

T A G
MixING
K i T



v0.2

***This set of cards is not a game:
it's a tool for making games!***

Each card is a building block picked from many playground games like tag and hide-and-seek. Combine them in different ways to invent all new games!

You can make up various ways of using the cards: choose the ones you prefer, pick them randomly or build a game in turn with friends and see what happens!

Read more about mixing and remixing playground games at ***tagmixing.org***.

Different kinds of cards make the *Tag Mixing* cards up:



Question cards

Add a question card to ask something about your game, and get ready to answer it.



Option cards

You make choices with option cards; some answer a question, some can stand on their own.



Custom cards

Sometimes you need to tweak the game to make it right or tailored to your playground. Stick a post-it note on the right custom card and write your own building block.



Branches

All the cards are split up into six branches. That's six starting points for building a game. Well, seven: *jailing* and *freezing* share the same questions and options.

Anatomy of a card

All the cards are built in the same way, so you know where to place it and what other cards are coming next.



← Previous cards are up there: a path to know where you are.

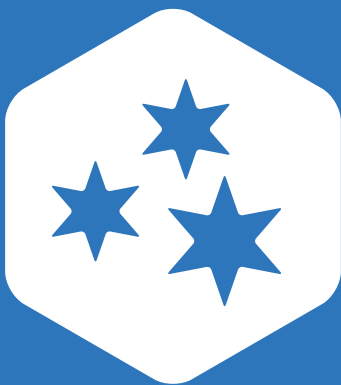
← The current building block: this card is all about it.

← Cards that can be next: you don't always need them all, but it's useful to see the possible steps from here.

Beginning



Ending



Jailing



Freezing



Tagging



Bases



Players



T A G
MIXING
K i T

T A G
M i x i N G
K i T

The background of the entire image is a repeating pattern of blue-outlined hexagons, creating a honeycomb effect.

T A G
MIXING
K i T

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The background of the entire image is a repeating pattern of teal-colored hexagons. Each hexagon is formed by two parallel lines, creating a honeycomb-like structure. In the center of the image, there is a solid maroon hexagon. Inside this maroon hexagon, the text 'TAG Mixing Kit' is written in white. The letters are in a clean, sans-serif font. 'TAG' is on the top line, 'MixING' is on the second line, and 'KIT' is on the third line. The 'i' in 'MixING' is lowercase and has a dot.

T A G
M i x i N G
K i T

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Text

Give a name to something,
write an extra custom card,
add a comment, invent a new rule!



Map

Here goes the map of the playground.

You can then use  **place cards**
to refer to locations drawn here.



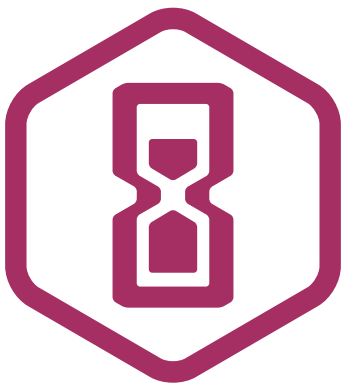
Quote

Write something to say,
to sing, to yell!



Place

Name a location, like the  ***jail***
or the nearest  ***base***, or about
any place charted on the  ***map***.



Time

Pick a time you can follow
on your watch, count in your head,
on your fingers, or aloud.



Number

Choose any number between zero and infinity. **One, two, three, twenty-three** and **forty-two** are perfectly good numbers.



Players

Choose one or more players
with roles like  **it** or
 **not-it**, or by writing down
“those who are  **frozen”** or
“not in  **jail”** for instance.



Players: it

Players who chase  **not-it**
in order to  **tag** them.



Players: not-it

Players chased by  it.

T A G
MIXING
K i T



***What is
the name
of the game?***

NEXT:



T A G
mixING
K i T



***How is the
playground?***

NEXT:



T A G
MIXING
K i T



*How is the
playground?*



***What happens
if a player goes
outside?***

NEXT:



T A G
MIXING
K i T



*How is the
playground?*

*What happens
if a player goes
outside?*



***It's not allowed
or impossible.***

T A G
MIXING
K i T



*How is the
playground?*



*What happens
if a player goes
outside?*



***The player
is safe.***

T A G
MIXING
K i T



*How is the
playground?*



*What happens
if a player goes
outside?*



***The player
is eliminated.***

T A G
MIXING
K i T



*How is the
playground?*

*What happens
if a player goes
outside?*



***The player
is frozen
at the edge.***

T A G
MIXING
K i T



*How is the
playground?*



*What happens
if a player goes
outside?*



***The player
goes to jail.***



***How do players
team up?***

NEXT:





*How do players
team up?*



**Two teams
with two roles:
it and not-it.**

NEXT:





