

THE MASTERY VAULT

CHAMPIONSHIP EDITION



One teacher. One screen. Six vaults. Automatic suspense from start to finish.

What it is: A projected whole-class suspense game in which students choose colour vaults, watch automatic reveals, collect keys, survive alarms, and compete for Grand Vault Keys.

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, locks, reveals, scoring, shields, resets, Vault Run winners, Grand Vault entries, and the final champion.

Three Vault Runs create Grand Vault Keys. Each Grand Key becomes one chance in the final security draw.

No student accounts. No student devices. No printing.

1. START HERE

Set six safe colour zones. Students may stay in one zone or change zones between rounds.

- Open the Championship Edition HTML file in Chrome, Edge, or Safari.
- Project the game in landscape mode and use fullscreen when useful.
- Identify the six colour zones and symbols.
- Teach the Vault Code before the first game.
- Choose Quick Crack, Full Vault, or Championship.
- Press Play Full Game. The app takes over from there.

Game modes

MODE	ROUNDS	VAULT RUNS	CHOICE TIMER
Quick Crack	4	2	10 sec
Full Vault	5	3	18 sec
Championship	6	3	25 sec

The Vault Code

- Walk - never rush.
- Every vault is open to everyone.
- Make room. Nobody owns a colour.
- Celebrate your vault without cheering another vault alarm.
- Win kindly. Reset calmly.
- Every round is a fresh start.

2. THE GAME ARC

The game repeats a simple automatic loop.

1	CHOOSE Students walk to any colour during the countdown.
2	LOCK All choices become final. Vault wheels turn and locks engage.
3	REVEAL Six vaults open one at a time. Outcomes update themselves.
4	RESET The next round begins automatically after a short reset.
5	AWARD A GRAND KEY The highest key total wins the Vault Run.
6	OPEN THE GRAND VAULT Each Grand Key becomes one chance in the final draw.

Vault outcomes

KEY PIECE	Adds one key.
DOUBLE KEY	Adds two keys.
DIAMOND CACHE	Adds three keys.
SECURITY SHIELD	Automatically blocks the next alarm.
EMPTY VAULT	No score change.
SECURITY ALARM	Removes one key unless shielded.
DOUBLE ALARM	Removes two keys unless shielded.
KEY TRANSFER	Swaps that vault's score with another vault.

3. TEACHER CONTROLS

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

Best-practice teacher script

**"Choose any vault. Walk when the timer starts. Celebrate your reveal.
Never cheer another vault alarm. Every round is a fresh start."**

Classroom tips

- **Use Quick Crack first.** Teach the movement routine before playing a longer mode.
- **Keep pathways clear.** Students may participate from an accessible assigned location.
- **Let the suspense work.** Normal play requires almost no teacher input.
- **Use Pause when needed.** The teacher always remains in control.
- **Explain luck clearly.** Vault outcomes are random; winning is not a measure of skill or behaviour.
- **Celebrate kindly.** The reset gives every colour another chance.

THE MASTERY VAULT
Championship Edition
Fix the system. Not the kids.