



THE GAUNTLET HANDBOOK

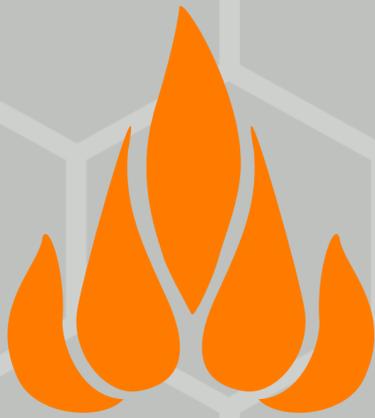
Your Adventure Awaits

Game Master VanZegeren



Characters

Which Character Are You?



WARRIOR

Defined by a focus on winning, rank, and direct peer-to-peer competition. Warriors like having higher scores on assignments than others and enjoy games where they can dominate their opponent. They are here to prove their skills.



ACHIEVER

Defined by a focus on attaining status & achieving preset goals quickly and/or completely. Achievers earn high grades, respect, & finish their work as efficiently as possible.



CONNECTOR

Defined by a focus on socializing & a drive to develop a network of friends and contacts. Connectors love to meet new people & form strong friendships. They like to see their friends have success & prefer to work in groups.



EXPLORER

Defined by a focus on exploring & a drive to discover the unknown. Explorers have the ability to find things that other people miss. They can look at something over & over again until they understand it 100%.

The Gauntlet

Player's Guide

1

GOLD

Gold can be earned in the following ways: your score on assignments, tests, quizzes, projects, & side quests. The amount of gold you collect will fluctuate depending on how much you spend or save. Gold is also used to buy treasure cards that give you special privileges in class.

2

TREASURE

Each treasure card holds a special privilege when you meet or exceed class expectations. They let you do things that are not normally allowed in class. You are only allowed to redeem one treasure card/day.

3

MARKET MONDAYS

Treasure cards can only be purchased on Market Mondays during independent work time. You may never access the Gauntlet Market at any other time. The Game Master will make you aware that the market is open. You may browse the items for sale at any time via the Gauntlet Market available online.

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LEVELS

This is a measure of how powerful a treasure card is. In order to buy a card during the class period, you must pay a certain amount of gold.

5

CLANS

Each class period is known as a clan. Your clan is your team. All individuals in a clan work together to become the highest ranking team.

6

CLAN POINTS

Points are earned for positive actions done in class. You will be able to see where your clan ranks among the other clans on a scoreboard. Your clan may lose points if you are going against the virtues established by the Game Master. Whichever clan has the most points at the end of each semester wins. Your clan wins "the Gauntlet" and a surprise!

Game Master

The Game Master holds dominion & power over all game rules, procedures, & privileges. At any given time, the Game Master has the right to make adjustments and changes as necessary. The game must be played in accordance with being a lady & a gentleman at West Michigan Aviation Academy. If the Game Master sees this expectation is not being met, players may lose game privileges.





Clan Points

WISDOM +10

Having good judgment and making smart decisions. Being aware of the effect it will have on others.

RANDOM ACTS OF KINDNESS

Doing something for someone else without being asked or told to do so. You did it on your own & it was thoughtful.

+150

RESPECT +25

Treat people, materials, & yourself properly. Having deep admiration for someone or something.

ENCOURAGEMENT +10

Giving someone support, confidence, or hope. Compliments & smiles can go a long way.

GRATITUDE +50

Being truly thankful for what you have and not complaining about what you don't have.

PERSEVERANCE +25

Steadfastness in doing something despite difficulty or delay in achieving success.

COMPASSION +50

Having sympathy & concern for the sufferings or misfortunes of others.

ACCOUNTABILITY +50

Taking responsibility for your own actions. Question others and explaining why they did or didn't do something.

SELF-CONTROL +100

Controlling your emotions, thoughts, words, & actions, especially in difficult situations.

COURAGE +50

Doing something that frightens you & being able to face a problem without running away.

INTEGRITY +100

Being honest & doing the right thing, even when nobody is watching.

FORGIVENESS +150

Even if someone did you wrong, you forgive them & don't hold it against him or her. You move on.

Any action that goes against these virtues will be double-negative points.

Frequently Asked Questions



1

HOW/WHEN CAN I PLAY A CARD?

To play a card, all you have to do is give it to the Game Master (Mrs. VanZ) during your class period. She will confirm that it can be played & collect it from you. Game Master always reserves the right to say you cannot play a card.

CAN I LOSE GOLD?

Yes, you can lose gold by failing to follow classroom expectations or by not adhering to the expectation of being ladies & gentlemen at West Michigan Aviation Academy. The amount lost is decided by the Game Master. You may be banned from accumulating gold temporarily or permanently if offenses persist.



2



3

CAN I TRADE TREASURE CARDS?

No. Treasure cards are not to be traded with anyone in your class or peers from another class. You get what you earn (and so do your friends!) Should you be caught trading cards, you will be banned from accumulating gold.

WHAT HAPPENS IF MY CLAN

WINS? At the end of each trimester, the Game Master will announce which clan wins The Gauntlet according to the highest number of clan points accumulated. This will involve a class party for either a full or half day during regular class time.



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