

WU WEI THE 10TH AGE

Wu Wei is a game based on the principles of Taoism. Students are rewarded with Chi points for the tasks they fulfill, and they use these Chi points to level up and cast spells. The **objective of the game** is to eliminate all the other teams or to be the first to unlock **The Dragon King**. *Winning the game is another way to be exempted from the Final Periodic Exam.*

Release 1.01

ELEMENTAL CLASS OVERVIEW

There are no points required to cast spells once they have been acquired. With every 10 points, players level up and receive the next spell. Then they can use the spell *once* throughout the entire year.

While spells are acquired individually, it is recommended that they are cast as a group. The following table details the individual spells and their effects. The true nature of the Level 4 spells will remain a mystery for now.

Element	Emblem	Class	Spells After being acquired, spells can only be used once for the entire year unless you receive the right bonuses.
WOOD	Green Dragon	Performer	Level 1: Protect – Team can't be attacked for one week (twice only) Level 2: Aura – Allow one member to reach level 3 without interference Level 3: Ensnare – Disable the level 3 spells of any opposing player Level 4: Summon – (Effect unknown)
FIRE	Red Phoenix	Artist	Level 1: Empathy – Shares chi points received with another group mate Level 2: Burn – The chi points you receive will be what other teams lose Level 3: Inferno – An opposing team won't receive chi points for 3 weeks Level 4: Armageddon – (Effect unknown)
EARTH	Yellow Dragon	Leader	Level 1: Exchange – Swap the elements of two members Level 2: Transmute – Combine the Chi points of two members to level up another Level 3: Transform – Bring all group mates to Level 3 Level 4: Evolve – (Effect unknown)
METAL	White Tiger	Strategist	Level 1: Defend – With 15 points stored, block against Fire attacks (twice only) Level 2: Fortify – With 15 points stored, block against Water attacks (twice only) Level 3: Shatter – With 25 points stored, break opposing Metal defenses Level 4: Rupture – (Effect unknown)
WATER	Blue Turtle	Thinker	Level 1: Vitalize – Double chi points of one member for one requirement Level 2: Break – Undo the Level 2 transmutations of an opposing group Level 3: Tempest – Bring all members of an opposing group down 1 level Level 4: Leviathan – (Effect unknown)

ALIGNMENT

Teams will be aligned towards either the Yin (cold, dark feminine energy) or the Yang (warm, bright masculine energy) by the different decisions they make. Aggressive and assisting decisions will shift teams to the side of the Yang, while defensive and constricting choices will side them with the Yin. The effect of the Level 4 spells will differ depending on your alignment. High Yang teams will be more offensive, while high Yin teams will be more defensive. However, the Dragon King will only reveal himself to those who do not fall into either extreme.

Yin



Yang

LEVEL 4 SPELLS

Players don't earn Level 4 spells in the same way as Levels 1 to 3. Special quests must be accomplished to unlock the most potent spells in the game. More on this towards the end of the 3rd Quarter.

CHI REWARDS

This is the essence of Wu Wei. The following table details the Chi which students will receive from the different tasks they perform in class. Keeping track of the points will be done through both teacher-monitoring and peer-monitoring. Also note that the Chi count resets with every quarter. It is required that individual players keep track of their Chi if they wish to stay in the game. You may devote a back page in your journal for this.

	WOOD	FIRE	EARTH	METAL	WATER
JOURNALS					
Daily entries by the end of the quarter	+1		+1	+1	+1
Excellent written entries (commentaries, reflections, insights)	+1	+1	+1	+1	+2
Well-designed and uniquely formatted journal (Fire can convert theirs to sketchbook)	+1	+2		+1	
LONG TEST					
Receive a 1.40 to 1.00	+2	+2	+2	+2	+2
Receive a 1.80 to 1.41	+1	+1	+1	+1	+1
RECITATION					
For every three recitations	+1	+1	+1	+1	+1
GROUP ACTIVITIES AND DISCUSSIONS					
Serve as Time Keeper	+1				
Serve as Motivator		+1			
Serve as Facilitator			+1		
Serve as Resource Retriever				+1	
Serve as Record Keeper					+1
GROUP ORAL PRESENTATIONS					
Creative and lively presentation	+1	+1			
Organized and clear format			+1	+1	
Well written and rehearsed presentation			+1		+1
Provide visual material	+1	+1			
Provide handouts and resources				+1	+1
GROUP WRITTEN REPORTS					
Well written, edited and consolidated reports			+1	+1	+1
Creative and well designed format	+1	+1			
Work was divided equally and responsibly			+1		
On time and clean submission	+1	+1	+1	+1	+1
CLASSROOM UPKEEP					
Keep the classroom clean and tidy (lose the chance for the Chi with three offenses)	+1			+1	
Post all SS2-related announcements (ie. blog updates, readings) in class			+1		
Beautify the room (related to an upcoming 2 nd quarter project)		+1			+1
MISCELLANEOUS					
Submit at least three days ahead of time (individual requirements, except journal)	+1	+1	+1	+1	+1
Always have your map and readings with you (lose the chance for Chi with three offenses)	+1	+1	+1	+1	+1

NOTE: You may use this table to keep track of your group's Chi points. Print it out and encircle the points you have received.