

The Shorter Game

The approximate playing time for five people is one hour. If you'd like to play a shorter game, try eliminating one or two of the three paths. A good rule of thumb is that each path takes about 20 minutes to complete.

The Two Player Game

When playing with two players, Challenges are used as *changes*. Instead of verbally racing for an answer to determine who remains on a space, players simply *change* positions.

The Change

When you land on a space occupied by your opponent, the opponent moves back to the space from which you came.

The Green Change Spaces

If you land on one of the five green spaces on each path, you may use it to change board positions with an opponent.

The Challenge Rolls

If you roll a Challenge on your turn, you can change board positions with any one pawn ahead of you.

All Other Rules From The Challenges Still Apply

1. Board changes may occur on any space except the *Home* spaces.
2. Green change spaces may be used **ONLY** when they are landed on and only when it is your turn.
3. You lose your turn if you roll a Challenge and there is no one ahead of you with whom to change positions.



Ages 12 to Adult
For 2 or more
Players or Teams

Contents

1,650 TriBond® *Threezer*™ riddles on 300 cards,
15 pawns, 1 custom 8-sided category die,
1 number die and game board.

The Object

There are three separate paths on the game board, each surrounding a *Home* space. Each player controls three pawns that move clockwise, one around each path.

Players are able to advance their pawns by correctly answering TriBond *Threezer* riddles. The object of the game is to be the first to move your three pawns around their paths, and into the *Home* spaces. *Threezer* riddles are a list of three things that have a specific relationship or "bond."

"What do these 3 have in common?"

Q: Black ▲ Polar ▲ Grizzly
A: Bears

Q: Gold Rush 49ers ▲ "The Seven Dwarfs" ▲ Anyone Under 18
A: They're all miners (or minors)

Q: Buzz ▲ Woody ▲ Rex
A: Characters in *Toy Story* (*Toy Story 2*)

Q: Pride ▲ Troop ▲ Covey
A: Groups of animals (lions, monkeys, quail)

Some answers to *Threezer* riddles involve words that have two different meanings and spellings, but sound the same (miners and minors). Since players answer verbally in TriBond these are allowed, plus they're fun! Words within parentheses are given for clarification and are not part of the required answer.

The Setup

Each player chooses three pawns of the same color. Place one of your pawns on each of the three start/finish spaces. Remember that pawns are only moved clockwise on each path and that there is always only one pawn per color on each path.

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Game Play & Categories

1. If you own the game, you go first. Roll both the symbol die and the number die. The picture on the symbol die determines the category from which the **Threezer** riddle will come. The number die determines how many spaces the **Threezer** riddle will be worth if you answer it correctly.
2. The player to the right of you draws a card from the draw end of the card box, and reads the respective **Threezer** riddle aloud (or displays it if it is a picture **Threezer**). Only you, the guessing player can attempt to answer it. **Threezer** riddles are always read one clue at a time, and in the order that they appear on the game card.
3. If you correctly identify what “bonds” the three clues together, move any one of your three pawns ahead the same number of spaces indicated by the number die. You cannot split a roll between two pawns. Select one of your three pawns to move the total number rolled.
4. The reader places the used card in the discard end of the box. Continue your turn by rolling the dice again.
 - If the category die lands on the **Choose Your Category** symbol (★), choose any category you wish, excluding the Challenge category.
 - If the category die lands on the Free Roll symbol (👉); you don't have to answer a **Threezer** riddle! Move any one of your pawns the number indicated on the number die.
 - If the category die lands on the Challenge symbol (Ⓒ), move any one of your pawns ahead to a player in front of you to challenge them! (See CHALLENGE below.)
5. Your turn ends whenever you answer a **Threezer** riddle incorrectly or when you are defeated in a challenge. (See CHALLENGE below.) Turns pass clockwise. The card box does too, so that there's a new reader each turn.

