

**Tag
Mixing
Cards
0.2**

Hello!

Thanks for downloading
the Tag Mixing cards!


Print these pages centred on
A4 or Letter format paper sheets
using a 100% scale. The cards
are made to be tarot sized.

You'll find:

- Instructions cards.
- Various back sides to print or glue behind the cards.
- Custom cards. Print three or more copies of these! You'll also need little post-it notes and a pen or pencil to use them.
- Modules cards (questions and options). There're some general ones, then six decks: Beginning, Ending, Players, Tagging, Jailing & Freezing, and Bases.

Visit tagmixing.org or contact me at nicolas@probablement.net if you've got any questions or suggestions.

Happy game mixing!



To cut out the cards, connect the little
lines around the cards corners.



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.

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Print this page on the back side of general cards



Tag
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Cards
02

Print this page on the back side of custom cards



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Print this page on the back side of beginning cards



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Print this page on the back side of ending cards



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Print this page on the back side of players cards



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Print this page on the back side of tagging cards



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Print this page on the back side of jailing & freezing cards



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Print this page on the back side of bases cards



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Fancy back sides! Print this page on the back of what you like.




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Custom cards (1/4). Use them with small post-it notes. You'll need more than one copy of these!



Map

Here goes the map of the playground.
You can then use  **place cards**
to refer to locations drawn here.



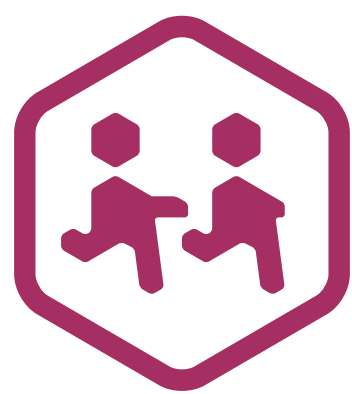
Players

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

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

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.

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Custom cards (2/4). Use them with small post-it notes. You'll need more than one copy of these!



Players: it

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



Players: not-it

Players chased by **it**.



Place

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



Place

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


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Custom cards (3/4). Use them with small post-it notes. You'll need more than one copy of these!




Text

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




Text

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



Quote

Write something to say,
to sing, to yell!

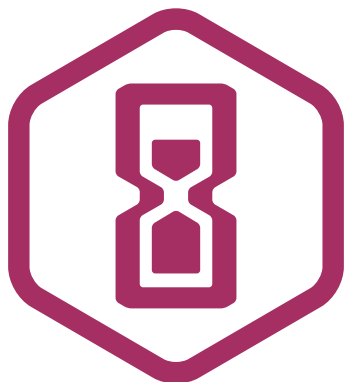


Quote

Write something to say,
to sing, to yell!

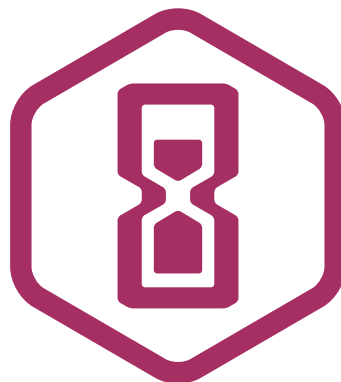
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Custom cards (4/4). Use them with small post-it notes. You'll need more than one copy of these!



Time

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



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.



Number

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

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General cards (1/2)





What is the name of the game?

NEXT:





How is the playground?

NEXT:





How is the playground?



What happens if a player goes outside?

NEXT:





How is the playground?



What happens if a player goes outside?



It's not allowed or impossible.

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General cards (2/2)



How is the playground?



What happens if a player goes outside?



The player is safe.



How is the playground?



What happens if a player goes outside?



The player is eliminated.



How is the playground?



What happens if a player goes outside?



The player is frozen at the edge.



How is the playground?



What happens if a player goes outside?



The player goes to jail.

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Beginning cards (1/5)



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:

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Beginning cards (2/5)






*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:



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Beginning cards (3/5)



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:  



Do players have a special state when starting?



Holding hands.

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

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Beginning cards (4/5)



Hiding.

Do players have a special state when starting?

This card is a blue hexagon with a white checkmark icon in a smaller hexagon at the top. Above the main hexagon are two smaller purple hexagons: the top one contains a white gear icon, and the bottom one contains a white question mark. To the right of these icons is the text "Do players have a special state when starting?" in a red, italicized font.



Frozen.

Do players have a special state when starting?

This card is a blue hexagon with a white checkmark icon in a smaller hexagon at the top. Above the main hexagon are two smaller purple hexagons: the top one contains a white gear icon, and the bottom one contains a white question mark. To the right of these icons is the text "Do players have a special state when starting?" in a red, italicized font.



Jailed.

Do players have a special state when starting?

