

SIR ROLLAND

TRAITOR TAG



Official Game of the Woodshire Academy

AGES

4+



4-10
PLAYERS

Dear Squires,

Traitor Tag is the official game of the Woodshire Academy of Dragon Slaying, and I spent many a Friday afternoon during my training engaged in this game. Designed for families and friends to build virtue and slay dragons, this handbook will guide you on how to play.

-Sir Rolland

What You Need

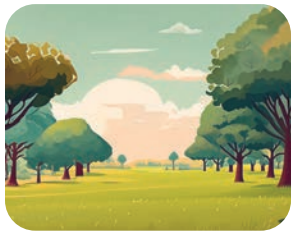


THE 7 STONES OF VIATICUS

Seven balls corresponding to the colors of the 7 Deadly Dragons (*ROYGBIV*).

THE TREASURE CHEST

A clear container or bucket large enough to fit all seven balls (plastic water pitcher works).

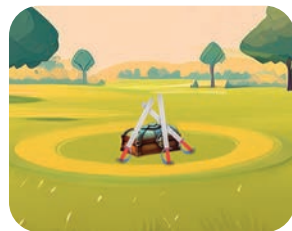


THE BATTLEFIELD

A large yard or park with trees and hiding spots. Clearly define the boundaries before play begins. No player may leave the BATTLEFIELD.

THE CHURCH - SAFE SPACE

A marked circular or semicircular area with a radius of about 10 yards or 10 paces.



Optional: Foam swords for each player

Getting Started

1. Place the empty TREASURE CHEST in the center of the CHURCH.
2. Choose one person as the DRAGON. This person is "it." All other players, known as SLAYERS, must stand just outside the CHURCH with their eyes closed while the DRAGON hides all seven balls around the BATTLEFIELD.
3. Hide all balls where they are (1) visible without moving any objects and (2) reachable from the ground for every player. The DRAGON may not move or rehide the balls once play begins.
4. After hiding all seven balls, the DRAGON freezes while counting aloud to 10, **One-DragonSlayer, Two-DragonSlayer, Three-DragonSlayer...etc**, while the SLAYERS scatter to find the balls.

*WARNING: Traitor Tag involves high-intensity activity, including running, chasing, tagging, and foam sword fighting. Check with your doctor before playing, especially if you have a heart condition, bad knees, or are just generally old. Injuries may occur through game play. Proper safety equipment, including safety glasses, is recommended. All players assume the risk of injury by playing this game. **Extraordinary Mission is not responsible for any injuries related to playing this game.***

Gameplay

OBJECTIVE FOR SLAYERS

SLAYERS aim to find all balls and return them to the TREASURE CHEST inside the CHURCH, following the order ROYGBIV (Red, Orange, Yellow, Green, Blue, Indigo, Violet). They may only touch, move, or retrieve the next ball once the previous one is safely in the chest.

OBJECTIVE FOR THE DRAGON

The DRAGON's goal is to tag each SLAYER before all the balls are collected in the TREASURE CHEST. When tagged by the DRAGON, a SLAYER becomes a TRAITOR. TRAITORS help the DRAGON tag the remaining SLAYERS. When tagged by a TRAITOR, the SLAYER must freeze for 10 seconds and count aloud: **One-DragonSlayer, Two-DragonSlayer, Three-DragonSlayer...etc.** This makes it easier for the DRAGON to tag the SLAYER.

Note: When only one SLAYER remains, TRAITORS may help locate the SLAYER but cannot freeze them, grab them, or block their path.

END OF GAME

The game ends in one of two ways:

1. All STONES OF VIATICUS are safely in the TREASURE CHEST, making the SLAYERS the saints (winners).
2. The DRAGON and TRAITORS win when there are no remaining SLAYERS.

Note: To begin a new game, the last tagged SLAYER becomes the new DRAGON, or you can roll dice to choose the next DRAGON.

OPTIONAL FOAM SWORD GAMEPLAY

All rules remain the same, but all players use foam swords to tag opponents and defend themselves. Players are considered tagged when hit with a foam sword below the neck. If a SLAYER hits the DRAGON or a TRAITOR first, the DRAGON or TRAITOR freezes for 10 seconds, counting aloud as before.



Rolland's Rules

IDENTIFYING TRAITORS:

- Players may ask each other "Are you a TRAITOR?" at any time, and the other player must answer honestly and clearly with "yes" or "no."

BALL VISIBILITY:

- Each ball must be at least partly visible to SLAYERS at all times without moving objects or jumping.

DRAGON'S CHURCH RULE:

- The DRAGON and TRAITORS cannot enter the CHURCH unless a SLAYER is carrying a ball. Once the ball is in the TREASURE CHEST, the DRAGON must leave the CHURCH.

TAGGING RULES:

- If a SLAYER carrying a ball is tagged, they must drop the ball where tagged.
- If tagged inside the CHURCH, SLAYERS drop the ball and retreat without becoming TRAITORS. The DRAGON then throws the ball anywhere on the BATTLEFIELD from inside the CHURCH, but the ball must stay where it lands.

CHURCH TIME LIMIT:

- SLAYERS cannot stay in the CHURCH for longer than 10 seconds.

SEEKING ASSISTANCE:

- Every 10 minutes, SLAYERS may ask the DRAGON for a

ball's location if unable to find it, and the DRAGON must answer honestly.

SPORTSMANSHIP:

- No pushing or tackling; always show proper sportsmanship.

FAIR PLAY:

- No peeking while the DRAGON hides the balls.

TAGGING LIMITATIONS:

- No tagging on the head with hands or swords; if this occurs, the offending player must freeze for 10 seconds. Repeated offenses may lead to disqualification. To be safe, eye protection is highly recommended, especially when using swords.

DISPUTES RESOLUTION:

- All ties and disputes about who got tagged first or if they were across the CHURCH line before tagging, go to the SLAYERS. No arguing or fighting. You don't want to be wounded by a DRAGON while you are supposed to be training to slay them.
- If you are consistently having trouble implementing this rule in a fair manner, perhaps you could designate one person to be the referee (moms or dads or crazy uncles can play this role). If you do designate a referee, what they say goes...no arguing the call.

FAIR PLAY PRINCIPLE:

- If something seems like cheating, **it probably is.**



DRAGON SLAYERS

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From the 7 Deadly Dragons Book Series, created by the Wood Family and Sir Rolland.

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