TAGS

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 take **15** second-turns in clockwise order to find as many words as possible. Players gain points for collecting marbles and clearing out columns. At the end of the game, the player with the most points wins.

⭐⭐⭐ Before the First Game ⭐⭐⭐

Letter Tags

Back

For your first game, we recommend removing all **8** difficult letter tags from the game; these are all tags not showing an initial letter.

Front

includes

th

Difficult Tags:
"includes ..."
"ends with ..."

Front

Initial Letter
that your answers must match

Topic Tags

Difficult topic tags have **4** or **5** colored stars on their front and back. For your first game, you may remove them from the game.

Back   *Front*

Icon and Color
indicate the topic's category

Stars
indicate the topic's difficulty

Toys & Games

Topic
that your answers must match

Crimes & Offenses

The "Crimes & Offenses" category includes more mature topics that you may want to remove from the game if you're playing with children.

⭐⭐⭐ Setup ⭐⭐⭐

1 Place the components in the box as shown below:

25-Points Tokens

Sand Timer

Topic Tags
(shuffled, facedown)

Game Board
*with **Marbles** (placed randomly on the holes)*

Letter Tags
(shuffled, facedown)

Starting Space
*with **Player markers***

Score Track

Plastic Bowl

First Player Marker

2 Each player takes a plastic bowl and a player marker. The oldest player takes the first player marker.

3 Place the score track on the table with the player markers on the starting space.

★✦★ Playing the Game ★✦★
★ A Round ★

Start of the Round

First, flip the top topic tag in each column. If someone does not understand a topic, it can now be explained or removed from the game, if necessary. Then, flip the top letter tag in each row and flip the sand timer. Rotate the box so that it faces the player with the first player marker. That player now takes a turn.

Taking a Turn

Australia · Clothes · Seafood · Verb · In a Stadium

Kangaroo

Dress

Sydney

① The active player gives **as many answers as possible**, and takes the corresponding marble each time.

It is Jonas' turn. He says "Kangaroo," "Dress," "Sydney," and takes the corresponding marble after each word.

Meanwhile: The other players keep an eye on the sand timer, object to any incorrect answers and think of their own answers for their upcoming turn. The active player does not have to watch the sand timer.

Dog

② An answer is correct if it **matches both the topic (column) and the letter (row)** of the marble. The answer must be **specific to the topic**.

Jonas says "Dog" and takes the white marble. Hanna objects: "Dogs can be found everywhere, not only in Australia." Jonas returns the marble.
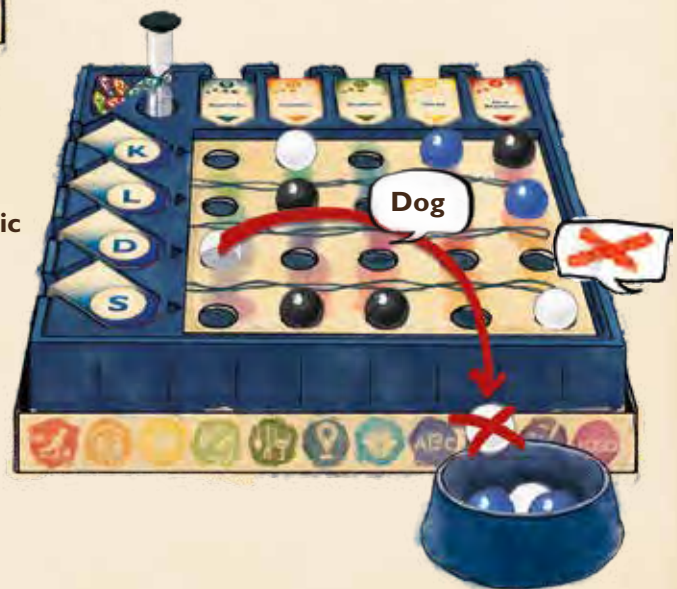
Dingo

③ When a player takes **the last marble in a column**, he must also take that column's topic tag. (Letter tags stay in place until the end of the round.)

Now, Jonas says "Dingo" and takes the marble. Since the column is now empty, he also takes the Australia tag.

If a player does not find a suitable answer, he is **not** eliminated from the game. On his next turn, he can once again try to give correct answers to take marbles.

End of Turn

When the sand timer runs out, one player must say **"Stop!"**. The current player's turn ends immediately. Then, rotate the box so it faces the next player in clockwise order and flip the sand timer. That player now takes a turn.

Dingo — **STOP!**

*If the player gives a correct answer **before** a player says "Stop!", he still takes the marble.*

STOP! — **Dingo**

*If the player gives a correct answer **after** a player says "Stop!", he cannot take the marble. The next player may use the same answer on his turn.*

End of Round and Scoring

A round ends:

- when a player takes the last marble, and the corresponding topic tag
- or if all players are in turn unable to give a correct answer.

