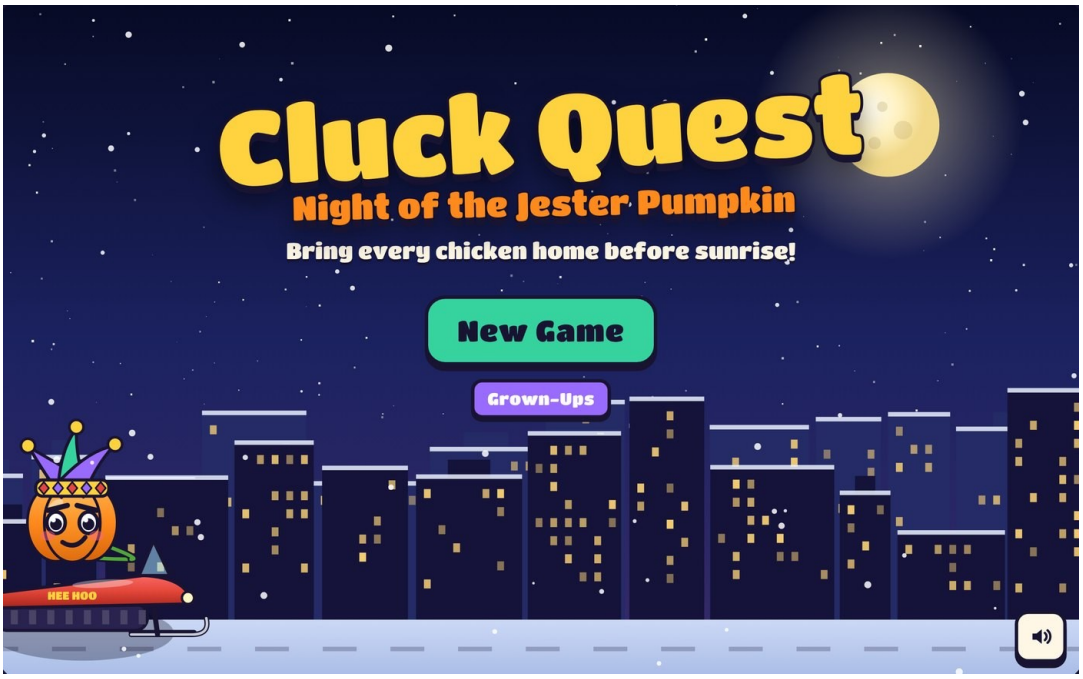


Cluck Quest

Night of the Jester Pumpkin

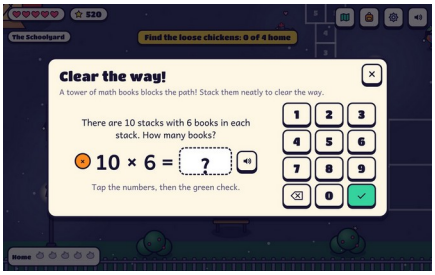
User Manual for Teachers and Families

A math adventure for third graders

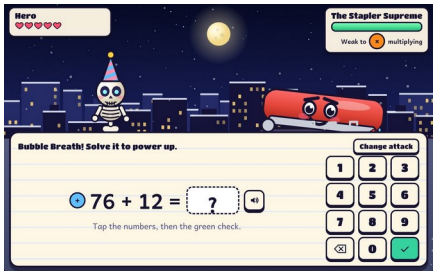
Free to play in a web browser on an iPad or computer. No accounts, no ads, and no purchases. Progress saves on the device.

Play at cluck-quest.netlify.app

Scan the code with a phone or iPad camera to open the game.



