Healer, Mage and Warrior. As the name suggests, Healers perform healing functions in the game. When a team member loses life points, Healers can use different powers to restore life points to that player. Healers may also use these powers on themselves. Mages are the game's energy suppliers, so they provide action points. Mages use their powers to give other players the action points they need to use their powers. Lastly, Warriors are the game's protectors. When a team member is about to lose life points, Warriors can use protective powers to absorb the damage on behalf of the player, while simultaneously neutralizing part of the damage so that Warriors lose fewer life points. The purpose of having several character classes is to promote teamwork. The most efficient way to progress in the game is as a team, since a lone player cannot have access to all the powers available.

GAME MECHANICS

Classcraft has several game mechanics that make the game both interesting and fun. Firstly, all players have life points (HP). As long as you still have at least one life point left, you can avoid certain consequences. Players lose life points when they engage in negative behavior. Below is a list of behaviors that can result in losing life points.

BEHAVIOR	HP
Arriving late to class	10
Disturbing the class	5
Arguing with the Gamemaster	10
Having a negative attitude, lacking motivation or slacking off in class	20
Incomplete homework	30
Per point below a 60% score on a test	5

You only have a certain amount of life points, depending on whether you chose to be a Healer, Mage or Warrior.

All players also have action points (AP). Action points allow you to use certain powers. For example, if a Healer wants to use the “Heal 1” power, it will cost them 15 action points. When you don’t have any more action points left, you cannot use your powers. As with life points, each player starts with a maximum quantity of action points, and this maximum depends on whether they chose to be a Healer, Mage or Warrior.

In addition to life and action points, players have experience points (XP) as well. Experience points determine a player’s progression in the game. The more experience points you earn, the further you progress in the game and gain access to more powers. To earn experience points, players must engage in positive behavior. Here is the list of behaviors that earn experience points.

BEHAVIOR	XP
Finding a mistake in the class notes	50
Per point above a 70% score on a test	20
Correctly answering a question in class	60
Helping another student with their classwork	75
Helping another player by using your powers	5 AP
Having a positive attitude and working hard in class	100

Experience points are tied to game levels. Gaining levels marks a player's progression in the game, but it is also by leveling up that players' powers become stronger. When the game begins, everyone starts at Level 1. To level up, you must earn 1,000 experience points at each level. As you level up throughout the year, you earn power points. With power points, you can purchase powers. Each game level gives you 1 power point, and the cost of each power depends on its rank in the "power tree." Powers in the first tier of the power tree cost 1 power point, while those of the second and third tiers cost 2 and 3 points respectively.

The only way to earn life points (HP) is by using powers. All players earn 4 action points (AP) per day, even when there is no class.

POWERS

Powers are one of Classcraft's most important elements. They represent the privileges that you earn as you progress in the game. Some are cooperative, like the Healer's "Heal" power, which helps other team members. Other powers benefit you individually. For example, Healers can gain 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 them 2 minutes to leave the classroom to pick up material, get a drink of water and so forth.

When the game starts, you do not have all the power points you need. You must level up to earn power points (PP) and purchase more powers. Once a power has been purchased, it belongs to you for good, but using it means spending action points (AP). Here is a list of the powers available to each character class:



