



ONE SCREEN. SIX SQUADS. THE WHOLE CLASS PLAYS.

FLAGSHIFT



1 PROJECT

Open FLAGSHIFT.html in a modern browser and go full-screen.

2 MAKE SIX SQUADS

Solar and Volt each split into North, Centre, and South.

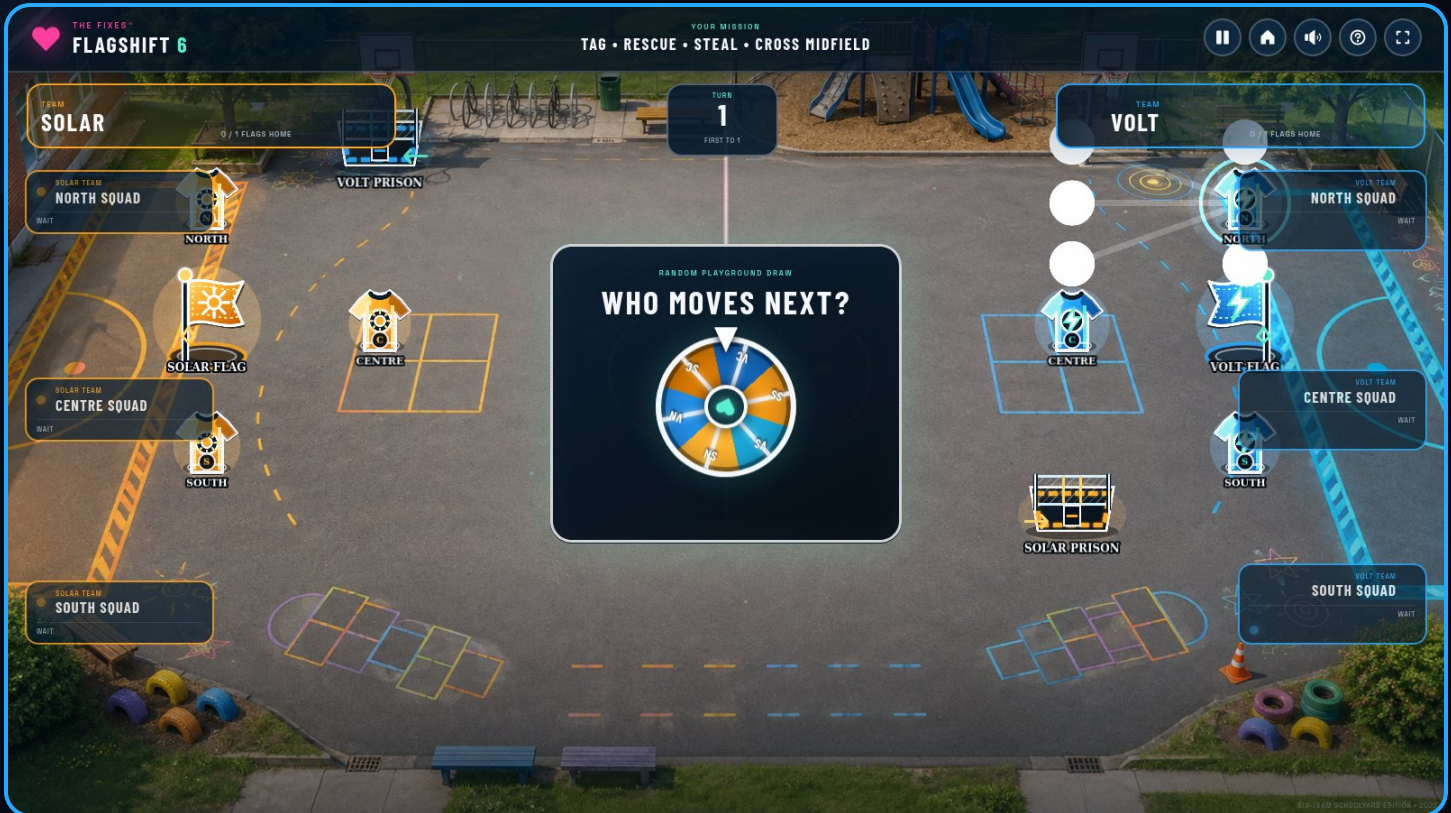
3 PRACTICE OR PLAY

Run the 60-second Practice Raid, then choose 1, 3, or 5 flags.