*How do players
team up?*



**Several teams
tagging each
other.**

NEXT:





*How do players
team up?*



*Two teams
with two roles:
it and not-it.*



***How many it
are there at
the beginning?***

NEXT:





*How do players
team up?*



*Several teams
tagging each
other.*



***How many
teams are there
in this game?***

NEXT:





*How are it and
not-it chosen
among players?*

NEXT:





*How are it and
not-it chosen
among players?*



**With this
counting-out
song:**

NEXT:





*How are it and
not-it chosen
among players?*



***With everyone
agreeing.***



*How are it and
not-it chosen
among players?*



**With this
counting-out
game:**

NEXT:





*How are it and
not-it chosen
among players?*



***These players
from last game
are it in this one:***

NEXT:





***How do you call
the teams
or the roles?***

NEXT:



You can combine  **players cards**
with  **text cards** to answer.



***Anything to do
before the game
actually starts?***

NEXT:



You can add a  ***players card***
at your answer if only some
of the players have to do it.



*Anything to do
before the game
actually starts?*



Wait for:

NEXT:





*Anything to do
before the game
actually starts?*



Count to:

NEXT:





*Anything to do
before the game
actually starts?*



Say:

NEXT:





*Anything to do
before the game
actually starts?*



Sing:

NEXT:





*Anything to do
before the game
actually starts?*

Say / Sing



***Until this
special word
starts the game:***

NEXT:





*Anything to do
before the game
actually starts?*



***Close or cover
one's eyes.***

NEXT:





*Anything to do
before the game
actually starts?*

*Close or cover
one's eyes.*



**Opened
as soon as the
game starts.**



*Anything to do
before the game
actually starts?*



***Do something
else:***

NEXT:





***Do players have
a special state
when starting?***

NEXT:



Add a  **players card** at your answer
to tell which players are doing it.



*Do players have
a special state
when starting?*



***Holding
hands.***



*Do players have
a special state
when starting?*



Hiding.



*Do players have
a special state
when starting?*



Frozen.



*Do players have
a special state
when starting?*



Jailed.



*Do players have
a special state
when starting?*



***Eyes closed
or covered.***



*Do players have
a special state
when starting?*



Another state:

NEXT:





***How are players
placed when the
game starts?***



You can describe it on a  **text card**,
draw it on the  **map** or combine
 **players cards** with  **place cards**.



***When does
the game end?***

NEXT:





*When does
the game end?*



***When time
is out.***

NEXT:



You can tell how much time does the game last or simply write down ***“night fall”, “dinner time”, “end of recess”, etc.***



*When does
the game end?*



***When everyone
is it.***

NEXT:





*When does
the game end?*



***When everyone
is in jail.***

NEXT:





*When does
the game end?*



***When everyone
is frozen.***

NEXT:





*When does
the game end?*



*When
everyone...*



***Everyone
except:***

NEXT:





*When does
the game end?*



***When players
are bored.***



*When does
the game end?*



***When a team
access a special
place.***



You can combine a  **players card** with
a  **place card** to tell who and where.



*When does
the game end?*



*When a team
access a special
place.*



***As many
of them:***

NEXT:





*When does
the game end?*



*When a team
access a special
place.*



All of them.



*When does
the game end?*



*When a team
access a special
place.*



One of them.



*When does
the game end?*



*When a team
access a special
place.*



***All the free ones
among them.***



*When does
the game end?*



When:

NEXT:





*How are the
bases called?*

NEXT:



Common choices are
“base”, “home” and “den”.
What’s yours?



***What or where
are the bases
in this game?***

NEXT:





*What or where
are the bases
in this game?*



***Special areas
drawn on
the map.***

NEXT:





*What or where
are the bases
in this game?*



Off the ground.

NEXT:





What or where
are the bases
in this game?
Off the ground.



*With some
exceptions?*

NEXT:





*What or where
are the bases
in this game?*



Touching:

NEXT:



For instance, ***“touching wood”***
or ***“touching any tree”***.



*What or where
are the bases
in this game?*



In the shadows.

Or **out**, if you prefer.



***Only as many
players can be in
the same base:***

NEXT:





***Safeness
only lasts
for this time:***

NEXT:





***Safeness is
extended when
holding hands
or touching.***



***Instant safeness
can also be
invoked.***

NEXT:





*Instant safeness
can also be
invoked.*



By doing this:

NEXT:





*Instant safeness
can also be
invoked.*



By saying this:

NEXT:





*Instant safeness
can also be
invoked.*



***This is only
for this limited
number of times:***

NEXT:





*Instant safeness
can also be
invoked.*



***Wait some time
before doing it
again:***

NEXT:





*What or where
are the bases
in this game?*



SPECIAL OPTION

***Different players
have different
bases.***

NEXT:



Use this card with  **players cards**
to answer the question in different ways.



