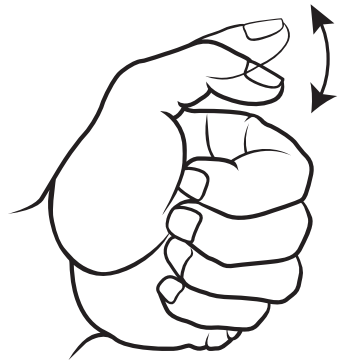


Stealing

- If you answer a Threezer® Riddle incorrectly, other Players have the opportunity to Steal. While the Threezer® Riddle is being read, opponents that are not answering or reading should listen, and, if they believe they know the solution, should “**buzz in**” **BEFORE** the Answering Player guesses.



- To “**buzz in**,” simply hold your hand out over the Game Board, curl your fingers into your palm and pump your thumb up and down as though you’re holding an imaginary buzzer. Feel free to make noise and be as obnoxious as you want! (**NOTE:** If you aren’t playing with rowdy Players, buzzing in can consist of simply raising your hand, or whatever Players are most comfortable with.) The first person to “**buzz in**” earns the opportunity to try to answer the Threezer® **if the Answering Player is incorrect.**
- If you “**buzz in**” and correctly solve the Riddle, you get to advance one of your Pawns the same number of spaces that the Answering Player rolled. However, if you guess incorrectly, you must move one of your Pawns back **ONE** space.
- Since only the Player who “**buzzed in**” first is permitted to attempt to Steal, once the attempted Steal is complete, play continues by moving clockwise from the Answering Player (the Player whose turn it was).


Challenge

- Whenever a Player lands on a Green Challenge Square, they can “**Challenge**” any other Player who is ahead of them on the same path.
- The Challenger and the Defender compete for the same space on the path (the Defender’s current space) by racing to correctly solve a Threezer® Riddle. Challenge Threezer® Riddles are much easier, but who will be first to get it right?!
- The Reading Player reads the special Challenge Threezer® on the back of the Card to both the Challenger and the Defender (if the Reading Player is the Defender, any neutral Player can read it).
- Since there is no penalty for incorrect guesses, the Challenger and the Defender may begin shouting out answers as soon as the first Clue is read, and may make as many guesses as they can until one of them correctly solves the Riddle and wins the Challenge. In the case of a tie, a new Challenge Threezer® Riddle may be read.
- If the Challenger wins the Challenge, the two involved Pawns switch spaces on the board (so that the Challenger is now ahead).
- If the Defender wins the Challenge, the Pawns stay in their current spaces.
- Once the Challenge has been completed, the Challenger/Answering Player’s turn ends, and play moves clockwise, with the Dice and the Card Box being passed to the left (the Card Box remains to the right of the Answering Player).
- **NOTE ABOUT PLAYING IN TEAMS:** When playing in teams, Players should decide prior to beginning a Game whether the entire Team shall participate in Challenges, or whether a representing Player should be elected to participate.

Winning

The first Player (or Team) to advance all three of their Pawns from Start to Finish wins the game!


G6848



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G6848-0921

AGES 12+
2-4 Players or Teams



The game that asks...

“What do these 3 have in common?”

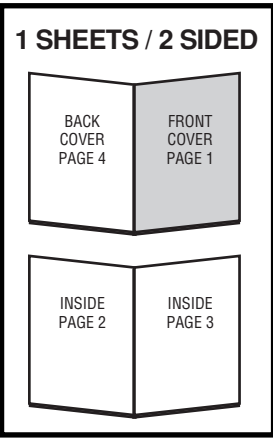
Contents
300 Cards (**1800 Threezer® Riddles!**),
1 Game Board, 12 Pawns, 1 Category Die and 1 Number Die.

Object
Players advance their Pawns on three paths by correctly solving **TriBond Threezer® Riddles**. The first Player (or Team) to get all three of their Pawns to the Finish Spaces at the end of the three paths wins!

Threezer® Riddles
A **Threezer®** is a riddle with 3 clues that have a specific relationship or a common “bond.”

Threezer® Riddles can have linear connections (**Panda • Teddy • Polar = Bears**) or can involve word play that will use your noodle in a thought-provoking way. For instance, some answers to **Threezer® Riddles** involve words that have two different meanings and spellings, but sound the same (**miners vs. minors**). Since players answer verbally in TriBond® these are allowed...plus they’re fun. The more you play, the easier it will be for you to start thinking in “threes”!