THE ONE SENTENCE STUDENTS NEED

WHEN YOUR SQUAD LIGHTS UP, CHOOSE ONE MOVE.

Move onto an opponent to tag them. Reach prison to rescue a teammate. Take the other team's flag and carry it across the halfway line.



1

SPIN

A true random six-section wheel selects one free Solar or Volt squad.

2

HUDDLE

The selected squad gets five seconds to point to one legal glowing circle or choose Block.

3

MOVE

A student presses the matching key or clicks the chosen circle. One action moves the runner.

4

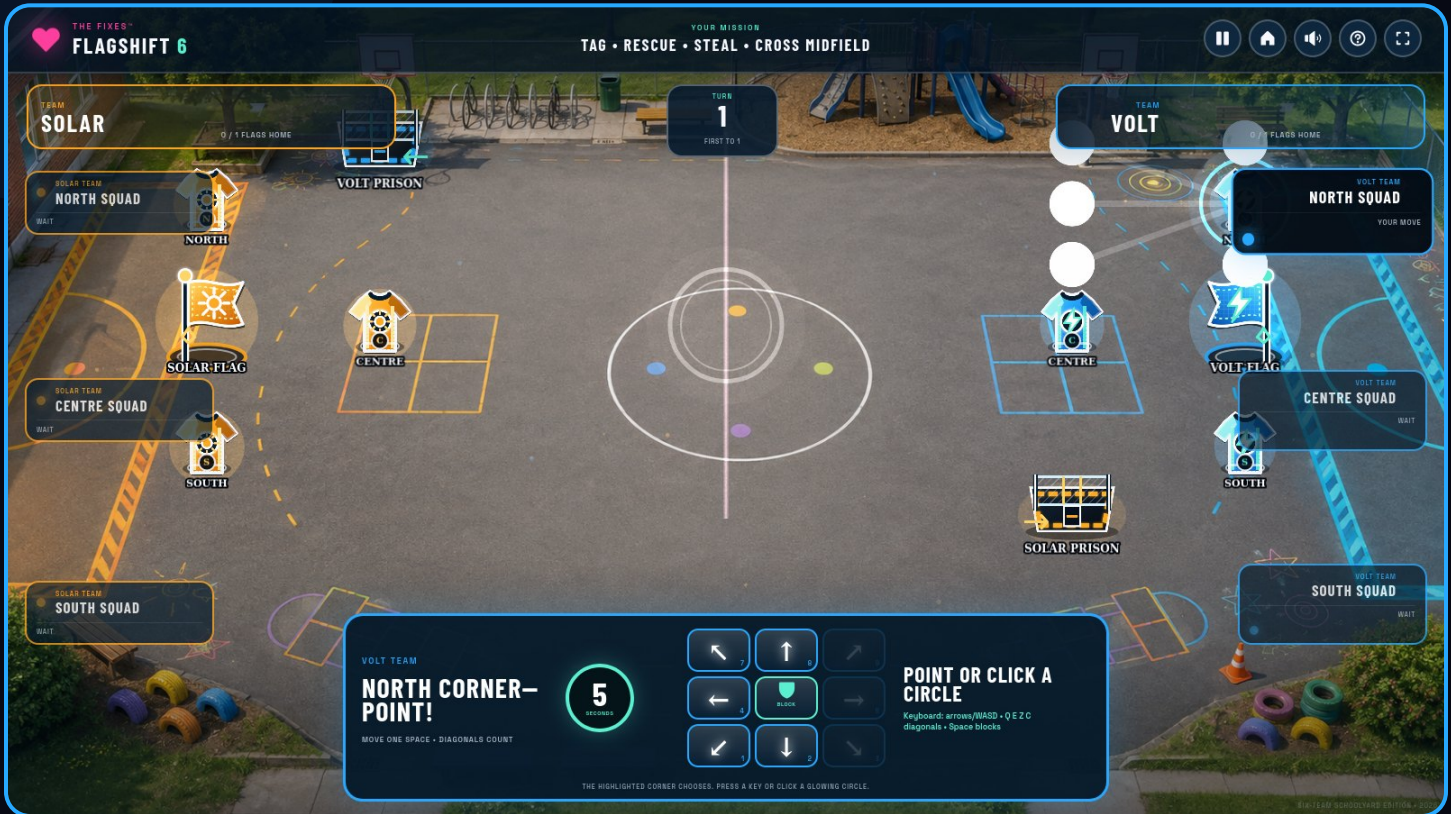