MAGE POWER TREE

MAX HP: 30 / MAX AP: 50

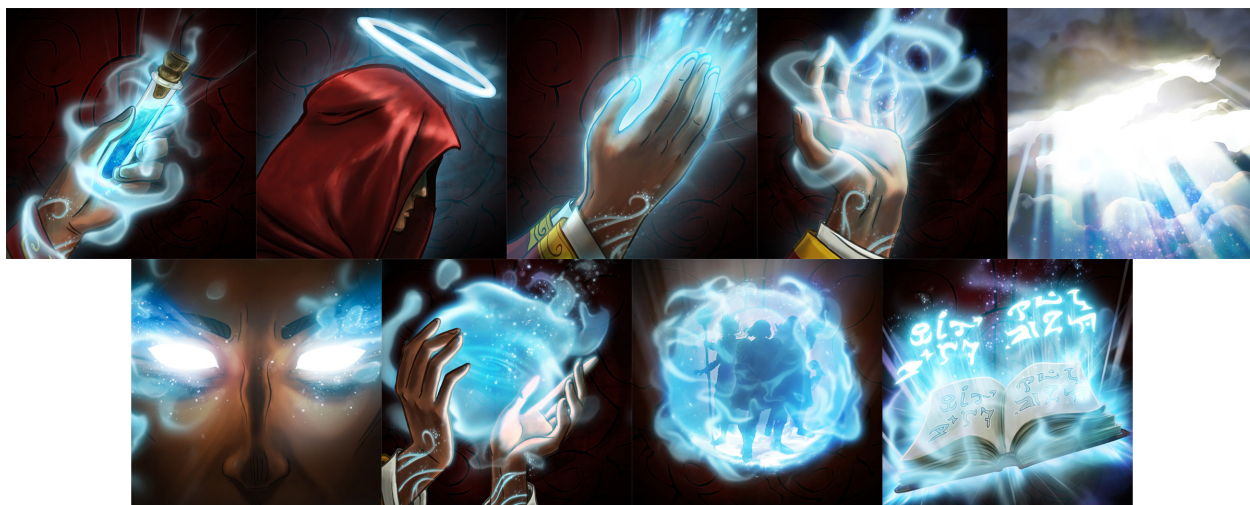
POWER	TIER (PP)	ACTION POINTS	DESCRIPTION	PRE-REQUISITE POWERS
Mana Transfer	1	35	All team members, except Mages, gain 7 AP	
Teleport	1	5	The Mage can leave the classroom for up to 2 minutes	
Invisibility	1	10	The Mage can be late for class (maximum 2 minutes)	
Mana Shield	2	3 x Damage	The Mage can transfer damage to their AP at a cost of 3 AP per HP prevented	Mana Transfer
Cheat Death	2	15	A dead team member (other than the Mage) can roll the death dice again, but must accept the new outcome	Teleport
Time Warp	2	35	The Mage gets an extra 8 minutes to finish an exam	Teleport and Invisibility
Fountain of Mana	3	40	A team member, who isn't a Mage, replenishes all of their AP	Mana Shield
Clairvoyance	3	40	All team members get a hint on an exam question	Cheat Death and Mana Shield
Mage Circle	3	80 (40 x 2)	When two Mages use this power at the same time, all team members get an extra 8 minutes to finish an exam	Time Warp



WARRIOR POWER TREE

MAX HP: 80 / MAX AP: 30

POWER	TIER (PP)	ACTION POINTS	DESCRIPTION	PRE-REQUISITE POWERS
Protect 1	1	10	The Warrior takes up to 10 damage points instead of their team member, and receives only 80% of the initial damage	
First Aid	1	10	The Warrior gains 1 HP/level, for a maximum of 5 HP	
Hunting	1	5	The Warrior can eat in class	
Protect 2	2	15	The Warrior takes up to 20 damage points instead of their team member, and receives only 65% of the initial damage	Protect 1
Ambush	2	20	The Warrior can hand in an assignment one day later	Protect 1 and First Aid
Counter Attack	2	20	The Warrior gets a hint on an exam question	Hunting
Protect 3	3	20	The Warrior takes up to 30 damage points instead of their team member, and receives only 50% of the initial damage	Protect 2
Frontal Assault	3	60 (30 x 2)	When two Warriors use this power at the same time, all team members can hand in an assignment one day later	Counter Attack
Secret Weapon	3	25	During an exam, the Warrior can use a cheat sheet provided by the Gamemaster	Ambush and Counter Attack



HEALER POWER TREE

MAX HP: 50 / MAX AP: 35

POWER	TIER (PP)	ACTION POINTS	DESCRIPTION	PRE-REQUISITE POWERS
Heal 1	1	15	A team member gains 10 HP	
Sainthood	1	5	The Healer can open or close a window	
Ardent Faith	1	10	During an exam, the Healer can ask the Gamemaster if their answer to a question is correct	
Heal 2	2	20	A team member gains 20 HP	Heal 1
Favor of the Gods	2	20	The Healer can listen to their iPod while doing classwork	Sainthood
Revive	2	25	When a team member, except for the Healer, falls to 0 HP, they avoid all penalties and come back to life with 1 HP	Ardent Faith
Heal 3	3	20	A team member gains 30 HP	Heal 2
Healing Circle	3	30	All team members gain 15 HP	Heal 2
Prayer	3	30	During an exam, the Healer can use their notes	Revive and Favor of the Gods