***How can
players be
set free?***

NEXT:





*How can
players be
set free?*



***By players of
the same team
accessing there:***

NEXT:





How can
players be
set free?

With players of
the same team
accessing there



***How many
of them?***

NEXT:





*How can
players be
set free?*



***By being
touched.***

Use a  **players card** to add by who.



*How can
players be
set free?*



After a time:

NEXT:





*How can
players be
set free?*



In another way:

NEXT:



For ideas, you can look at answers to



“How is a player tagged?”



***Players can't
be set free
after a time:***

NEXT:





*Players can't
be set free
after a time*



***Then they
become it.***



*Players can't
be set free
after a time*



***Then they go to
this place:***

NEXT:





*Players can't
be set free
after a time*



***Then they do
something else:***

NEXT:



For ideas, you can look at answers to
“What happens when a player is tagged?”



***All players
are set free
together.***



***All players
holding hands
are set free
together.***



***Players are set
free in order of
jailing/freezing.***



***What happens
when a player
is set free?***

NEXT:





*What happens
when a player
is set free?*



***The player
says:***

NEXT:





*What happens
when a player
is set free?*



***The player
goes back
to this place:***

NEXT:





*What happens
when a player
is set free?*

*The player
goes back
to this place*



***And is safe
on the way.***



*What happens
when a player
is set free?*



***The player
is back in
game!***



***What do
jailed or frozen
players do?***

NEXT:





*What does
jailed or frozen
players do?*



***They do
something
else:***

NEXT:





*What does
jailed or frozen
players do?*



***They mime
melting.***



*What does
jailed or frozen
players do?*



***They hold
hands together.***



*How is
a player
tagged?*

NEXT:





*How is
a player
tagged?*



Saying:

NEXT:



For instance, their name and their hideout.



*How is
a player
tagged?*



Touching.



*How is
a player
tagged?*



***Catching or
grabbing.***



*How is
a player
tagged?*



***Stepping on
their shadow.***



*How is
a player
tagged?*



Seeing.



*How is
a player
tagged?*



***Seeing them
moving.***



*How is
a player
tagged?*



***Doing
something
else:***

NEXT:





*How is
a player
tagged?*



***Breaking
a chain of players
holding hands.***

NEXT:





*How is
a player
tagged?*

***Breaking a
chain of players
holding hands.***



***One player
is then tagged.***



How is
a player
tagged?
**Breaking a
chain of players
holding hands.**



***Both players
are then tagged.***



***What happens
when a player
is tagged?***

NEXT:





*What happens
when a player
is tagged?*



***The player
goes back
to this place:***

NEXT:





*What happens
when a player
is tagged?*



***The player
goes to jail.***



*What happens
when a player
is tagged?*



***The player
is frozen.***



*What happens
when a player
is tagged?*



***The player
is eliminated.***



*What happens
when a player
is tagged?*



***The player
becomes it!***

NEXT:





*What happens
when a player
is tagged?*

***The player
becomes it!***



No tag back.



*What happens
when a player
is tagged?*



***The player
says:***

NEXT:





*What happens
when a player
is tagged?*



It says:

NEXT:





*What happens
when a player
is tagged?*



It is no more it.

NEXT:





*What happens
when a player
is tagged?
It is no more it.*



***And they
go to:***

NEXT:





*What happens
when a player
is tagged?*



***The player
and it hold
hands.***



*What happens
when a player
is tagged?*



***The player
get a playing
'handicap'.***

NEXT:



For instance,
“moving on one leg only”
or ***“closing eyes”***.



*What happens
when a player
is tagged?*



***Something
else happens:***

NEXT:





*What happens
when a player
is tagged?*



***And all not-it
players have
to do it.***



*What happens
when a player
is tagged?*



It's duel time!

NEXT:



A second chance for the tagged player!
Choose a kind of duel.



*What happens
when a player
is tagged?
It's duel time!*



***They race
to this place:***

NEXT:





*What happens
when a player
is tagged?*



It's duel time!



*They race
to this place*



***It has to
re-tag them
on the way.***



*What happens
when a player
is tagged?*



It's duel time!



*They race
to this place*



***It has to
win the race.***



What happens
when a player
is tagged?
It's duel time!



**It says, sings or
counts & holds the
player who tries
to escape.**

NEXT:





What happens
when a player
is tagged?
It's duel time!



**Another
kind of duel:**

NEXT:





(all)



SPECIAL OPTION

Multitag!

*What happens the first time?
The second time? The third?*

NEXT:



Use this card with  **number cards**
to answer the questions in different ways.



(all)



SPECIAL OPTION

***Each team
has its tag.***

NEXT:



Use this card with  **players cards**
to answer the questions in different ways.