NOTE: Some answers may need to be specific. If the **Threezer** riddle **Buzz ▲ Woody ▲ Rex** is answered “Cartoon characters,” the reader should indicate that the answer needs to be more specific. They are not just cartoon characters, they are characters in **Toy Story**. Players determine the correctness of an answer. Also, we dislike putting a limit on the time allotted for you to answer. Those sand timers that everyone always forgets to turn over are just wrong. However, for those players that need it (and you know who you are), we suggest a 30-second time limit to answer.

Multiple Choice

Randomly placed throughout the categories are multiple choice **Threezer** riddles, highlighted in a light yellow box. The player who draws the card reads the **Threezer** riddle **and the three possible answers on the back of the card** aloud. You must choose between the three possible answers. **The correct answer is in bold type.**

Picture

Randomly placed throughout the card deck are picture **Threezer** riddles. These over-ride any category that you may have rolled except challenges. (See CHALLENGE below.) The player who draws the card shows the pictures to you. Try to figure out what the three images have in common. The answer is on the opposite side of the card.

Challenge

A Challenge is when two players or teams compete for the same space on the board by trying to correctly answer a **Threezer** riddle first. **Challenge Threezer riddles are much easier, but who will be first?!** Challenges may occur on any space on the board except for the start/finish space and the **Home** spaces. A challenge can happen in three ways:

- When you land on a space that someone else is occupying
- When you land on a green Challenge space
- When you roll a Challenge

Landing On Someone (Ouch!)

1. If you move onto the occupied space, a Challenge is made! You are the challenger, and the player occupying the space is the defender.
2. A neutral player draws a game card and reads the Challenge **Threezer** riddle (located in the green box) to both you and the defender.
3. These riddles are much easier so they must be read slowly, pausing 2 to 3 seconds between each clue. You and the defender may call out guesses after the first clue is read, and continue until one of you answers correctly. There are no penalties for incorrect guesses.
4. If you are first to answer correctly, you remain on the space. The defender then moves back to your previous space and you continue your turn by rolling the dice again.
5. If the defender is first to answer correctly, he/she remains on the space. Your turn is over and you must move back to the space from which you came.
6. If neither player answers a Challenge correctly, or if there is any question as to which player answered correctly first, another card is drawn, and another Challenge **Threezer** riddle is read.

NOTE: If four players are playing in teams of two, only one player from each team participates in a Challenge.

Landing on a Green Challenge Space

There are five green Challenge spaces located on each path. If you land on a green Challenge space you can move your pawn ahead to any player ahead of you on that specific path. Play follows as in a regular Challenge sequence.

Example

You roll **Entertainment** and a **3**. Answering the **Threezer** riddle correctly, you advance one of your pawns 3 spaces onto a green challenge space. You now decide to use the green Challenge space to move your pawn 9 spaces ahead to the blue player and Challenge for the space. You win the Challenge by answering a Challenge **Threezer** riddle before the blue player. You remain on that space, and the blue player is sent back to the green Challenge space from which you came, in this example... 9 spaces! If you would have lost, the blue player would have stayed on the space, and you would have returned to the green Challenge space, ending your turn.

NOTE: The green challenge space may be used to move ahead and Challenge **ONLY** during the turn that it is landed on— **NOT** on the next turn, and **NOT** when a pawn is sent back to it after Challenge. If you land on an occupied green Challenge space, you may Challenge the player losing a occupying that space, **OR** use it to Challenge a player ahead of you on that specific path.

Rolling a Challenge

If you roll the (Ⓒ) symbol, you must Challenge someone ahead of you in the game. You may choose any player ahead of you on any path (excluding players safely on the **Home** space or in the start/finish space). A neutral player may need to draw another card and read the Challenge **Threezer**. Again, play follows here as in a regular Challenge sequence. If you roll a Challenge and have no one ahead of you in the game, you lose your turn.

Winning

The first player to move all three pawns around the paths and onto the respective **Home** spaces is the winner! A player may not win the game on a free roll or a Challenge. Roll the Category die again and answer a final **Threezer** riddle correctly to win. An exact roll of the die is not needed to move onto a **Home** space. When a pawn lands on or passes over a start/finish space, it automatically slides safely into the **Home** space. When 3 pawns have circled their paths, they have one thing in common... **Victory!**