WATCH

The playground animates the move and announces any tag, rescue, steal, prison, or score.

5

REPEAT

The wheel immediately selects the next free squad. Repeats are allowed; jailed squads are skipped.



ROOM POSITIONS

SOLAR NORTH	front-left
SOLAR CENTRE	middle-left
SOLAR SOUTH	back-left
VOLT NORTH	front-right
VOLT CENTRE	middle-right
VOLT SOUTH	back-right

INPUTS

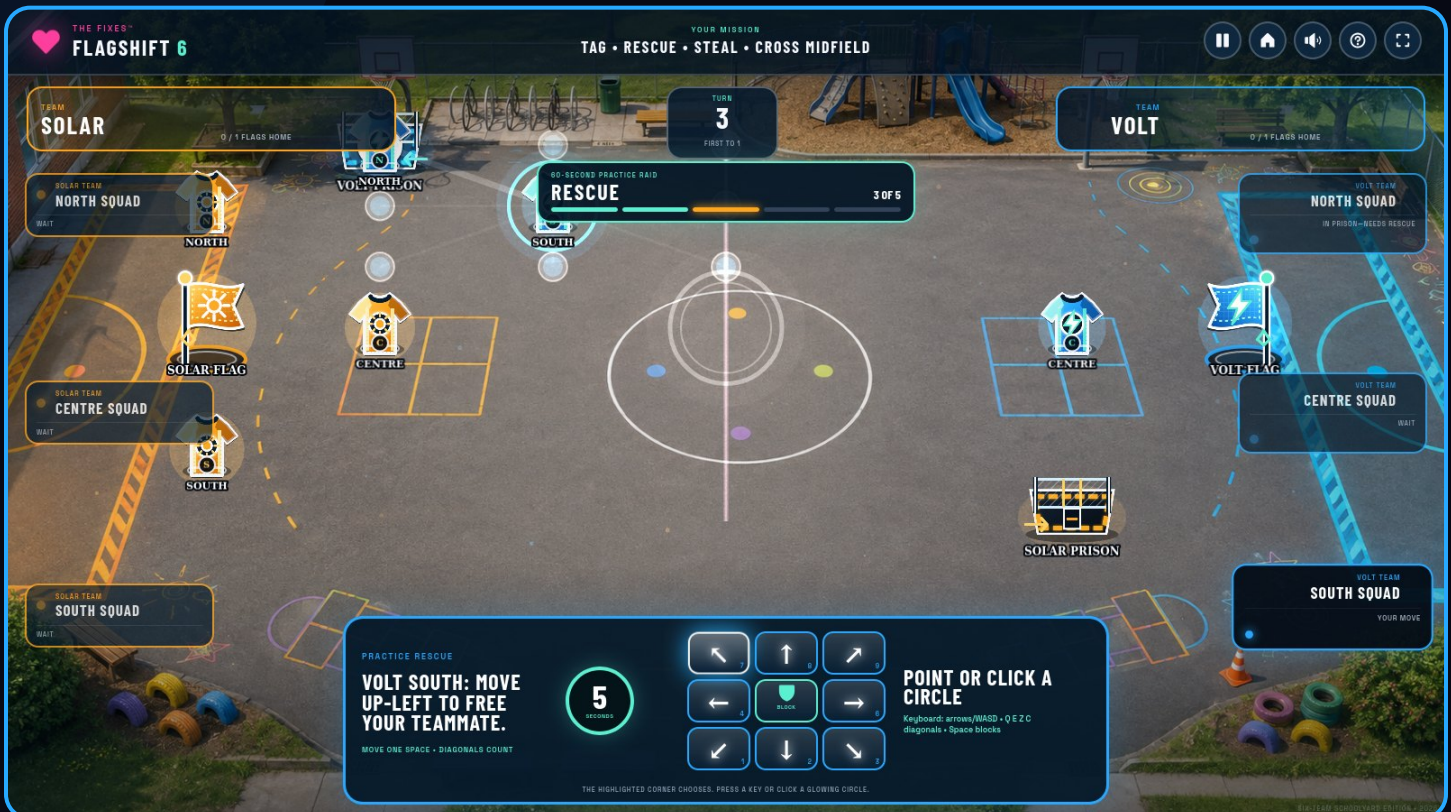
Mouse or trackpad: click a glowing circle. Keyboard: arrows or WASD for straight moves; Q, E, Z, C for diagonals; Space or B to Block.

