

DEEP SEA DISCOVERY

CHAMPIONSHIP EDITION



One teacher. One screen. Six submarines. A complete deep-sea game that runs itself.

What it is: A projected whole-class suspense game in which students choose submarines, explore dive zones, collect pearls, survive currents, earn Abyss Tokens, and enter a final deep-sea draw.

What you need: A computer, projector or interactive display, six clearly identified colour zones, and approximately 10-22 minutes.

What the game handles: Choice timers, hatch animations, sonar reveals, pearl scoring, oxygen protection, dive winners, Abyss Tokens, and the final champion.

Dive winners earn Abyss Tokens. Each token becomes one chance in the final deep-sea draw.

No student accounts. No student devices. No printing.

1. START THE DIVE

Set six safe colour zones. Students may remain with one submarine or switch colours each zone.

- Open the Championship Edition HTML file in a modern browser.
- Project the game in landscape mode and use fullscreen when helpful.
- Identify all six submarine colours and symbols.
- Teach the Ocean Code before the first game.
- Choose Shallow Splash, Ocean Explorer, or Abyss Championship.
- Press Begin the Dive. The game manages the rest.

Game modes

MODE	ZONES	DIVES	CHOICE TIMER
Shallow Splash	4	2	10 sec
Ocean Explorer	5	3	18 sec
Abyss Championship	6	3	25 sec

The Ocean Code

- Walk - never rush.
- Every dive zone is open to everyone.
- Make room. No one owns a colour.
- Celebrate discoveries without cheering another submarine setback.
- Win kindly. Reset calmly.
- Each zone is a fresh choice.

2. THE DIVE LOOP

Deep Sea Discovery repeats one clear sequence.

1	CHOOSE Students walk to any colour submarine during the countdown.
2	DIVE The submarine hatches seal and the sonar sequence begins.
3	REVEAL Six dive-zone discoveries appear one at a time.
4	REMAP Sonar maps the next zone and resets the choice.
5	AWARD AN ABYSS TOKEN The highest pearl total wins that dive.
6	DESCEND INTO THE ABYSS Each Abyss Token becomes one chance in the final draw.

Deep-sea discoveries

PEARL FIND	Adds one pearl.
DOUBLE PEARLS	Adds two pearls.
WRECK TREASURE	Adds three pearls.
OXYGEN BOOST	Automatically blocks the next setback.
EMPTY SAND BED	No score change.
STRONG CURRENT	Removes one pearl unless protected.
WHIRLPOOL	Removes two pearls unless protected.
SONAR REDIRECT	Swaps that submarine's pearl total with another.

3. TEACHER CONTROLS

CONTROL	WHAT IT DOES
PAUSE / RESUME	Freezes the active countdown or sonar reveal sequence.
SKIP	Moves safely past a countdown, reveal sequence, or reset.
SOUND	Turns browser-generated ocean sounds on or off.
FULLSCREEN	Expands the game for classroom projection.
MENU	Returns to mode selection. Saved Ocean Legend wins remain.

Best-practice teacher script

"Choose any submarine. Walk when the timer starts. Celebrate your discovery. Never cheer another sub setback. Every zone is a fresh choice."

Classroom tips

- **Begin with Shallow Splash.** Teach movement and zone choice before a longer mode.
- **Keep paths clear.** Students may participate from an accessible assigned location.
- **Let the suspense work.** Normal play requires almost no teacher input.
- **Use Pause whenever needed.** The teacher remains fully in control.
- **Explain luck clearly.** Discoveries are random; winning does not measure skill or behaviour.
- **Celebrate kindly.** Every new zone resets the choice.

DEEP SEA DISCOVERY
Championship Edition
Fix the system. Not the kids.