Story problems



Silly battles



Mini-games

Contents

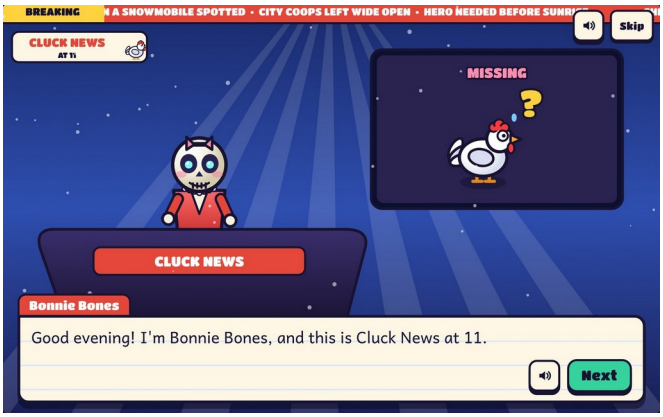
1. About the game 2. What players practice 3. Getting started 4. The city map 5. Playing in the city 6. Points and prizes 7. Grown-Up Settings 8. Safety, privacy, and content 9. Questions and tips

Created by a parent with Claude, an AI assistant from Anthropic. Guide updated November 2026.

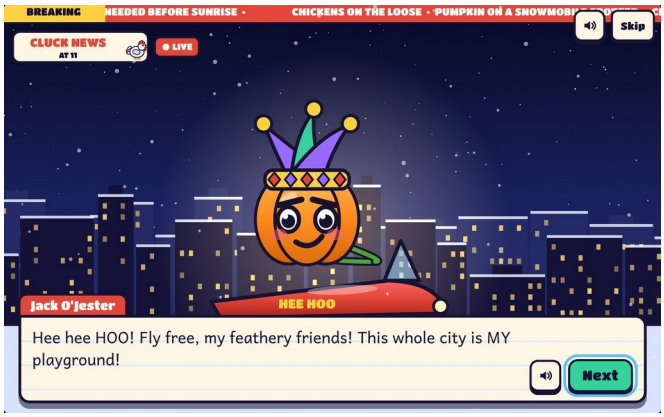
1. About the game

Cluck Quest is a browser game that gives third graders steady math practice inside a nighttime city adventure. Players explore a schoolyard, a food court, a friendly boneyard, and a frozen fountain while solving addition, subtraction, multiplication, and division problems. Every action runs on math. A correct answer clears a path, calms a frightened chicken, or powers up a silly attack.

The story. A Cluck News report opens the game. Jack O'Jester, a pumpkin in a jester hat who rides a snowmobile, has opened every chicken coop in the city. If the chickens aren't home by sunrise, there will be no eggs for breakfast. The player becomes the hero who brings them home. At the end, Jack admits he was lonely, becomes a friend, and helps check every coop before sunrise.



The game opens with a Cluck News report.



Jack O'Jester, the cause of all the trouble.

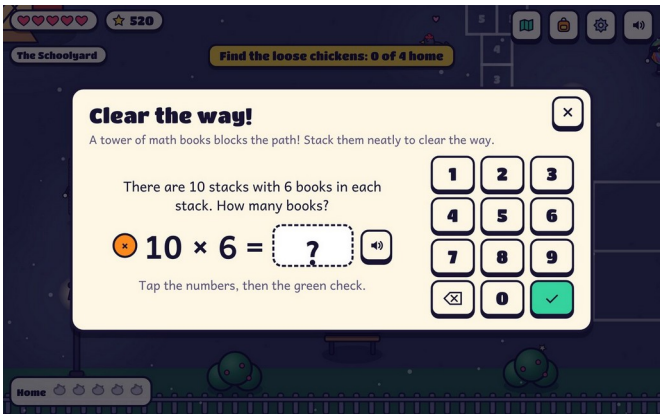
At a glance

Subject	Math: addition, subtraction, multiplication, and division
Designed for	Third grade, about ages 8 to 9. Difficulty and the kinds of math can be adjusted.
Devices	iPad, Chromebook, Windows, or Mac, in a current web browser such as Safari, Chrome, or Edge. Touch, mouse, and keyboard all work.
Cost	Free. No ads and no purchases. The in-game shop uses points that players earn by solving problems.
Accounts	None. No sign-up is needed.
Saving	Progress saves automatically in the browser on the device being used.
Reading support	Problems and story lines have a speaker button, and an optional setting reads them aloud automatically.
Session length	The game saves often, so short sessions work well. Finishing all five places takes many sessions.

