

# TAG™

TAKE 'EM DOWN, ONE BY ONE™

## RULES

4 to 10 Players • Ages 14 to Adult

### CONTENTS

10 Lanyards  
10 Target Cards  
10 ID Badges  
16 Method Cards

### OBJECT

Cleverly avoid elimination, while also plotting and eliminating other players one by one until you are the last player left!

### HEADS UP!

TAG is not a game for sitting, relaxing, munchin' on snacks while you play...it's an on-going real-time competition that you play as you live. It can last hours or days. It's full of suspense, creativity, revenge and laughter. So prepare yourself...

### SET UP

•Sort the ID Badges and Target Cards by color, with Target Cards inside ID Badges.

•If you have less than 10 players, now set aside any ID Badges you won't be using.

•Flip over the ID Badges you'll be

using and shuffle them around. Then, lay them out in a row, still face down.

•Remove the Target Card from each and set them, still face down, directly above the ID Badge you removed it from.

•Shift all Target Cards one ID Badge to the right. The Target Card from the ID Badge on the far right will shift to the ID Badge on the far left.



•Now insert the Target Cards into their "new" ID Badges.

•With all Target Cards loaded back in Badges and still face down, shuffle the ID Badges again. Then flip them over!

•Each player takes an ID Badge (with Lanyard). That color is that player's Identity.

•Shuffle the Method Cards and keep them face down, randomly giving one to each player.

•Players may now look at their Cards. Find the player wearing the ID Badge that matches your Target Card so you know who they are! You'll want to keep who your Target is a secret—so they won't see you coming!

•Your Method Card does not have

to remain secret, but the element of surprise can be powerful! You can keep your Method Card in your ID Badge behind your Target Card.  
•Players should wear their Lanyards with ID Badges, so players can see each others' identities (color).

### PLAY

•This game is a creative competition that you play as you go on with your daily life. Your goal is to eliminate your Target using your Method Card, and you must **witness the elimination** when it occurs and reveal your Target Card as proof of a successful elimination.

•The primary rule for elimination is that the Target's action must be voluntary. Be smooth and sneaky. Got it? ;)

•Once you successfully eliminate someone, that player must give you their Target Card and Method Card. This indicates your new Target and an additional Method that you can use to eliminate them. Now you have two Methods to choose from when eliminating your new Target!

•When you eliminate someone, give them your Target Card that matches their ID Badge. They place it in their ID Badge and then return it to the box since they are out of the game. Eliminated players are allowed to assist remaining players, though, so keep your eyes peeled!

### WINNING

The last person left after all of the eliminations is the winner!

### TIPS

Players are free to enlist the help of others (bystanders or other players). Perhaps even a temporary alliance would be beneficial! If you want, you trade info on who has what Methods and Targets...you can even trade Method Cards with other players. You may NEVER trade Target Cards.

Looking for more fun games? Find these and more at [playmonster.com](http://playmonster.com) or wherever games are sold!



7439

**PlayMonster**



We wanna hear about all the fun you had!

Contact us at: Customer Service,  
1400 E. Inman Pkwy., Beloit, WI 53511  
[playmonster@playmonster.com](mailto:playmonster@playmonster.com) • 1-800-524-4263.

For more fun, visit [playmonster.com](http://playmonster.com)  
Copyright © 2020 PlayMonster LLC, Beloit, WI 53511 USA. Made in China. All rights reserved.  
TAG and Take em' Down One by One are trademarks of PlayMonster LLC. Invented by Forrest-Pruzan Creative.