Players are not required to give their answers exactly as they appear on the cards, and words within parentheses are for clarification and are not part of the required answer. When reading the clues, Players can judge whether they want to accept an answer as given, or whether to direct the answering Player to “be more specific” or “be less specific” (Example: Is “cartoon characters” an acceptable answer for “Toy Story Characters”? We don’t think so, but you might!).



INSTRUCTION SHEET SPECIFICATIONS	
Toy:	TRIBOND GAME
Toy No.:	G6848
Part No.:	0921
Item Size:	16"W x10" H
Folded Size:	8" W x10" H
Type of Fold:	n/a
# colors:	One
Colors:	Black
Paper Stock:	White Offset
Paper Weight:	70 lb.
Insert:	n/a

Threezer® Riddle Categories



Happenings: Pop Culture and Entertainment, including Who’s Who Today, Movies, TV, Music Groups and More.

Q: Gaffer • Grip • Best Boy
A: Motion Picture (Or TV) Crewmembers



Fun & Games: Sports, Games, Leisure-Time Activities, Literature, Fads, Novelties, Hobbies, Fashion and More.

Q: Texas Hold ‘Em • Caribbean Stud • Liars
A: Variations Of Poker



Show-Off: Academics, Book Smarts, News and History, plus Trivia that’s a bit more intellectual than the other categories.

Q: Bering • Black • Baltic
A: Seas



Word Whimsy: Riddles that are often abstract and involve Word Play, including Brainteasers, Homonyms (Sound-Alike Words), Puns and More.

Q: Clothes Dryers • Racing Balloons • Senseless Speakers
A: They’re Full of Hot Air



Anything Goes: This is a mixed bag of Riddles that either don’t fit well into the other categories, or have clues that would fit in more than one category.

Q: Shar-peis • Laundry • Prunes
A: They Have Wrinkles

Challenge: The Challenge Threezer® Riddles are only used when one Player challenges another (there isn’t a Challenge Symbol on the Die). Since a Challenge is a race to give the correct answer the fastest (see CHALLENGE), these Riddles tend to be easier, with solutions that can be shouted out quickly.

Q: Latte • Espresso • Cappuccino
A: Coffee Drinks

Setup

Each Player (or Team) chooses three Pawns of the same color.
Place one of your Pawns on each of the three Start Spaces in the center of the Game Board.



A Note About 2-Player Games

While TriBond is best with 3 to 4 Players or Teams, a 2-player game can be enjoyed by eliminating the Challenge and Stealing rules.


Game Play

- Roll the Number Die to determine who goes first. The Player or Team that rolls the highest Number will be the first “Answering Player.” The Player to the RIGHT of the Answering Player takes the Card Box and will be the first to read (“Reading Player”).

- On your turn, roll BOTH the Category Die and the Number Die. The Reading Player draws a Card from the Draw side of the Card Box and reads the Threezer® Riddle corresponding to the Category that you rolled. Threezer® Clues must be read one at a time in the order that they appear on the Card, with slight pauses in between them to indicate separation. If for some reason the Answering Player has difficulty understanding the Clues as read, it is acceptable to place the card clue-side up on the table and allow the Answering Player to personally read the Clues.

- If you correctly solve the Threezer® Riddle, you get to advance ONE of your Pawns the same number of spaces that you rolled on the Number Die. You can choose any one of your three Pawns to move, but that Pawn must stay on its original path moving clockwise (following the arrows). You cannot split a roll between two Pawns.

- The Reading Player then places the used Card back in the Card Box on the Discard side, taking care to place it facing the same way as the rest.

- The Category Die also features a Free Roll Symbol . If you roll this symbol on your turn, you do not have to answer a Threezer® Riddle! You automatically get to advance one of your Pawns the number of spaces rolled on the Number Die.

- Players cannot share spaces. When advancing your Pawn, if you land on a space that is already occupied by another Player’s Pawn, you get to jump ahead to the next available space.

- Whenever a Player’s turn ends due to an incorrect answer, other Players have the opportunity to Steal (see STEALING). Players may not Steal on a Challenge Riddle.

- After a Player has completed their turn (whether or not they gave a correct answer), and other Players have been given the opportunity to Steal, play moves clockwise with the Dice and the Card Box passing to the left (the Card Box will always be with the person to the right of the current Answering Player).

- You do not need an exact roll to land on a Finish Space, and you can also land on a Finish Space with a Free Roll. Once you’ve reached a Finish Space, that Pawn can be removed from the Game Board and placed in front of you.

- **NOTE:** We dislike putting a limit on the time allotted for you to answer. Those sand timers that everyone always forgets to turn take the fun out of an otherwise pressure-free game. However, for those Players that need it (and you know who you are), we suggest a 30-second time limit to answer.