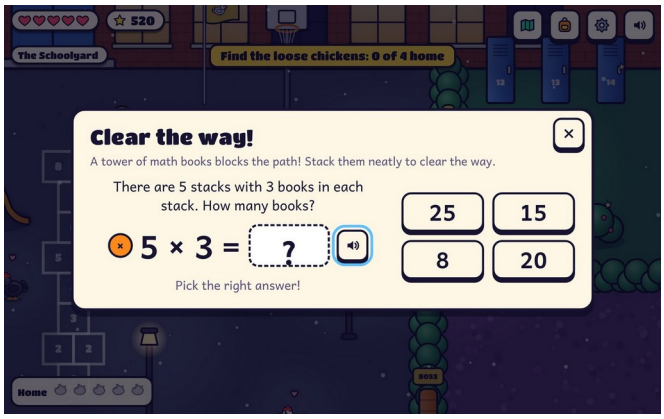
2. What players practice

Problems appear as number sentences and as short story problems, such as "There are 10 stacks with 6 books in each stack. How many books?" Players answer with an on-screen number pad or by choosing from four answers. Each new part of the city gets a little harder.

Skill	Range	Examples
Adding	From facts within 20 up to three-digit numbers within 1,000, with and without regrouping	8 + 7, 46 + 23, 58 + 37, 486 + 77
Subtracting	From facts within 20 up to three-digit numbers within 1,000, with and without regrouping	15 − 6, 78 − 5, 63 − 27, 612 − 48
Multiplying	Facts to 10 × 10, starting with 2s, 5s, and 10s, plus one-digit numbers times multiples of 10	5 × 3, 7 × 8, 6 × 40
Dividing	Division facts within 100 that come out even	20 ÷ 5, 56 ÷ 8



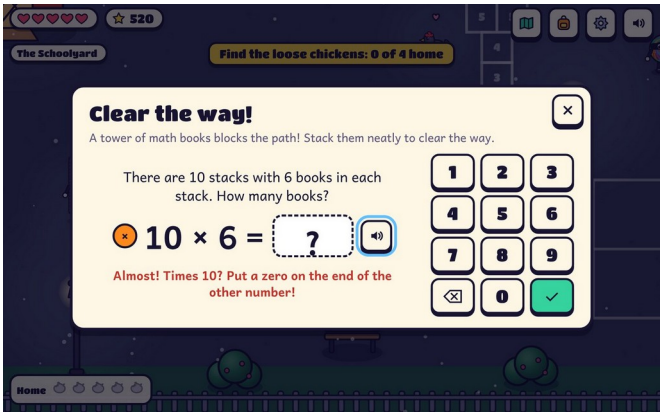
A story problem with the number pad.



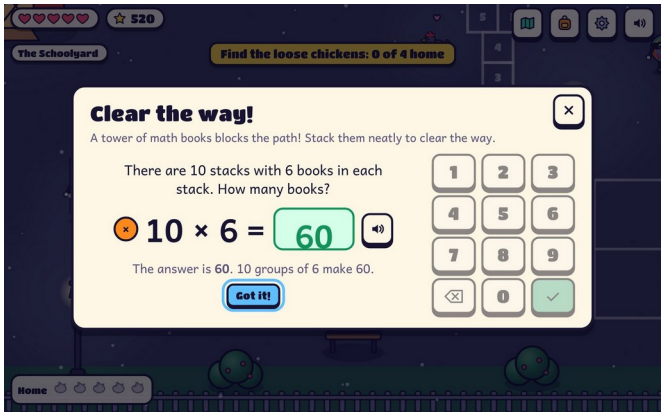
A multiple-choice problem.

