

TAGS™



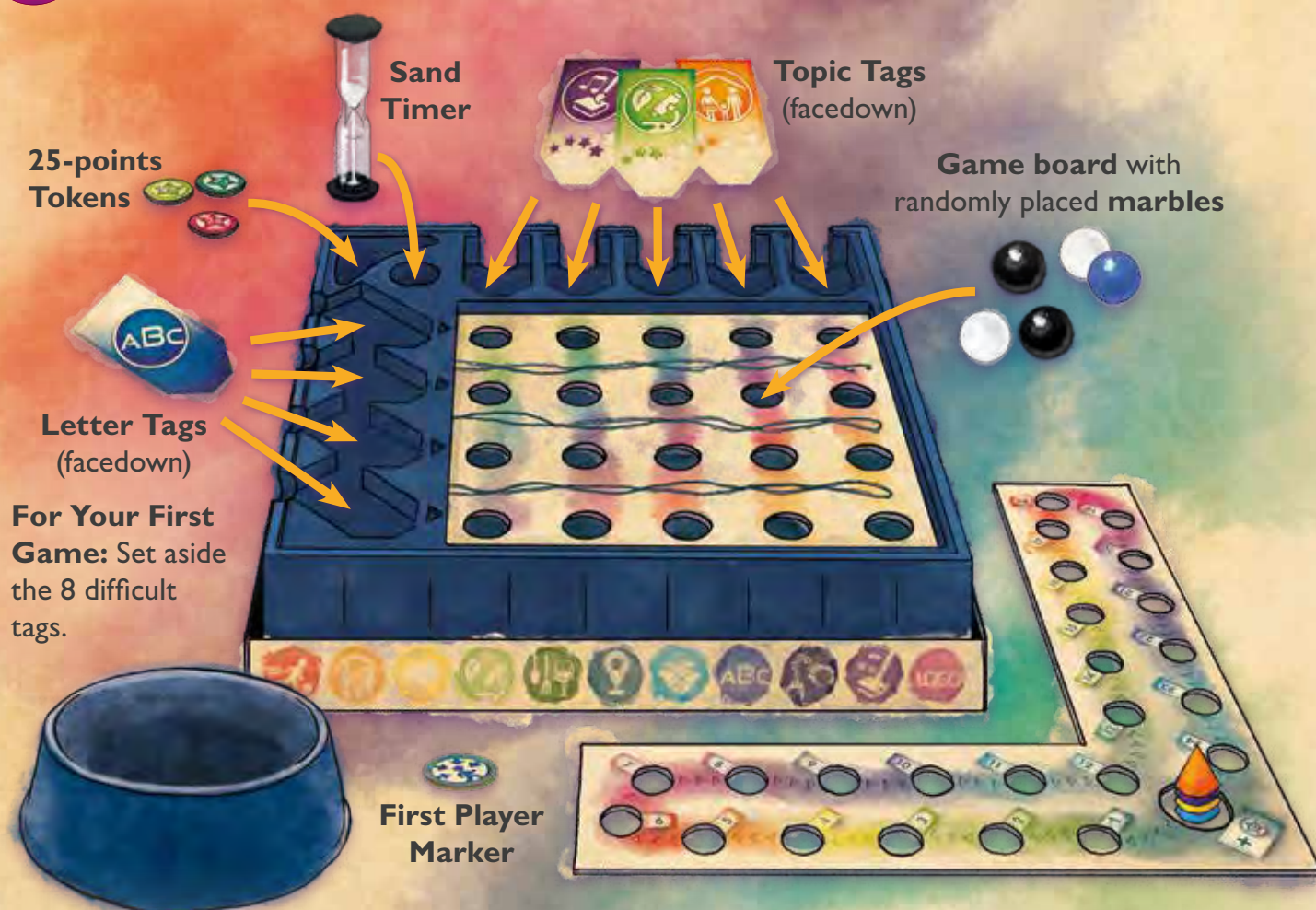
GAME OVERVIEW

In TAGS, players collect marbles from the board by finding words that correspond to a given letter (row) and topic (column). For example, to collect the marble on row “F” and column “Jobs”, you can say “Firefighter”. Players gain points for collecting marbles and clearing out columns. At the end of the game, the player with the most points wins.



SETUP

1 Place the components in the box as shown below:



2 Each player takes a plastic bowl.

3 Place the **Score track** next to the box with the **Player counters** on the Starting space.



PLAYING THE GAME

TAGS is played over a series of rounds equal to the number of players. Each round, players take turns in clockwise order, starting with the first player. Each round, the starting player is different.



START OF ROUND

At the start of a round, flip the top Letter and Topic tags of each row and column. Then, flip the sand timer. The first player becomes the first active player and takes his turn. Make sure the game box faces him.



TAKING A TURN

On your turn as the active player, you have 15 seconds to collect marbles from the board. To collect a marble, find an answer (a word or set of words) that fits that marble's Letter and Topic tags and say it out loud.

Then, take the marble and place it in your plastic bowl. Continue trying to collect marbles until the timer runs out.

Bonus: When you collect the last marble in a column, immediately take its Topic tag. Each Topic tag is worth a 2–5 points based on its difficulty.

While the active player is taking his turn, other players keep an eye on the sand timer and think of possible answers in preparation for their next turn. Players may challenge the active player's answer if they think it does not fit the corresponding letter or topic.



END OF TURN

When the timer runs out, players must say "Stop!". From then on, the active player cannot give any more answers. Then, rotate the box so it faces the next player in clockwise order: that player is the new active player. Flip the sand timer, the active player takes his turn.



END OF ROUND

The round immediately ends when a player takes the last marble from the board or when all players are in turn unable to collect at least one marble.

At the end of the round, each player scores a number of points based on the marbles and tags he collected:



1 Point



2 Point



3 Point



1 Point for Each
Colored Star

Move each player's counter on the Score track accordingly. When a Player counter reaches the Starting space again, that player must take one 25-point token.



END OF GAME

At the end of the second, third, or fourth round (depending on the number of players), the game ends. The player with the most points wins. In case of a tie, the tied players share the victory.