At the end of the round, each player scores a number of points based on the marbles and tags he collected:
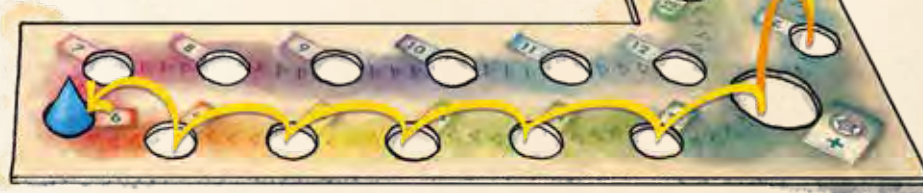
1 Point   2 Points   3 Points

1 Point for Each Colored Star

Each player advances his player marker on the score track accordingly. When a player marker reaches or moves past the starting space, that player takes a **25**-points token.

Scoring Example

*Hanna currently has **19** points. At the end of the round, she has one black and two blue marbles, as well as one **2**-points tag and one **3**-points tag.*

3+2+2=7
*Her marbles are worth **7** points.*

2+3=5
*Her tags are worth **5** points.*

*She advances her player counter **12** spaces. Because she moves her marker past the starting space, she takes a **25**-points token.*

★ Preparing the Next Round ★

- Remove all revealed letter tags and any topic tags still on display (faceup), as well as all scored tags. Place the removed tags in the box lid, for example.

- Randomly place all **20** marbles back on the game board.
- Pass the first player marker to the next player in clockwise order.

★★★ End of the Game ★★★

After each player has been the first player of a round once, the game ends. (As such, you play a number of rounds equal to the number of players.)

The player with the most points (points on the score track plus any **25**-points tokens) wins. In case of a tie, the tied players share the victory.

★✦★ What is a correct answer? ★✦★

An answer is correct...

- if it is specific. *"Fire truck"* is a good word for *Things That Are Red*. Just *"Truck"* would be incorrect, because trucks have various colors.
- even if it consists of multiple words. *"Stairway to Heaven"* fits *Song Titles* with *S*.
- if the first word matches the letter tag. *"The Hobbit"* fits *Book Titles* that start with *H*. Articles (the, a/an) are ignored.
- even if it has been used before for a different topic. If an answer matches multiple topics, it may be used multiple times. *"Tiger"* is a correct answer for both *Dangerous Animals* and *Things That Have Stripes*.

In order to avoid any disputes, players may agree to additional rules before the start of the game.

Can you use dialects, foreign languages, or alternative spellings? What about loan words? If the answer is a person, does the first name or just the last name count?
Is "The Little Mermaid" a correct answer for Movie Titles that start with L, M, or both?

An answer is incorrect...

- if it is in a foreign language, like *"Amour"* for love or *"Acqua"* for water.
- if it does not match the letter tag or if it is not specific to the topic tag.
- Other players must object to an incorrect answer immediately. *"Elephants don't have stripes!", "Zebra does not start with C!"*

If a player rightfully objects to an incorrect answer, the player must return the marble he took.

In case of a dispute, the players must reach an agreement. **Do not stop the sand timer!**
If needed, players may vote quickly to solve the dispute. In case of a tie, the answer is considered to be incorrect. **The more tolerant the players are, the easier the game will be.**

★✦★ Game Variants ★✦★

★ Team Game ★

If playing with more than **4** players, the players form teams (you can also play in teams with **4** players). Teams do not have to be of equal size; give each team a plastic bowl and a player marker. At the start of each round, each team chooses one of its members to take marbles and tags.
On the team's turn, all team members may give answers. All other rules remain unchanged.

★ Adjusted Difficulty Levels ★

General Difficulty

There are three ways to make the game easier or harder for all players:

- **Stars:** Depending on the desired difficulty level, you may either remove the easy (**2**–**3** stars) or the difficult topic tags (**4**–**5** stars).
- **Initial Letters Only:** To simplify the game, you may only use the letter tags with an initial letter.
- **Topic Selection:** If you dislike a specific category, you may remove all tags with the same icon.

Mixed Groups

When playing with mixed groups (children and adults, beginners and experienced players, native and non-native speakers, etc.), you may adjust the game in two ways:

- **Less Points:** The experienced players score only **1** point for each marble and **2** points for each tag.
- **More Time:** When a child or beginner takes a turn, flip the sand timer but do not say "Stop!" until the sand timer runs out a second time (**30** seconds instead of **15**).