ONLY ONE INPUT IS ACCEPTED PER TURN

A FAIR DECISION ROUTINE

POINT. COUNT THREE. LOCK IT.

The selected squad points together. On three, the operator clicks the direction most students are indicating. If the group is split, use the majority visible at the count. Rotate the operator every few turns. The random wheel decides whose voice matters next, so no dominant student controls the whole match.



TAG

Land on an unguarded opponent. That opponent moves to their team's prison.

BLOCK

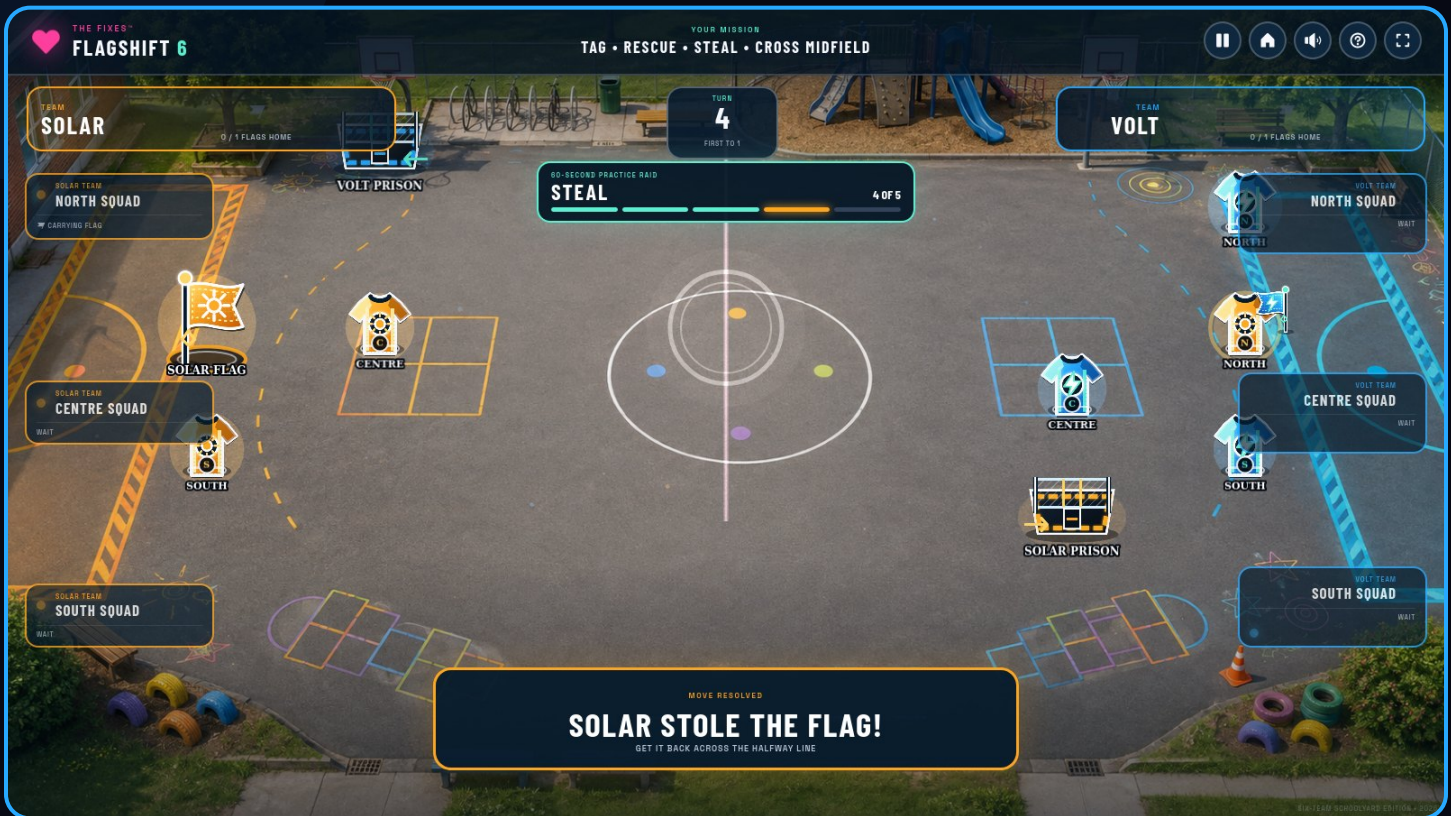
Choose Block to guard your current space once. An opponent entering it goes to prison, and the block is used.

RESCUE

A free teammate reaches the prison square. The jailed runner returns to their starting spot.

TEAM JAILBREAK

If all three runners on one side would be jailed, all three return to the yard so play cannot deadlock.



1

REACH THEIR FLAG

Move onto the opponent's flag space to pick it up.

2

PROTECT THE CARRIER

Only one runner per side carries the flag. The other two can block, tag, or rescue.

3

CROSS THE LINE

Reach any square on the halfway line to bank the flag. If tagged first, the flag returns home.