DEATH

When a player loses all their life points, they die and must roll the death dice. The death dice contains 6 consequences that the player is forced to roll for and receive. Here are the 6 consequences of the death dice:

- Nothing
- Saturday-morning detention
- Copying a text (usually 5 pages long)
- 10 minutes docked off the next test
- 5 minutes docked off the next test
- Hand in the next paper 1 day earlier than the deadline

If they have the right power and choose to use it, a team member can save another player who has no life points. If no one saves a player with no life points, the player must roll the death dice. Once this is done, the player is returned to life, but with only 1 life point. Plus, all their team members lose 10 life points, and if one of the team members dies as a result of this penalty, the rest of the team loses an additional 10 life points, and so on. That said, the same player

cannot die twice as a result of the same original death. The purpose of this consequence is to encourage you to help each other so that no one will die.

HERO PACT

The Hero Pact represents a player's commitment to play Classcraft until a given course ends. You cannot play Classcraft unless you sign the pact, and you cannot stop playing once the pact is signed. In signing the Hero Pact, you recognize the authority of the Gamemaster and cannot contest their decisions. You must also accept any changes the Gamemaster might make to the game rules, even if you are not happy with them. To get the most out of Classcraft, you should sign the Hero Pact when a game starts at the beginning of the term. However, you can still sign it anytime during the term.



EVENTS

Different kinds of events occur at the beginning of each class. Some are beneficial, like the “Healing” event, which gives each player 5 life points. Others are unfortunate, like the “Feeble” event, where everyone loses twice as many life points during the period. There are also events that occur outside the actual game. For example, the “Thirst of the Healers” event lets Healers 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 experience points. The events make the game more fun. There are an equal number of beneficial and unfortunate events, and everyone has to live with the consequences, even the Gamemaster.

GETTING STARTED

Now that you've read the game rules, you have a good grasp of Classcraft. To make sure everyone is on the same page, your teacher/Gamemaster will explain Classcraft over two classes. Your Gamemaster will start the game by the end of the second class to show you what the game looks like and how it works. During these two introductory classes, your Gamemaster will ask you to sign the Hero Pact. Remember that you are not obligated to play Classcraft, but it will make your term more fun. If you sign the Hero Pact, you will become an official Classcraft player, and you cannot stop playing the game until your course ends.

CHOOSING A CHARACTER CLASS

Between the two introductory classes, you should carefully assess the three character classes and choose which you would like to play. You only have until the end of the second class to make your decision. To help you decide, read the game rules to see which powers are available to each class, and to determine which powers interest you the most. Because there is a risk of dying in the game, you should ask yourself if you are likely to lose a lot of life points. Take this into consideration when choosing your class. To help, here are more detailed descriptions of each character class:



The Healer: As the name suggests, the Healer heals. When a team member loses life points, the Healer can use their healing powers to restore them. Healers can also use these powers on themselves. The “Revive” power is the Healer’s most significant power, since it can save other players from death, and reduce the amount of damages caused by a team member’s death. Healers can also use the “Prayer” power, which gives them permission to use their notes during an exam. The Healer can acquire a maximum of 50 life points and 35 action points, giving them an edge on strength and survival. While the “Prayer” power will help Healers individually, this character class is inherently cooperative, and their team members will likely call upon them to use the “Revive” power during the game.



The Mage: The Mage supplies energy. When a player needs more action points to use a power, Mages can supply the extra AP they need. Mages are the strongest class in terms of power because they can acquire a maximum of 50 action points. They can use powers like the “Fountain of Mana,” which lets them give action points to another team member, or the “Mage Circle,” which gives all team members 8 extra minutes to finish an exam. That said, Mages are also more at risk of dying since they can only acquire a maximum of 30 life points. The Mage class is recommended only to players who are confident in their ability to survive on just 30 life points. Mages have several power tree paths, but you would ideally strive for one of the three powers in the third tier: “Fountain of Mana,” “Clairvoyance” or “Mage Circle.”



