

CORNER CUP

ROCKET RUN



One teacher. One screen. Six crews. A race across deep space.

What it is: A projected whole-class rocket tournament built on the Corner Cup choose-race-rescue format.

What you need: A computer, projector or interactive display, six clearly identified room zones, and approximately 8-20 minutes.

What the game handles: Zone choice, launch countdown, route selection, race results, Cup scoring, rescue timing, championship results, and replay.

First ship earns a Cup point. Last crew enters the rescue. The final surviving crew wins the tournament.

No student accounts. No student devices. No printing.

1. SET UP THE ROOM

Identify six safe locations around the room. Students move only when the game displays the choice or rescue screen.

CREW	SYMBOL	SUGGESTED 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 published HTML file in a modern browser.
- Project the screen and use fullscreen when helpful.
- Point out all six zones and their symbols.
- Tell students to walk during every zone choice and rescue.
- Choose Quick Launch, Orbit Cup, or Galactic Championship.
- Press Start Rocket Run.

Choose a mode

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

2. HOW TO PLAY

Rocket Run repeats one simple loop until only one crew remains.

1	CHOOSE A LIVE CREW Students walk to any colour still active on the screen.
2	LAUNCH THE RACE The game selects Asteroid Alley, Gravity Run, or Wormhole Sprint.
3	WATCH EVERY SHIP FINISH The route may include boosts, asteroid slowdowns, gravity fields, and wormhole jumps.
4	READ THE PHOTO FINISH First place earns one Cup point. The final ship enters the rescue.
5	RUN THE RESCUE Each surviving crew sends one astronaut to bring a classmate back from the eliminated zone.
6	CROWN THE CHAMPION The final surviving crew wins the tournament and receives a classroom victory perk.

The three space routes

ASTEROID ALLEY	Asteroid hazards and boost rings create sudden changes in speed.
GRAVITY RUN	Gravity fields slow nearby ships while boost rings create breakaways.
WORMHOLE SPRINT	Wormholes can jump a ship forward while asteroids disrupt clean runs.

3. TEACHER CONTROLS

CONTROL	WHAT IT DOES
PAUSE / RESUME	Stops or restarts the active countdown or race.
SKIP	Moves forward during choice, countdown, race, or rescue.
SOUND	Turns browser-generated game tones on or off.
FULLSCREEN	Expands the game for classroom projection.
MENU	Returns to mode selection. Season points remain saved.

Best-practice teacher script

"Choose any crew still active. Walk when the timer starts. First ship earns a Cup point. Last crew joins the rescue. Nobody sits out."

Classroom tips

- **Start with Quick Launch.** Teach the movement and rescue routine before using the longest mode.
- **Keep pathways clear.** Students should walk to zones and remain inside their boundaries.
- **Use symbols with colours.** Every crew has both identifiers.
- **Pause immediately when needed.** The game should always support teacher control.
- **Emphasize rescue.** Eliminated students are absorbed into surviving crews rather than removed from play.
- **Celebrate the full crew.** The winning group grows by bringing classmates in.

CORNER CUP: ROCKET RUN

Published Edition

Fix the system. Not the kids.