When an answer is wrong

On a first miss, the game gives a strategy hint and one more try. Hints teach a method, such as "Break it apart! 58 + 30 = 88. Now add 7 more." or "Times 10? Put a zero on the end of the other number!" After a second miss, the game shows the answer with a short explanation, such as "10 groups of 6 make 60," and waits for the player to tap Got it! before the next problem appears.



A strategy hint after a first miss.



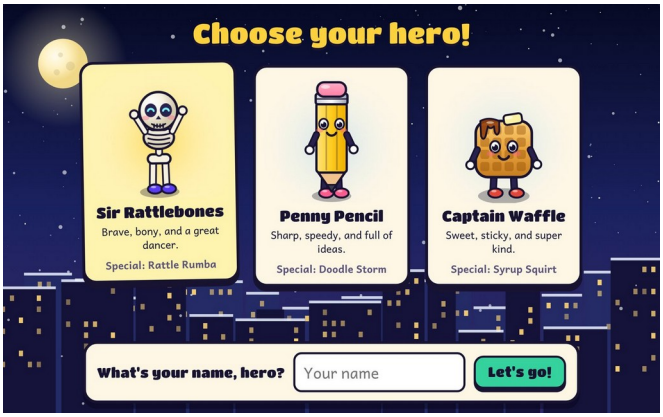
The answer and explanation after a second miss.

Connection to third-grade standards

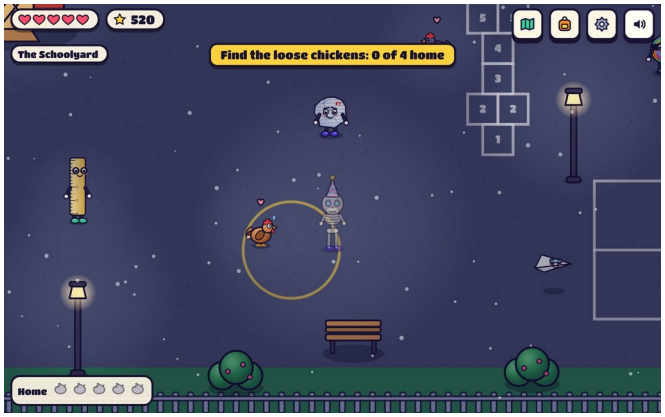
The game's practice connects to third-grade math goals in the Common Core State Standards, including 3.NBT.A.2 (add and subtract within 1,000), 3.NBT.A.3 (multiply one-digit numbers by multiples of 10), 3.OA.C.7 (multiply and divide within 100), and 3.OA.A.3 (equal-groups word problems). Many states use these standards or similar ones.

3. Getting started

1. Open **cluck-quest.netlify.app** in a web browser, or scan the QR code on the cover. On an iPad, tap the Share button and then **Add to Home Screen** to create an app-style icon.
2. Tap **New Game**. A short news report tells the story. Tap **Next** to move through it, or **Skip**.
3. Choose one of three heroes (Sir Rattlebones, Penny Pencil, or Captain Waffle) and type a name. A first name or nickname works well. The name stays on that device.
4. Ruler Rudy explains how to walk, talk, and search. After that, the yellow banner at the top of the screen always shows the next goal.
5. To return later, open the same link on the same device and tap **Continue**.



Three heroes, each with a special attack.



The Schoolyard, the first place to explore.

Moving and interacting

Players tap anywhere to walk there, or use the arrow keys. Tapping a character starts a conversation, and characters will share a hint, a math tip, or a joke when asked. A large button in the corner shows what the player can do nearby, such as Talk, Search, or Play. The backpack holds snacks, attacks, and costumes.

4. The city map

A map of the city shows five places to visit. Each place opens after the one before it is finished, and a night clock moves toward sunrise as chickens come home. Lou's Lunchbox Shop and Hero HQ are on the map as well.