The Warrior: The Warrior protects. When a team member is about to lose life points, the Warrior can use different protection powers to absorb the damage themselves, at the same time neutralizing the attack so that the Warrior only suffers part of the damage. These powers can save a team member from death and spare the other team members from the damages caused by death. If you think you might be at risk of losing a lot of life points, the Warrior class is an ideal choice because they can acquire a maximum of 80 life points, and can even heal themselves using the “First Aid” power. However, because they can only acquire a maximum of 30 action points, Warriors don’t have very strong powers and can’t use them very often. During exams, Warriors can use the “Secret Weapon” power, which lets them have a cheat sheet provided by the Gamemaster. Choosing the Warrior class means having access to cooperative, protective and individual powers.

Take the time to mull over each character class, because once you make your final choice, you can't go back. Before you decide, you'll have to discuss your preference with the team.

The Gamemaster chooses teams of between five and seven students. The goal of creating teams is to make sure the game remains challenging, while also encouraging teamwork between players.

Only the Gamemaster can create teams to make sure each group is balanced and evenly distributed. During the second introductory class, the Gamemaster will tell you what the teams are and ask you to choose your character classes. Even if you have a certain preferences, it might conflict with what's best for the team, so be prepared to compromise.

PREPARING FOR THE LAUNCH

Before the game can begin, the Gamemaster will need you to complete certain tasks during the second introductory class. To prepare yourself, here's what to think about before the next class:

- **Choosing a team name:** Each team needs a team name. It'll give you a sense of belonging, but more importantly, it'll give you a clearly identifiable game handle. If your team wants to monitor its progress in the game, for example, it will be easier to do with a unique name you chose rather than a default setting like "Team #1."
- **Give your email address to the teacher:** Make sure you give your email address to the teacher. Once your teacher has entered your email into the game, a member of the Classcraft team will contact you to give you access to the game online.
- **Choose a character class:** It's also during the second introductory class that you need to tell your teacher which character class you've chosen, so take the time to mull it over before class begins.
- **Choose your first power:** You also have to choose your first power, since each player starts the game with a tier-one power.

These choices should reflect the needs of the team. This means that during the second introductory class, your new team must also establish a team strategy.

TEAM STRATEGY

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 critical consequences, like having to save a team member from death. Although you could also get unlucky with the events, which can deplete your life points, a good strategy is what ultimately helps the team progress in the game.

CREATING THE INITIAL TEAM STRATEGY

After you have analysed the character classes and have prepared yourself for the launch of the game, you finally find yourself in the second introductory class where the Gamemaster will divulge the teams for the first time. Then, the Gamemaster will then ask the teams to regroup and discuss tactics. This is when your team will set priorities and lay down a strategy that will last for the entire term.

- **Choosing a character class:** Before talking strategy, each team has to determine each team member's character class. There are many things to consider: do you want the most balanced formula (e.g. 2 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 class they prefer, make sure your strategy reflects what the team members want to play as much as possible. If the team can't come up with a formula that follows the golden rule, some team members may have to select another character class.
- **Choosing your role:** Once you've chosen your character classes, you must determine your roles on the team. A player's role reflects what they contribute to the team. Conventionally, healers become Healers, energy providers become Mages, and protectors become Warriors. However, the Mage and the Warrior can both divert damage via the "Clairvoyance" and "Mage Circle" powers of the Mage, and the

“Frontal Assault” power of the Warrior. Plus, the Healer can access the “Revive” power. Each character class has two roles to choose from. If you do well in the game, you can eventually play both roles, but at the beginning of the game, you can only choose one. Here are the two roles each character class can play:

CLASS	ROLE	FOCUS
Mage	Mana Provider	Uses Mana powers to help the team’s AP
Mage	Damage	Uses powers that help the team avoid damage
Warrior	Protector	Uses powers that offer protection from damage
Warrior	Damage	Uses powers that help the team avoid damage
Healer	Healer	Uses healing powers
Healer	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, make one of them a healer and the other a reviver at the start of the game. One of the two could later try to play both roles. It isn’t mandatory to determine your role during the second introductory class, but we recommend it because the choice of roles sometimes affects the choice of character classes. That said, it makes choosing your first power much easier.

