

OPEN IT. SET SIX ZONES. PRESS START.

# CORNER CUP(TM): TRACKSHIFT

A self-running whole-class race tournament with long-form cinematic courses, live Trackshifts, Rescue Beats, and a photo finish that shows every racer crossing the line.

## THE TEACHER PROMISE

### ONE PRESS. THEN THE GAME RUNS THE ROOM.

After you choose a session and press START, the screen handles zone countdowns, races, Trackshift events, team power beats, finish order, eliminations, Rescue Beats, the champion, and the cooperative Cup Run. Pause, Skip, and Sound are optional teacher controls only.

## 60-SECOND SETUP

### 1 CHOOSE A SESSION

Quick Cup, Classic Cup, or Championship. The game remembers the last mode used.

### 2 SET SIX ZONES

Use the same classroom zones every time: Pink, Teal, Gold, Green, Purple, and Orange.

### 3 PRESS START

Students move when prompted. The tournament advances automatically from there.

## SESSION OPTIONS

### QUICK CUP | 8-10 MIN

Fast zone choices, shorter Rescue Beats, and one Trackshift beat per race.

### CLASSIC CUP | 12-15 MIN

Balanced pacing with Trackshift plus a team power event.

### CHAMPIONSHIP | 15-20 MIN

Longer choices and rescues with the fullest cinematic power sequence.

## THE SIX ZONES NEVER CHANGE

PINK

TEAL

GOLD

GREEN

PURPLE

ORANGE

## THE ONE RULE STUDENTS NEED

### MOVE WHEN THE SCREEN TELLS YOU. STAY WITH YOUR ZONE.

**Choose Zone:** move to any colour still alive. **Team Power:** do the whole-zone action together. **Rescue Beat:** surviving zones send someone to bring an eliminated teammate in. Walk only. Nobody sits out for the rest of the tournament.

# HOW TRACKSHIFT WORKS

The race result is never declared in advance. Every placement locks only when a racer physically crosses the visible finish line.

## ONE ROUND

1

### CHOOSE ZONE

Students move to any surviving colour before the countdown reaches zero.

2

### RACE LIVE

The long-form course launches automatically. Racers accelerate, bank, overtake, and stay unpredictable.

3

### TRACKSHIFT

One zone is called. Students perform the shown five-second action while the race slows and the course changes.

4

### TEAM POWER

Depending on session mode, a zone may charge a boost, freeze field, engine pump, clap, wave, or crouch.

5

### PHOTO FINISH

The camera locks to the finish. Every racer stays framed. Live placing appears only after each crossing.

6

### RESCUE BEAT

First place banks one saved Cup point. Last place leaves the race and its students are rescued into surviving zones.

## AFTER ONE ZONE REMAINS

## THE CUP IS WON. THEN EVERYBODY COMES BACK IN.

All six colours power one final cooperative Cup Racer. The class completes a short Final Cup Run together, then the game automatically resets every zone for a fresh tournament.

## TEACHER INFORMATION

# RUN IT WITHOUT THE HEADACHE

Normal play is fully automatic. The controls below are there only when the room or the clock needs them.

## TEACHER CONTROLS

### PAUSE / RESUME

Freezes game pacing. Resume continues from the same state. The space bar also pauses and resumes.

### SKIP

Advances the current timed beat if recess or class time is running short. The S key also skips.

## SAFETY + ACCESS

### MOVEMENT

Walk only. Keep pathways, doors, desks, mobility routes, and projection equipment clear.

### PARTICIPATION

Students may stay in one accessible position and remain with a colour rather than moving every round.

### TEAM POWER

Actions are invitations, not performance tests. Adapt stomps, waves, crouches, claps, or freezes for the students in front of you.

### RESCUE BEAT

Use calm walking. A surviving zone sends someone to collect a teammate and bring them back.

## DEVICE, DISPLAY + SAVED PROGRESS

### DISPLAY

Use a current Chrome, Edge, Firefox, or Safari browser. Project in landscape/full-screen whenever possible.

### WEBGL2

If the game reports that WebGL2 could not start, update the browser or try another supported device/browser.

### SOUND

The initial START click allows browser audio. Check device volume if effects are not heard.

### SAVED MODE

The browser remembers the teacher's last Quick, Classic, or Championship selection.

### SAVED CUP POINTS

Race-win Cup points stay in local browser storage on the same device/browser. Private browsing, cleared data, or another device may not show them.

## TEACHER ROLE

# START IT. WATCH THE ROOM. USE CONTROLS ONLY IF NEEDED.

The game judges the finish, updates Cup points, runs rescues, and restarts automatically. No names, no manual scoring, and no required teacher clicks during play.