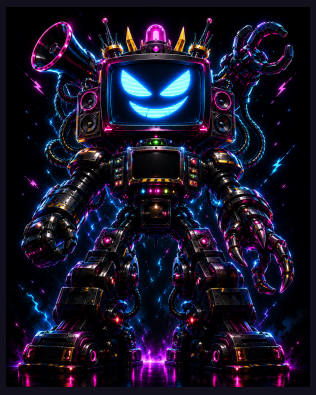
OPEN IT. DIVIDE THE ROOM. PRESS PLAY.

ROCK PAPER REACTOR



BEAT THE MACHINE.

THREE REACTORS. THREE POWER RUNS.

A self-running 15-20 minute indoor recess game. Every student stays with one permanent reactor team while the screen assigns gestures, reveals the Machine, tracks consequences, and advances automatically.

60-SECOND SETUP

1 PROJECT

Open the HTML game full-screen with classroom sound on.

2 DIVIDE

Assign students once: Pink, Teal, or Gold. Teams remain in their section for the whole game.

3 PRESS PLAY

Tap Start the Reactor. The game handles gestures, timing, outcomes, scoring, resets, and the finale.

THE ONE RULE STUDENTS NEED

MOVE TOGETHER. STAY WITH YOUR REACTOR.

When your team action appears, charge it for 20 seconds:

ROCK	PAPER	SCISSORS
STOMP	WAVE	CHOP

REACTOR CODE

Celebrate your power. Respect every reactor.

Clear actions. Calm resets. No changing teams. No celebrating another team's loss. The reactor can lose; students are never eliminated.

THE SCREEN HANDLES THE WHOLE LOOP

HOW THE GAME WORKS

ONE CLASH

1 **ASSIGN**

Each reactor receives Rock, Paper, or Scissors. The hand and word remain visible in its colored scoreboard.

2 **CHARGE**

A large 20-second countdown runs. Teams perform their matching movement together.

3 **REVEAL**

The Machine scans for five seconds, then locks its choice on screen.

4 **RESULT**

One team defeats the Machine, one ties it, and one loses. All four choices remain visible for proof.

5 **RESET**

The result is celebrated, then a 10-second Reactor Reset begins automatically.

SCORING AND CONSEQUENCES

DEFEAT THE MACHINE	+2 Energy; clear 1 Heat if the reactor has any.
TIE THE MACHINE	Earn a Shield. It blocks the reactor's next Heat.
LOSE TO THE MACHINE	A Shield breaks, or the reactor gains +1 Heat.
3 HEAT: MELTDOWN	Lose 2 Energy, never below zero. Heat resets.

IMPORTANT: RESULTS ARE GENUINELY RANDOM.

There is no rotation, memory, or predictable turn-taking. Morning and afternoon games can finish completely differently.

THREE FRESH STARTS. ONE CHAMPION.

POWER RUNS + TEACHER CONTROLS

WHAT HAPPENS AFTER REACTOR RUN 1?

THE HIGHEST-ENERGY TEAM CAPTURES A POWER CORE.

If Energy is tied, the game runs a random Core Overload draw between the tied reactors. The captured Core remains permanently visible. Energy, Heat, and Shields then reset to zero, and Reactor Run 2 begins automatically.

EARLY BAD LUCK DOES NOT DECIDE THE WHOLE GAME.

FULL GAME ARC

1 RUN 1

Five clashes. Highest Energy captures Core 1.

2 RUN 2

Fresh meters. Five more clashes. Core 2 is awarded.

3 RUN 3

Final fresh run. Core 3 is awarded, then the championship.

CHAMPIONSHIP PAYOFF

The reactor with the most Power Cores defeats the Machine. If all three reactors hold one Core, a dramatic random Final Reactor Overload selects the champion.

TEACHER CONTROLS

PAUSE / RESUME	Freeze every countdown without losing game state.
SKIP	Advance the current timed phase when recess is running short.
SOUND	Toggle game effects without interrupting play.

TEACHER ROLE: START IT. WATCH THE ROOM. USE PAUSE OR SKIP ONLY IF NEEDED.

The game judges every outcome. Students never move teams and the teacher never has to track points.