- **Choosing your first power:** On top of choosing your character class, you must also choose a power from the first tier of your class’s power tree. This decision is usually made after team has discussed strategy and determined the roles each player will take on. So, if a Healer plays the role of healer, they should choose the “Heal 1” power. That said, if a Healer plays the role of healer but wants to acquire the “Revive” power, they could start the game with either “Heal 1” or “Ardent Faith.” Choosing your first power depends on the needs of your team. If your team wants a reviver as soon as possible, start with “Ardent Faith.” Ideally, most team members will start with a cooperative power. This will make survival easier since someone will always be on-hand to save a team member from death. Consider these things when choosing your first power.

DEVELOPING A STRATEGY

By the time the introductory classes are over, your team strategy should be all set. Your goal is to progress as quickly as possible in Classcraft. Here are some things to consider in developing your strategy.

- **Choosing cooperative powers:** Now that you've chosen your classes and roles, you need to decide which path you want to follow in the power tree to eventually acquire cooperative powers. This will depend a lot on the role you play in your team. As a Healer who heals, for example, you inherently acquire cooperative powers. However, as a Healer who revives, you'll have to decide what to do after acquiring the "Revive" power. Will you become a healer or will you instead go the individual route to acquire the "Prayer" power. On the other hand, Mages can absorb damage, but will they aim for "Clairvoyance" or "Mage Circle?" You must consider these decisions individually and as a team, because this choice affects both. Some powers, like the "Mage Circle," must be executed by two players. So the team would have to make sure its two Mages are trying to acquire that power.
- **Choosing a team captain:** If a team member dies or when several players lose life points, the team should get together to discuss which powers to use to solve the problem. That said, clashing ideas can make it difficult to reach a consensus. That's why we recommend choosing a team captain who will have the last word on these decisions. This lets the whole team take action and move forward quickly. The team captain should be someone who's mastered the game rules and mechanics, making their decisions most effective during critical situations. It is not mandatory to choose a team captain, or, alternatively, you could even have two. Whatever suits your team best!

ESTABLISHING A PERSONAL STRATEGY

Now the game can actually begin! At this point, your team strategy is mapped out, so you can start thinking about yourself. Classcraft has a bunch of features that benefit individual players, and not just the group. That's why you need to develop an individual strategy for your own

game progress, and also to do well in school since Classcraft is designed to help you succeed academically.

- **Aim for one or more individual powers:** To develop a personal strategy, you must have an overarching goal. Your personal objective should be to gain access to individual powers. Some of them are special privileges, like the Mage's "Teleport" power, which lets them leave the classroom for 2 minutes. Other powers benefit your studies, like the Healer's "Prayer" power, the Mage's "Time Warp," or the Warrior's "Secret Weapon." Each class has its own individual powers. Some are easy to obtain, while others, like third-tier powers, demand a lot of perseverance. Start by aiming for one power that's easy to attain, and if you have the chance, try getting a stronger individual power. Always remember your role on the team. If you're a healing Healer, forget the "Prayer" power. If you're a Healer who revives, go for it as long as your team agrees.
- **Score as many experience points as you can:** To acquire your powers, you have to gain power points, and to gain power points, you have to gain experience points. It might seem easy to attain a certain individual power, but you have to remember that you're part of a team. If a Warrior plays the role of protector, but still wants the "Counter Attack" power, the team might need their Warrior to acquire "Protect 2" first. So the Warrior would have to earn additional power points to acquire "Counter Attack." The point is to earn as many experience points as possible to get the powers you want. So take advantage of all the situations that allow you to gain experience points. Here is a list of what will help you earn experience points:
 - Work hard on your assignments and study harder for tests to get high scores on both.
 - Participate in class, answer questions and be attentive. Finding errors in your teacher's notes can also pay off.

