

TREASURE TEMPLE

CHAMPIONSHIP EDITION



One teacher. One screen. Six expeditions. A complete temple adventure that runs itself.

What it is: A projected whole-class suspense game in which students choose temple chambers, uncover relics, survive traps, earn Temple Tokens, and enter a final treasure 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, seals, chamber reveals, relic scoring, guardian wards, expedition winners, Temple Tokens, and the final legend.

Expedition winners earn Temple Tokens. Each token becomes one chance in the final treasure-room draw.

No student accounts. No student devices. No printing.

1. START THE EXPEDITION

Set six safe colour zones. Students may remain with one expedition or choose a different chamber each round.

- Open the Championship Edition HTML file in a modern browser.
- Project the game in landscape mode and use fullscreen when helpful.
- Identify all six colour zones and symbols.
- Teach the Temple Code before the first game.
- Choose Scouting Trip, Temple Adventure, or Legendary Expedition.
- Press Begin the Adventure. The game manages the rest.

Game modes

MODE	CHAMBERS	EXPEDITIONS	CHOICE TIMER
Scouting Trip	4	2	10 sec
Temple Adventure	5	3	18 sec
Legendary Expedition	6	3	25 sec

The Temple Code

- Walk - never rush.
- Every chamber is open to everyone.
- Make room. No team owns a colour.
- Celebrate discoveries without cheering another expedition trap.
- Win kindly. Reset calmly.
- Each chamber is a fresh choice.

2. THE ADVENTURE LOOP

Treasure Temple repeats one clear sequence.

1	CHOOSE Students walk to any colour chamber during the countdown.
2	SEAL The temple locks each chamber and turns the ancient seals.
3	REVEAL Six chambers open one at a time and update their own scores.
4	RESET A new passage opens and the next chamber begins.
5	AWARD A TEMPLE TOKEN The highest relic total wins that expedition.
6	ENTER THE TREASURE ROOM Each Temple Token becomes one chance in the final draw.

Temple discoveries

ANCIENT RELIC	Adds one relic.
TWIN RELICS	Adds two relics.
ROYAL TREASURE	Adds three relics.
GUARDIAN WARD	Automatically blocks the next trap.
DUSTY CHAMBER	No score change.
TEMPLE TRAP	Removes one relic unless warded.
COLLAPSING PASSAGE	Removes two relics unless warded.
HIDDEN PASSAGE	Swaps that expedition's relic total with another.

3. TEACHER CONTROLS

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

Best-practice teacher script

"Choose any chamber. Walk when the timer starts. Celebrate your discovery. Never cheer another team trap. Every chamber is a fresh choice."

Classroom tips

- **Begin with Scouting Trip.** Teach movement and chamber 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 chamber resets the choice.

TREASURE TEMPLE
Championship Edition
Fix the system. Not the kids.