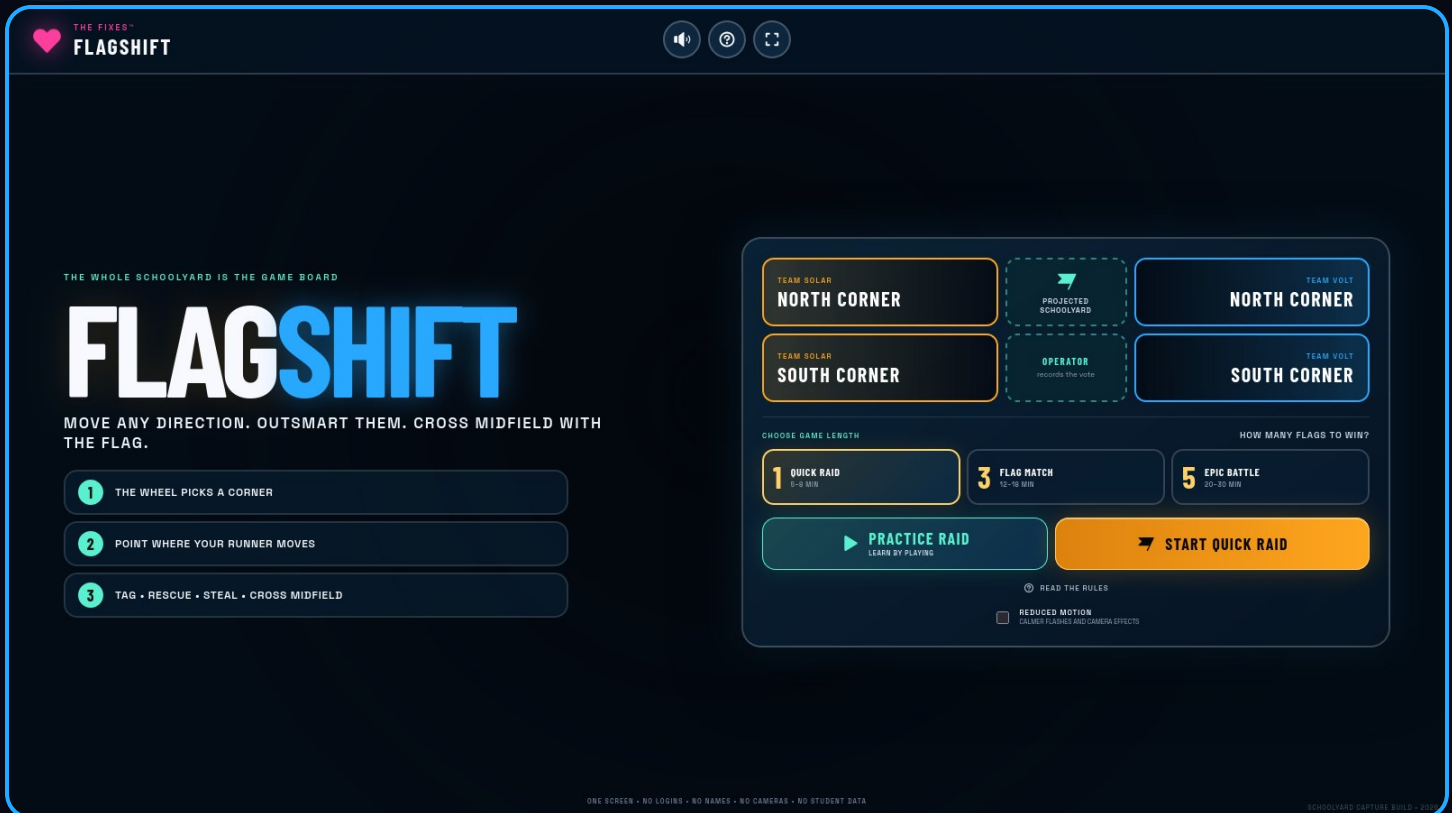




ONE SCREEN. FOUR CORNERS. THE WHOLE CLASS PLAYS.

FLAGSHIFT



1 PROJECT

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

2 MAKE TWO TEAMS

Solar and Volt each split into a North and South corner.