- Help your classmates with their classwork. If there is a forum where students can ask questions about classwork, you will gain experience points if you answer correctly before the teacher does.
- Work hard during study periods. This won't just help you gain experience points, it'll guarantee that you get good test marks, which will earn you even more XP.
- Cooperative powers also give you experience points. If a player needs your help or if you have reached your maximum number of action points, use a power.
- **Lose as few life points as possible:** To gain experience points, avoid losing life points. A 5-minute penalty on a test may prevent you from getting a good grade and from gaining more experience points. In Classcraft, you only get penalties when you die, and you only die when you lose all your life points. So to avoid penalties, avoid losing life points. Here are some of the things that can make you lose life points:
 - Being late for class.
 - Disturbing the teacher in class.
 - Arguing with the teacher/Gamemaster over a decision they've made concerning Classcraft.
 - Incomplete or late assignments.
 - Getting a failing grade on assignments or tests.

MASTERING CRITICAL SITUATIONS

Even with a solid team strategy, you could still face critical situations that cause a lot of damage to one or more team members, or cause one of them to die. This can happen during the events at the beginning of each class, or when test scores are entered in to the game. If your team strategy holds up, you'll be able to resolve these problems in no time. That said, of all the possible solutions to a problem, there is often one that is better than the others, and knowing which one can be a challenge. For example, to heal the team after test scores have been entered, should you use "Heal 3" or "Heal All?" Should a player be saved using the "Revive" or

“Protect” power? There is no simple answer, and it always depends on the circumstances. However, it is possible to master these critical situations. Using certain common examples, we’ve explained the best solution to each problem below.

PROBLEM #1

A team member dies and must be saved from having to roll the death dice.

Two options are available: use “Revive” or “Protect.” If you only have access to one of these powers, the choice is simple, because letting a player die is the worst thing to do since everyone else loses 10 life points. If both powers are available, you must carefully consider the decision.

- **Scenario #1:**

Amount of damage to prevent: 30 HP

Powers available: “Revive” and “Protect 1”

Solution: It’s better to use “Revive” because it doesn’t sacrifice any life points. “Protect 1,” would cost the Warrior 24 life points.

- **Scenario #2:**

Amount of damage to prevent: 100 HP

Powers available: “Revive” and “Protect 3”

Solution: It’s better to use “Revive” even if the team also has access to “Protect 3,” because it’ll save the player, regardless of the number of damage points. “Revive” costs fewer actions and life points than “Protect 3.”

- **Scenario #3:**

Amount of damage to prevent: 30 HP

Powers available: “Revive” and “Protect 3”

Solution: “Protect 3” is best because “Revive” costs a lot of action points and cannot be used very often. You should only use “Revive” when there is a significant advantage. In this case, “Protect 3” has a lower AP cost and the Warrior will only have to sacrifice 15 life points.

- **Conclusion:** “Revive” is generally the wisest choice because there is no loss of life points and it is guaranteed to save the player in just one use. However, “Revive’s” high AP cost means that “Protect” should be used if it’ll produce the same results. Generally, “Protect” is best when it can save the player from death in just one use, as in scenario #3.

PROBLEM #2

The team is low on action points and can’t use their powers, so they ask the Mage to solve the problem.

This situation comes up frequently because action points are quickly and easily spent. The Mage can use two powers in this situation: “Mana Transfer” and “Fountain of Mana.” If all you have is “Mana Transfer,” the choice is simple, but if you have both, you have to consider your options.

- **Scenario #1:**

Objective: For the Healer to use “Heal All”

Number of Healers who heal: 1

Solution: Using “Fountain of Mana” is best because this power allows one player to acquire their maximum action points, no matter how many action points they start with. The Healer can first use their remaining action points to execute a weaker power, and after the Mage has used “Fountain of Mana,” the Healer can then use “Heal All,” for a double healing.

- **Scenario #2:**

Objective: For the Healers to use “Heal 1” and “Heal 2”

Number of Healers who heal: 3

Solution: In this case, the “Mana Transfer” power is best because there are three Healers who heal, and “Fountain of Mana” would only allow one Healer to use “Heal 1” and “Heal 2” once before running out of action points. However, if you only have one Mage with “Mana Transfer,” make sure that the three Healers need less than 7

more action points to use their powers. If this isn't the case, "Fountain of Mana" becomes the better option.