This card is a blue hexagon with a white checkmark icon in a smaller hexagon at the top. Above the main hexagon are two smaller purple hexagons: the top one contains a white gear icon, and the bottom one contains a white question mark. To the right of these icons is the text "Do players have a special state when starting?" in a red, italicized font.



**Eyes closed
or covered.**

Do players have a special state when starting?

This card is a blue hexagon with a white checkmark icon in a smaller hexagon at the top. Above the main hexagon are two smaller purple hexagons: the top one contains a white gear icon, and the bottom one contains a white question mark. To the right of these icons is the text "Do players have a special state when starting?" in a red, italicized font.

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Beginning cards (5/5)

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**.

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Ending cards (1/4)



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

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Ending cards (2/4)



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.

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Ending cards (3/4)



When does the game end?



When a team access a special place.





When does the game end?

When a team access a special place.



As many of them:



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

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.

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Ending cards (4/4)

All the free ones among them.

When does the game end?
When a team access a special place.

When:

NEXT:

When does the game end?

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Players cards (1/3)



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Players cards (2/3)



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:



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Players cards (3/3)



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.



For instance, their name and their hideout.

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Tagging cards (2/9)

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.

Tag Mixing Cards 0.2

Tagging cards (3/9)



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.

Tag Mixing Cards 0.2

Tagging cards (4/9)



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.

Tag Mixing Cards 0.2

Tagging cards (5/9)



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:



Tag Mixing Cards 0.2

Tagging cards (6/9)



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.

Tag Mixing Cards 0.2

Tagging cards (7/9)



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.

Tag Mixing Cards 0.2

Tagging cards (8/9)



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:



Tag Mixing Cards 0.2

Tagging cards (9/9)



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.

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Jailing & Freezing cards (1/6)



**How can
players be
set free?**

NEXT:

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

NEXT:

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Jailing & Freezing cards (2/6)



How can
players be
set free?




With players of
the same team
accessing there




**How many
of them?**

NEXT:



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



How can
players be
set free?




**By being
touched.**



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?"**

Tag Mixing Cards 0.2

Jailing & Freezing cards (3/6)




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:



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Jailing & Freezing cards (5/6)



*What happens
when a player
is set free?*



NEXT:



*What happens
when a player
is set free?*



NEXT:



*What happens
when a player
is set free?*



*The player
goes back
to this place*



*What happens
when a player
is set free?*



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Jailing & Freezing cards (6/6)



What do jailed or frozen players do?

NEXT: 



They do something else:

NEXT: 

What does jailed or frozen players do?



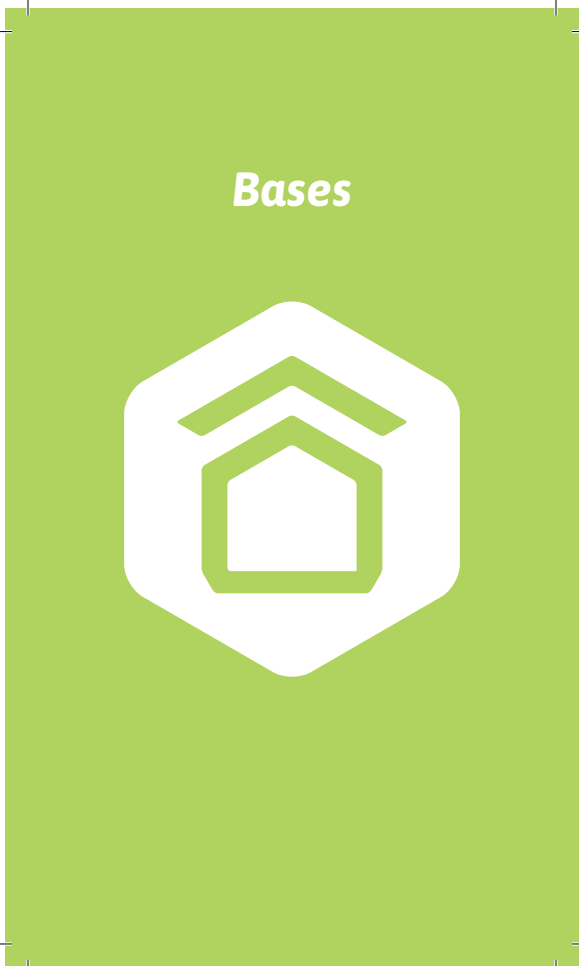
They mime melting.

What does jailed or frozen players do?



They hold hands together.

What does jailed or frozen players do?



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:

Special areas drawn on the map.

NEXT:

What or where are the bases in this game?

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Bases cards (2/5)



What or where
are the bases
in this game?



NEXT:



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



NEXT:



What or where
are the bases
in this game?



NEXT:



What or where
are the bases
in this game?



For instance, "**touching wood**"
or "**touching any tree**".

Or **out**, if you prefer.

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Bases cards (3/5)



*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:



Tag Mixing Cards 0.2

Bases cards (4/5)



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:



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Bases cards (5/5)




*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.