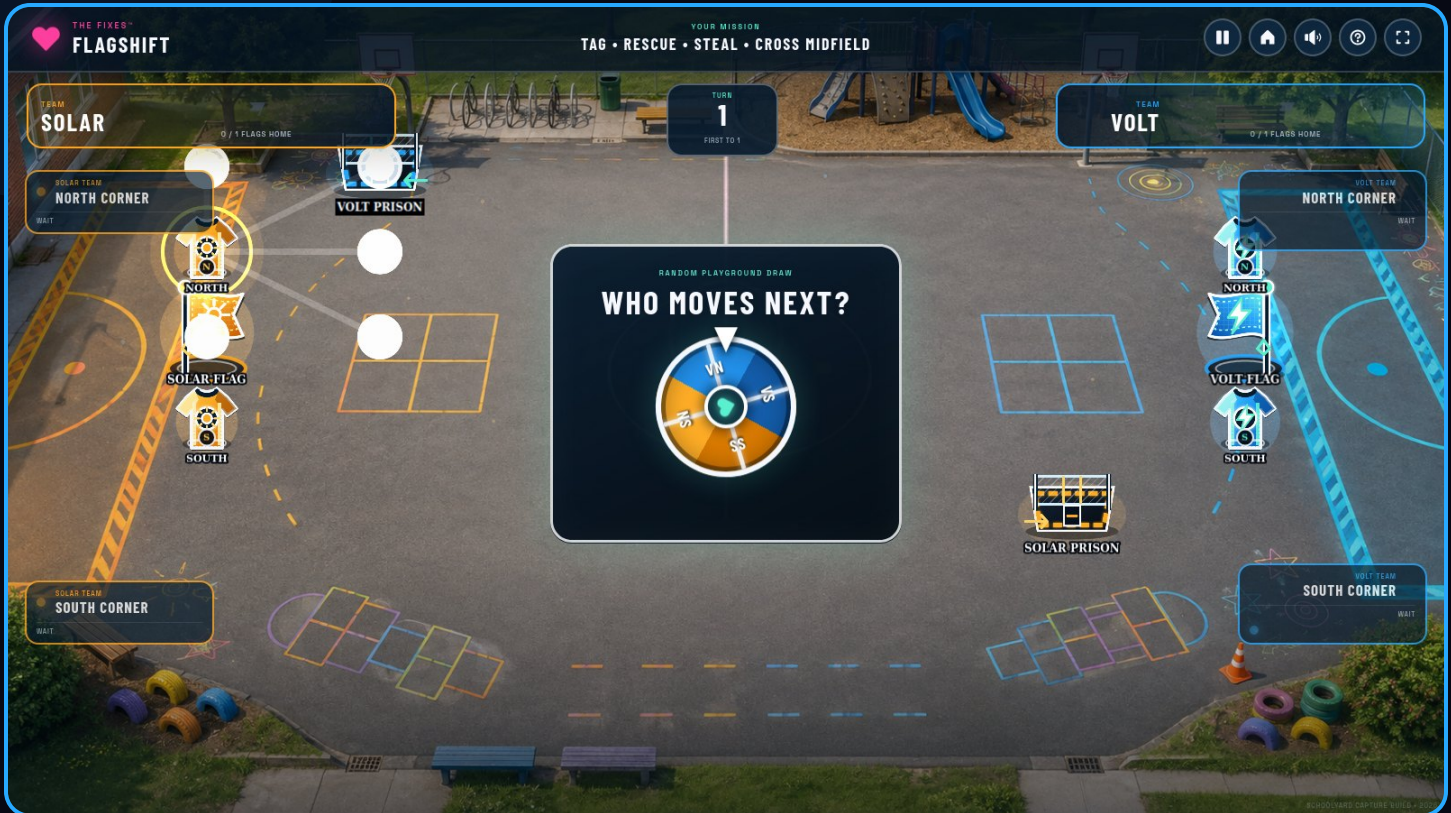
3 PRACTICE OR PLAY

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

THE ONE SENTENCE STUDENTS NEED

WHEN YOUR CORNER 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 four-section wheel selects Solar North, Solar South, Volt North, or Volt South.

2 HUDDLE

The selected corner 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 corner. Repeats are allowed; jailed corners are skipped.



front-left

back-left

front-right

back-right

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

POINT. COUNT THREE. LOCK IT.

