



THE VAULTSTORM FIX(TM)

THE FIXES PROGRAM | TEACHER GUIDE

START HERE

Run the whole recess with one press.

Three five-round Vault Runs. Three Grand Vault Keys. One unpredictable finale. The app handles every timer, reveal, score, reset and winner.

60-SECOND SETUP

1 OPEN

Open the HTML in Chrome, Edge or Safari. Project or mirror the screen in landscape mode.

2 SET THE ROOM

Identify the six color zones: Pink, Teal, Gold, Green, Purple and Orange.

3 PRESS PLAY

Choose LOAD THE GAME, then PLAY FULL RECESS GAME. The game takes over from there.

THE GAME ARC

VAULT RUN 1 — Five rounds. Highest key total earns Grand Vault Key 1.
VAULT RUN 2 — Scores reset. Five fresh rounds. Key 2 is awarded.
VAULT RUN 3 — Scores reset again. Five final rounds. Key 3 is awarded.
GRAND VAULT — Each earned key becomes one chance in the final security draw.

WHAT HAPPENS AUTOMATICALLY

CHOOSE — A 30-second countdown gives students time to walk to any color zone.
LOCK — All choices become final. The vault wheels turn and the reveal begins.
REVEAL — Six outcomes open one at a time. Keys, alarms and shields update themselves.
RESET — The next-round countdown starts automatically. No teacher button is required.

TEACHER ROLE: OPEN IT. SET THE ZONES. PRESS PLAY. WATCH THE ROOM.



TEACHER INFORMATION

Simple controls. Kind competition.

Clear routines keep the game moving. Use the controls only when the room needs them; normal play runs from start to finish without teacher input.

PAUSE / RESUME

Freezes every countdown and scheduled reveal.
Press RESUME to continue from the same point.

SKIP AHEAD

Ends the current countdown, reveal or celebration
and moves safely to the next stage.

THE VAULT CODE

Walk — never rush.
Nobody owns a color.
Every vault is open to everyone.
Celebrate your vault. Never cheer an alarm.
Make room and invite people in.
Win kindly. Reset calmly. Everyone gets a fresh start.

VAULT OUTCOMES

KEY PIECE / DOUBLE KEY — Adds one or two key pieces.
GOLDEN CACHE — Adds three key pieces during a high-stakes round.
SECURITY SHIELD — Automatically blocks the next alarm for that color.
ALARM / DOUBLE ALARM — Removes one or two pieces; totals never fall below zero.
EMPTY VAULT — No change. The next round still offers a fresh chance.

SAFETY, ACCESS AND TROUBLESHOOTING

MOVEMENT — Use walking only. Keep pathways and accessibility routes clear.
PARTICIPATION — Students may stay in one zone, switch zones or participate from an assigned accessible position.
NO SOUND — Check volume, then tap once inside the game so the browser can enable audio.
DISPLAY — Use landscape mode and full screen. Project the browser window rather than the PDF.
SAVED CUP — Cup wins stay in the same browser on the same device. Private browsing or cleared data may remove them.