CHOOSE A MATCH LENGTH

1 FLAG

QUICK RAID

5-8 minutes

3 FLAGS

FLAG MATCH

12-18 minutes

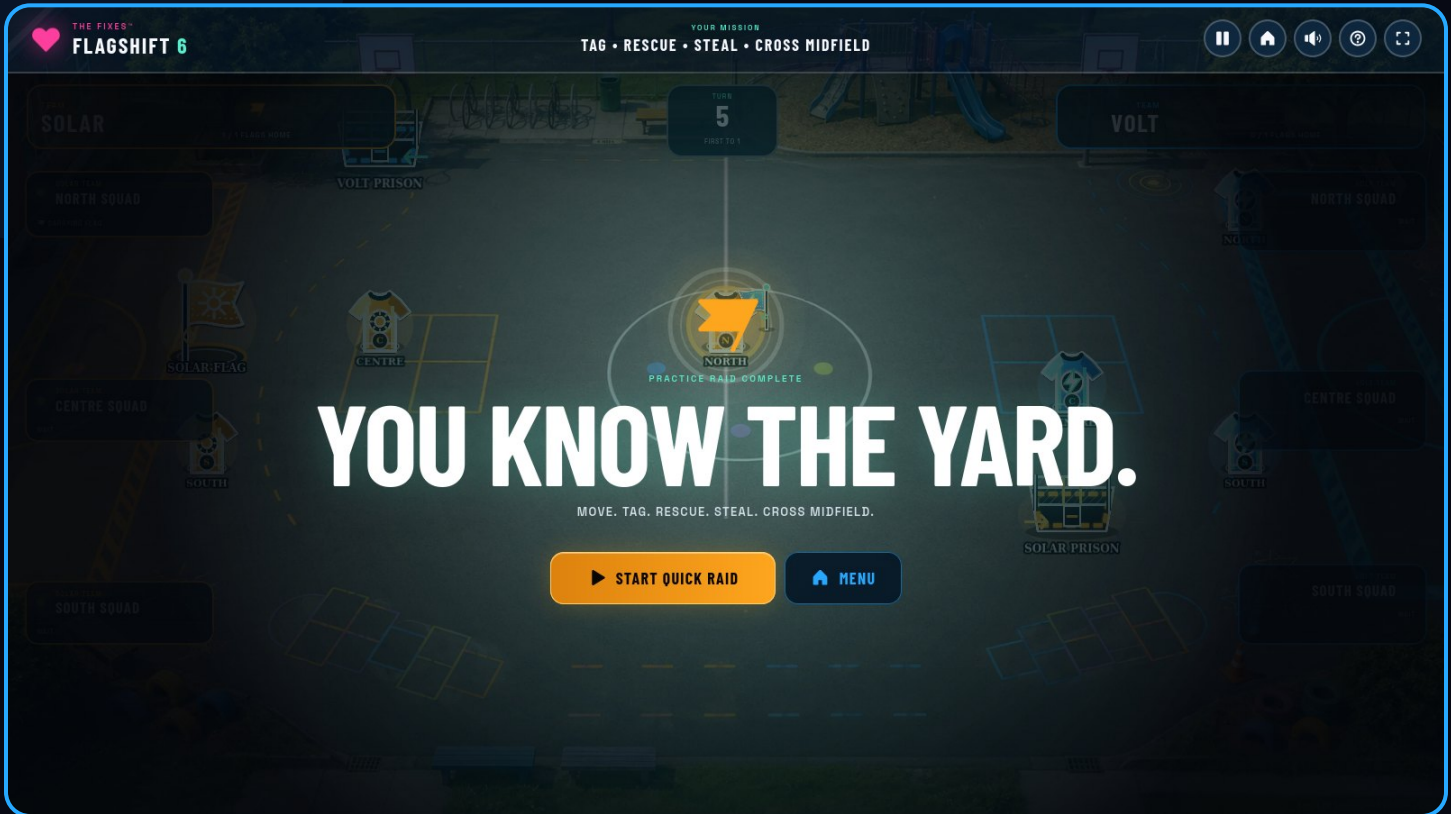
5 FLAGS

EPIC BATTLE

20-30 minutes

STRATEGY PROMPTS

Should we race, guard the lane, hunt the carrier, or free our teammate? Ask the selected squad for one sentence of reasoning after a dramatic turn, then keep the game moving.



PAUSE / RESUME

Freeze the current turn without losing the selected squad or score.

SOUND

Mute or restore synthesized game effects at any time.

FULLSCREEN

Use the top-right expand button for projector play.

HOME

Return to the menu. Starting a new match resets the field.

RUN PRACTICE FIRST

Use the five-move tutorial with younger classes or any new group.

IF A CHOICE STALLS

Count down from three and lock the visible majority.

IF THE DISPLAY IS SMALL

Use browser zoom at 100% and a 1024x768 or larger window.

PRIVACY

No names, logins, cameras, microphones, tracking, or student data.

CLASSROOM NORMS

Cheer for smart teamwork, not another team's disappointment. Students may debate during their five seconds, but the locked move is final. Runners go to prison; students never do.