The selected corner 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.

DOUBLE JAILBREAK If both runners on one team would be jailed, both automatically 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 team can carry a stolen flag. The other runner 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

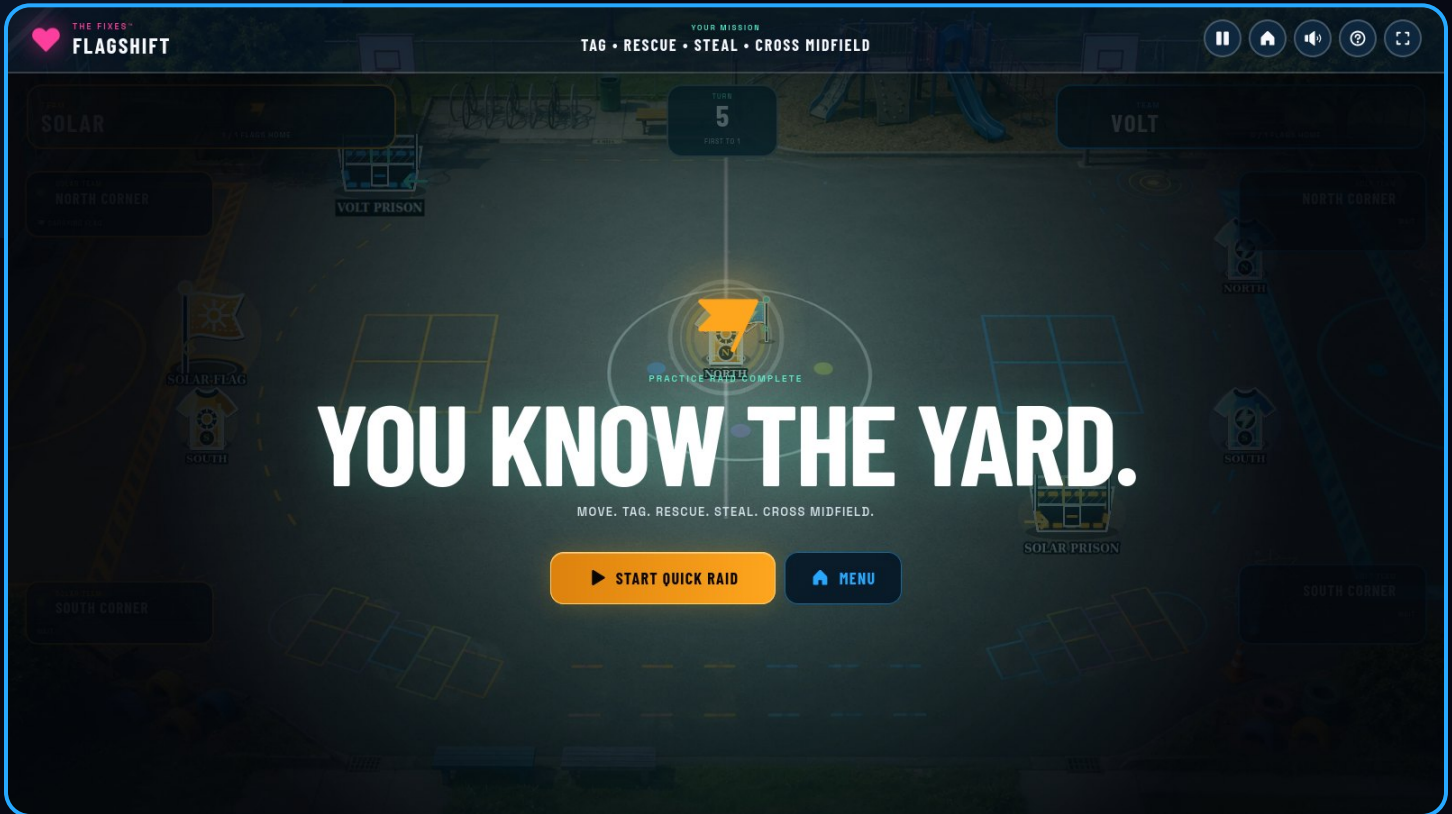
5 FLAGS

EPIC BATTLE

20-30 minutes

STRATEGY PROMPTS

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



PAUSE / RESUME

Freeze the current turn without losing the selected corner 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.