- **Scenario #3:**

Objective: For the Warriors to use "Protect 3"

Number of protector Warriors: 2

Solution: This scenario is more difficult to manage because there are more elements to consider, like the number of Mages who can help, and the number of action points needed before the two Warriors can use their powers. It's generally recommended to use "Mana Transfer" in such a case, since it increases the Warriors' action points as well as those of the other team members, which may then allow the Healers to heal the Warriors. You must be sure that the "Mana Transfer" will allow the Warriors to use their powers. If this is not the case, "Fountain of Mana" becomes the better option.

- **Conclusion:** "Fountain of Mana" lets you give action points to a single player, while "Mana Transfer" lets you give them to several players. In a more complex scenario, like #3, "Mana Transfer" will likely be the most useful, but you still need to make sure all the team members will benefit from the extra action points.

PROBLEM #3

The team members are short on life points and ask the Healer to solve the problem.

This problem appears quite simple, but it isn't always easy to know which healing powers to use, since the Healer who heals can have up to four different healing powers, which provides more options. Here's what to consider.

- **Scenario #1:**

Number of players to heal: 1

Powers available: "Heal 1" and "Heal 2"

Solution: Even if the "Heal 1" power costs fewer action points, it's better to use "Heal 2" because it provides twice the life points and only costs 5 more action points than "Heal 1."

- **Scenario #2:**

Number of players to heal: 3

Powers available: “Heal 3” and “Heal All”

Solution: “Heal All” is the power to use because it has the best HP/AP ratio, which is 15 life points to all team members at a cost of only 35 action points. Even though “Heal 3” restores more life points, using it to heal 3 players will cost 60 action points, forcing the Healer to call on the Mages for help and making the team spend more action points overall.

- **Scenario #3:**

Number of players to heal: 2

Powers available: “Heal 3” and “Heal All”

Solution: This situation is complex because you have to consider the number of Healers who can help, and also the whole team’s life points situation. It’s generally recommended to use “Heal All” in this case, since it restores life points to those in need and to all the other team members. This would allow the Warriors to protect those with fewer life points later in the game. You do have to make sure that healing would benefit the rest of the team. If other players already have all their life points, “Heal 3” is a better option since it uses fewer life points.

- **Conclusion:** When you’re only healing a single player, it is always best to use the strongest healing power—“Heal 3” if the Healer has that power, or “Heal 2,”—because they have a better HP/AP ratio. “Heal All” is usually the best option when you have several players to heal, since it restores the whole team’s life points. In a more complex situation, like Scenario #3, “Heal 3” could also be ideal, depending on whether you have the whole team to heal or if you have to give the most life points to the players who need healing.

PROBLEM #4

Exam scores often cause several players to lose life points at the same time, and then the team is looking for a solution.

This is a more complex and widespread problem, which requires you to truly master critical situations. The earlier problems helped you learn some tricks, but now you have to learn when to apply this knowledge. There are several considerations.

- **Are any players dead?** If so, you must do everything you can to save them to avoid having each team member lose 10 life points. Generally, “Revive” is the best option, even if it would also be possible to save them using “Protect.” Given that several players have lost life points, you might ask the Warriors to protect the players who are not dead, but who only have a few life points left. As such, you’ll need to make sure that the Warriors have enough action points to help the team members. A Healer might also decide to save their action points for healing rather than reviving, especially if they have “Heal All.” We only recommend saving a player using “Protect” if it benefits the whole team or if “Revive” is not available.
- **Do any players need healing?** If so, the optimal healing power is “Heal All,” since the entire team gains 15 life points. If no one on the team has “Heal All,” ask the Warriors to absorb the damage by using “Protect.” This means that only the Warriors will need to be healed with either “Heal 3” or “Heal 2.” If the Healers’ powers don’t cut it, the Warriors can still use “First Aid” to complete the healing process.
- **Do any players need more action points?** If so, ask the Mages to solve the problem. The best power to use is generally “Mana Transfer,” especially if more than one Mage can use this power. Using “Mana Transfer” allows the Healers to heal again and lets the Warriors protect everyone against larger amounts of damage. However, “Fountain of Mana” could also work, since it allows one player to use a stronger power. For example, a single use of “Heal All” might solve the problem, so “Fountain of Mana” should be used on the Healer in this situation to allow them to use “Heal All.”