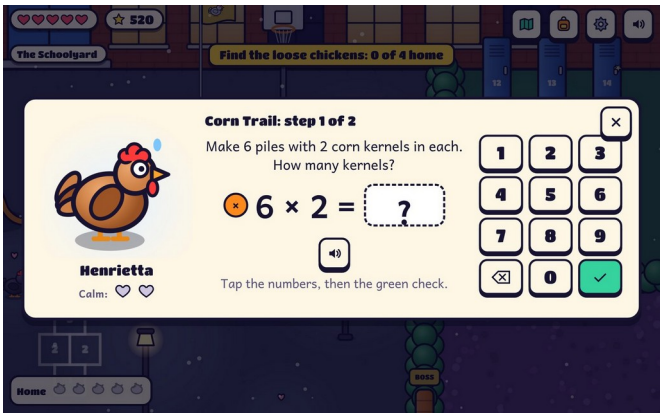
The city map with all five places.

Place	Boss	Mini-game
The Schoolyard	The Stapler Supreme	Egg Catch
Food Court Plaza	Mega Meatball	Lunch Rush
Boneyard Park	Count Funnybone	Bubble Pop
Frozen Fountain	The Abominable Snow Cone	Snow Catch
Jack's Rooftop	Jack O'Jester (finale)	None

5. Playing in the city

Rescuing chickens

Each place has five chickens to bring home. Some wander loose, and some hide in crates or behind obstacles. To calm a loose chicken, the player picks a gentle tool, such as a corn trail or a lullaby, and solves two problems. The chicken then follows the player to the coop. Once four chickens are home, a gate opens to the boss, who guards the fifth, golden chicken.



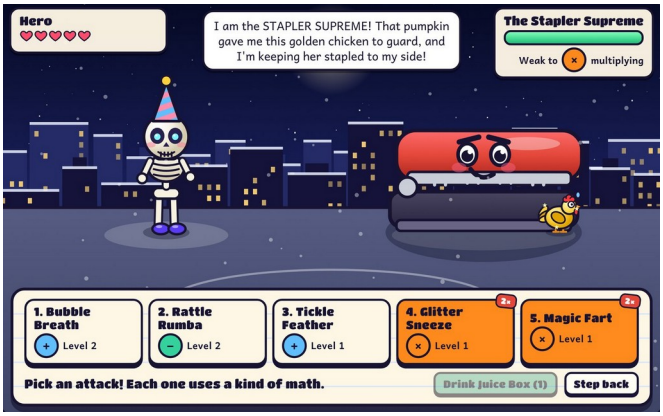
Calming a chicken with a corn trail.



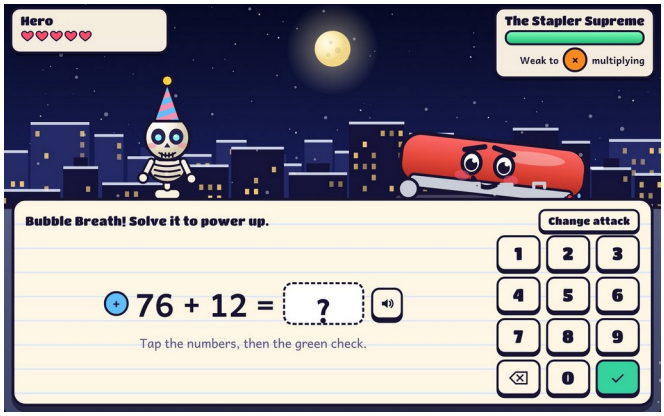
Boneyard Park, home of friendly skeletons.

Silly battles

Goofy characters, such as a crumpled homework page, a grumpy onion, and a giant stapler, sometimes block the way. The player chooses an attack, and each attack uses one kind of math. Bubble Breath uses adding, for example, and Glitter Sneeze uses multiplying. A correct answer powers up the attack. Every opponent has a weak spot, shown on screen, that earns double power. A wrong answer gives the other side a turn, which costs the hero one heart. If all the hearts run out, the hero rests and tries again with full hearts. Nothing is lost.



Choosing an attack. Each one uses a kind of math.



Solving a problem to power up the attack.

