Welcome to the *Tag Mixing* map!

Each node here is a building block picked from many playground games like tag and hide-and-seek.

Put together, they form a maze of all possible options for making playground games.

Connect them in different ways to invent all new games!

TAG MIXING KIT

Make your own playground game!

More about mixing and remixing playground games at ***tagmixing.org***

Players

- How do players team up?
  - Two teams with two roles, it and not-it.
    - How many it at the beginning?
  - Several teams tagging each other.
    - How many teams for this game?
- How are it and not-it chosen among players?
  - With this counting-out game:
  - With this counting-out song:
  - With everyone agreeing.
- How do you call the players' roles / the teams?

Beginning

- Is there anything to do before the game actually starts?
  - Wait for:
  - Count to:
  - Say:
  - Sing:
  - Until this special word starts the game:
  - Do something else:
  - Close or cover eyes.
  - Opened as soon as the game starts.
- Do players have a special state when starting?
  - Hiding.
  - Frozen.
  - Holding hands.
  - Eyes closed or covered.
  - Jailed.
  - Another special state:
- How are players placed when the game starts?

You can also connect different players to different answers.

Tagging

- How are players tagged?
  - Touching them.
  - Seeing them.
  - Stepping on their shadow.
  - Breaking a chain of players holding hands.
  - Saying:
  - Catching or grabbing them.
  - Seeing them moving.
  - One player is then tagged.
  - Both unlinked players are then tagged.
- What happens when a player is tagged?
  - The players becomes it!
  - It is no more it.
  - No tag back!
  - The player and it hold hands.
  - And they go to:
  - The player goes back to this place:
  - The player is eliminated.
  - The player get a playing 'handicap':
  - Doing something else:
  - Each team has its tag.
  - Multitag!
  - Something else happens:
  - It's duel time!
  - The player says:
  - It says:
  - The player goes to jail.
  - The player is frozen.
  - The player tries to escape while it holds them and says, sings or counts:
  - It has to re-tag them on the way.
  - It has to win the race.
  - They race to this place:
  - Another kind of duel:
  - And all not-it players have to do it!

For instance, their name or their hideout.

What happens the first time a player is tagged? The second time? The third time?

1 2 3

Answer in multiple ways by connecting the numbers to different answers.

Connect players to different answers.

Bases

- What is the name of your game?
- How is your playground?

Draw a map!

- How are the bases called?
- What or where are the bases in this game?
  - Off the ground.
  - With some exceptions?
  - Special areas drawn on the map.
  - In the shadows.
  - Different players have different bases.
- How can instant safeness be invoked?
  - Touching:
  - By doing this:
  - By saying this:
  - Only for a limited number of times:
  - Wait some time before doing it again:
- Only as many players can be in the same base:
- Safeness only lasts for this time:
- Safeness is extended when holding hands or touching.

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

Connect players to different answers.

Ending

- When does the game end?
  - When everyone is it.
  - When everyone is jail.
  - When everyone is frozen.
  - When certain players access a special place.
  - When players are bored.
  - When time is out.
  - When:
  - Everyone except:
  - All of them.
  - One of them.
  - As many of them:
  - All of the free ones among them.

Jailing / Freezing

- How can players be set free?
  - By players of the same team accessing this place:
  - By being touched.
  - In another way:
  - Then they become it.
  - Then they go to this place:
  - Then they do something else.
  - Players are set free in order of jailing / freezing.
  - Players can't be set free after a time:
- What happens when a player is set free?
  - All players are set free together.
  - The player says:
  - The player goes back to this place:
  - The player is back in game!
  - Those holding hands.
  - And is safe on the way.
- What do jailed / frozen players do?
  - They hold hands together.
  - They mime melting.
  - They do something else.
  - How many of them?

Freezing and **Jailing** share the same options! Simply answer for each side.

By whom?

You may find ideas in *"How is a player tagged?"*

Ideas in *"What happens when a player is tagged?"*.

Tag Mixing map - Mod.It - Revision 0.1
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How to find your way in the Tag Mixing map? Follow the lines! Answer questions... Check boxes!

and write: Any text, like a name or a custom rule — Something to say, to sing, to yell! — Some place in your playground — A number — Some time to count to — A player, a role or a team