TIPS AND TRICKS

- **Choose a cooperative power as a first power.** If most or all team members start the game with a cooperative power, they will give themselves an advantage because they'll be better equipped to avoid deaths. Plus, using a cooperative power lets team members gain experience points, making 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 because of their low maximum life points. However, the Mage has access to the strongest powers in the game, so they'll be an asset to any team.
- **Monitor your life points.** If you have only a few life points left, avoid doing anything that might make you lose points. You can also ask a Healer to help so you can avoid death.
- **Monitor your action points.** If your action points are at the maximum level, you should use at least one of your powers. Otherwise, you won't be able to take advantage of any events that could give you additional action points.
- **Warriors have the "Protect" power.** Many players think protection powers aren't as useful as healing powers, but this isn't true. The "Protect" power lets you rescue a player from death, but no healing power can do that. Plus, using "Protect" means fewer damage points, making 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, they only gain experience points when they use them cooperatively. If there are two Healers on your team, the best strategy is to heal each other so that you can gain experience points and restore your life points.
- **Mages should use the "Mana Shield" in critical situations.** This will help Healers and Warriors do their job, and they can 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 action points 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 action points a player starts the game with, their maximum doesn’t change. Before using “Fountain of Mana,” make sure that the player you are using it on has spent as many action points as possible, ideally by using cooperative powers, so that they’ll get the most out of the “Fountain of Mana.”
- **If you can help your team avoid damages, check your action points first.** The damage-absorbing powers are very expensive, and if you know you are going to need them for an upcoming exam, for example, it is best to save up your action points ahead of time to make sure you can use them during the exam.
- **Make sure the revivers stay alive.** Since these players have the primary role of saving other players from death, make sure they have as many life points as possible, because if some players die when exam scores come in, revivers need life points to revive them.

FREQUENTLY ASKED QUESTIONS

How do the power trees work for each character class? What do the arrows mean?

A: The power tree for each character class is divided into three parts. The powers in the first tier cost 1 power point; the powers in the second and third tiers cost 2 and 3 power points respectively. The arrows connect certain powers to others. These arrows mean you can only access certain powers after you've purchased other powers first. For example, in the Healer's power tree, you need to have acquired the "Heal 1" power before you can access "Heal 2." Because an arrow connects the two, you will need 3 power points to purchase "Heal 2." That's 1 point for "Heal 1" and 2 points for "Heal 2." In another example, 1 arrow connects the "Prayer" power to the "Revive" power, and another to the "Favor of the gods" power. This means that you must purchase these two before having access to the "Prayer" power, for a total of 3 power points to purchase the "Prayer" power.

Does the maximum amount of life and action points increase when players level up?

A: No, because if players had access to more life and action points by leveling up, the game would become too easy since the risk of dying would go down considerably. Earning new powers and more power points are the real rewards of leveling up.

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

A: Yes and no. In theory, the game ends when you gain all the powers available to your character class. However, you must reach Level 18 to gain all those powers, making 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 death dice?

A: When a player dies and must roll the death dice, only 2 powers can save them: the Healer's "Revive" power and the Warrior's "Protect" power. If a team member uses one of these 2 powers, the player will avoid the death dice.

The Healer's "Heal" powers cannot rescue a player from the death dice. The "Heal" powers can only be used after a player has rolled the death dice or after they have been saved by "Revive" or "Protect." The Mage's "Cheat Death" also won't save a player from the death dice, but it allows the player to roll the dice a second time so they might suffer a lesser consequence.

Will there be events throughout the whole course?

A: 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 discouraging, like the "Welcome to the Jungle" event, which causes all the players on a randomly chosen team to lose 25 life points. Still, there are also lots of beneficial events, so don't get discouraged when you get an unfortunate one.