

THE CORNER CUP

CHAMPIONSHIP EDITION



One teacher. One screen. Six zones. Every student stays in the game.

What it is: A projected whole-class marble tournament. Students choose a live room zone, watch its marble race, and move through a rescue system until one zone remains.

What you need: A computer, projector or interactive display, enough room to identify six safe zones, and approximately 8-20 minutes.

What the game handles: Movement countdowns, race order, Cup scoring, elimination, rescue timing, championship results, and replay.

Scoring in one sentence: First place earns a Cup point. Last place leaves the board. The final surviving zone wins the tournament.

Created for classroom projection. No student accounts. No names. No printing.

1. SET UP THE ROOM

Before pressing Start, identify six safe places around the room. The game uses four corners plus two wall zones, but any six clearly separated areas can work.

ZONE	SYMBOL	ROOM LOCATION
PINK	O	Corner or marked area
TEAL	<>	Corner or marked area
GOLD	*	Corner or marked area
GREEN	^	Corner or marked area
PURPLE	#	Wall or marked area
ORANGE	H	Wall or marked area

Teacher setup checklist

- Open the HTML file in a modern browser.
- Project the screen and use fullscreen if helpful.
- Point out all six zones before starting.
- Tell students to walk, not run, during every move and rescue.
- Choose Quick Cup, Classic Cup, or Championship.
- Press Start. The game runs automatically.

Recommended room rule: Walk to a zone, stay inside its boundary, and keep pathways clear. The teacher may pause the game at any time.

Choose a mode

MODE	ESTIMATED TIME	CHOICE / RESCUE	SEASON CUP
Quick Cup	8-10 min	8 sec / 15 sec	6 points
Classic Cup	12-15 min	12 sec / 22 sec	8 points
Championship	15-20 min	15 sec / 30 sec	10 points

2. HOW A TOURNAMENT WORKS

Corner Cup repeats the same simple loop until only one zone remains.

1	CHOOSE A LIVE ZONE Students walk to any colour still shown on the screen. They may choose a different live zone every round.
2	WATCH THE RACE The game selects a championship track and races one marble for each live zone. Every marble must visibly cross the finish line.
3	READ THE PHOTO FINISH The complete finishing order appears. First place earns one Cup point. Last place is eliminated from the current tournament.
4	RESCUE THE ELIMINATED ZONE Each surviving zone sends one player to the eliminated zone. That player taps a friend and walks them back. Continue until everyone has joined a surviving zone.
5	START THE NEXT ROUND Students choose again from the remaining zones. The game automatically repeats the loop.
6	CROWN THE CHAMPION The final surviving colour wins the tournament and receives a randomly selected classroom victory perk.

Important scoring distinction

The race winner and tournament champion are not necessarily the same colour. A colour earns a persistent Cup point whenever its marble finishes first. The tournament champion is the final zone left after all eliminations and rescues.

Season Cup points remain saved in the browser between sessions. When a colour reaches the selected mode's season target, it lifts the Season Cup and the standings reset for a new season.

3. TEACHER CONTROLS

CONTROL	WHAT IT DOES
PAUSE / RESUME	Stops or restarts the active timer or race. Use this immediately whenever the room needs attention.
SKIP	Moves ahead during zone choice, rescue, championship replay, or the active race.
SOUND	Turns all procedural tones on or off. The game contains no songs, recordings, downloaded samples, or third-party music.
FULLSCREEN	Expands the game for classroom projection.
MENU	Returns to mode selection. The season standings remain saved unless Reset Season is selected.

Best-practice teacher script

"Choose any colour still alive. Walk when the timer starts. First marble earns a Cup point. Last colour joins the rescue. Nobody is out of the game."

Classroom tips

- **Keep movement calm.** The game is exciting enough without students racing physically.
- **Use the symbols.** Each colour also has a symbol so colour is never the only identifier.
- **Let the rescue matter.** The eliminated colour does not sit out; it is redistributed into surviving teams.
- **Pause without hesitation.** The game should support classroom control, never compete with it.
- **Start with Quick Cup.** Use it to teach the routine before running the full Championship mode.
- **Celebrate the whole group.** The champion grows by bringing other students in throughout the tournament.

Built-in accessibility and safety

Colour + symbol identification	No student names or accounts
Reduced-motion support	Teacher-controlled pause and skip
Offline, single-file gameplay	Original procedural audio only

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Part of The Fixes Program

Fix the system. Not the kids.