Mini-games

Each place has an optional mini-game for extra points. In Egg Catch and Snow Catch, players move a basket or mitten to catch the right answer. In Bubble Pop, they tap the bubble with the right answer before it floats out of reach. Lunch Rush is the only timed activity in the game. Players serve as many orders as they can in 45 seconds.



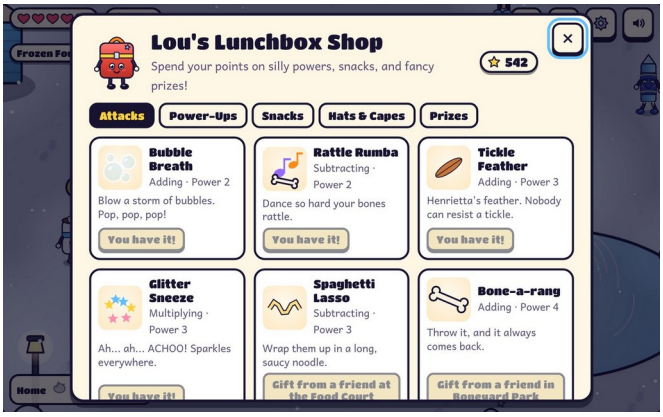
Egg Catch



Lunch Rush

6. Points and prizes

Players earn **points** for correct answers, rescues, and wins. **Lou's Lunchbox Shop** sells new attacks, power-ups, snacks, hats and capes, and prizes. Nothing in the shop costs real money. **Hero HQ** displays the prizes a player has collected.



Lou's Lunchbox Shop.



The prize shelf in Hero HQ.

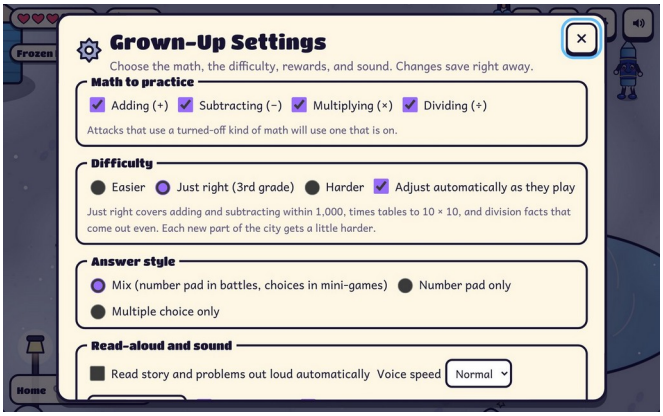
Adults can also add optional **real-life rewards** to the shop, such as extra free time, with a point price. When a child buys one, the game records a coupon so an adult can mark it as given.

7. Grown-Up Settings

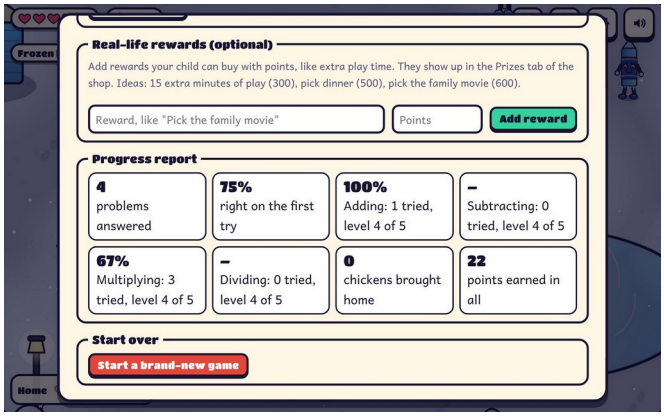
Tap the gear button during play, or Grown-Ups on the title screen. Changes save immediately. The settings are not password protected, so adults may want to show children which parts are for grown-ups.

Setting	What it does
Math to practice	Choose which kinds of math appear: adding, subtracting, multiplying, and dividing. At least one must stay selected.
Difficulty	Easier, Just right (third grade), or Harder, plus an option to adjust automatically for each kind of math as the child plays.
Answer style	Mix (number pad in battles, choices in mini-games), number pad only, or multiple choice only.

Setting	What it does
Read-aloud and sound	Read the story and problems aloud automatically, change the voice speed, and choose whether sound effects and music play.
Real-life rewards	Add optional rewards with a point price, and see coupons the child has bought.
Progress report	Problems answered, first-try accuracy, accuracy and current level for each kind of math, chickens brought home, and points earned.
Start over	Erases the hero, points, and prizes. Settings and rewards stay.



Grown-Up Settings.



The Progress Report.

8. Safety, privacy, and content

Privacy

The game has no accounts, ads, chat, links to other websites, or real-money purchases. It does not collect or send any information. Progress and settings are saved only in the web browser on the device being used, and the hero name a child types stays there too. The game is hosted on Netlify, a web hosting service. Like most websites, Netlify may keep standard technical logs when the page is opened.

Clearing the browser's website data erases the saved game. Private or incognito browsing does not keep progress. Each device and browser holds one saved game, so children who share a device also share a game.

Content notes

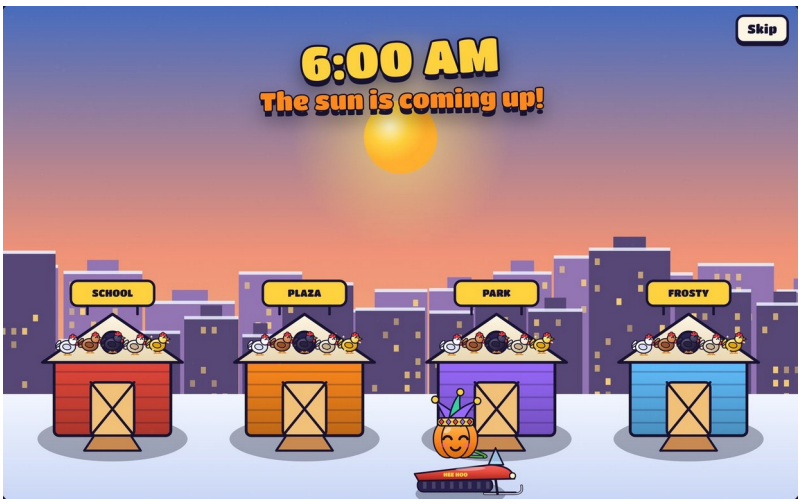
Battles are cartoon-silly. Attacks include bubbles, glitter, tickles, and a few potty-humor jokes, such as Magic Fart and Thunder Burp. Opponents get tired and wander off, and nobody gets hurt. Boneyard Park has friendly skeletons and joke tombstones, and the whole game takes place at night. The screen flashes briefly when a battle starts.

Accessibility

Problems and story lines can be read aloud, and the voice speed is adjustable. Buttons are large and work with touch, a mouse, or a keyboard, including number keys for answers. The text uses Andika, a typeface designed for beginning readers. Multiple-choice mode is available for children who find the number pad harder to use.

9. Questions and tips

Does the game need the internet?	Opening the link needs an internet connection. The child's family also has a copy of the game file that runs without internet.
Will it work on school devices?	It runs in a current browser on iPads, Chromebooks, and computers. Some school networks block new websites, so the school's technology team may need to allow cluck-quest.netlify.app.
Is there a time limit?	Only the Lunch Rush mini-game is timed, and mini-games are optional. Battles give a small bonus for quick answers, but speed is never required.
How can I see what a child has practiced?	Open Grown-Up Settings and scroll to the Progress Report.
Can I focus on one skill?	Yes. In Grown-Up Settings, clear the kinds of math you want to skip. Attacks tied to a skipped kind of math switch to one of the selected kinds.
Who made the game?	A parent made the game with Claude, an AI assistant from Anthropic, for a child in third grade. It is free and is not a commercial product.



Sunrise: every chicken is home.

Created by a parent with Claude, an AI assistant from Anthropic. Guide updated November 2026.