

AGES 12+
2-4 Players or Teams

TRIBOND

The game that asks...

"What do these 3 have in common?"

RULES

Contents

Tin Game Board (Inside Box Lid), 100 Cards (600 Threezer® Riddles!), 4 Magnetic Pawns, 1 Category Die.

Object

Be the first Player to reach the Finish Space by solving 11 Threezer® Riddles. A Threezer Riddle consists of three seemingly unrelated clues. To solve it, you must say what those three things have in common.

Threezer® Riddle Categories

- ✿ Pop Culture & Entertainment
- 🕯 Games, Novelties & Leisure Time
- ★ Academics, News & History
- ❓ Word Play & Brainteasers
- 🔗 Anything Goes
- Ⓒ Challenge: These riddles are the easiest, and can be used to challenge another Player.

Game Play

- Each Player (or Team) selects a Pawn and places it on the Start Space on the Game Board (the inside lid of the tin). Roll to see who goes first.
- On your turn, roll the Die. The category rolled indicates which Threezer will be read to you by one of the other Players.

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- If you answer correctly, move your Pawn ahead ONE space (follow the arrows).
- The Player to your left (clockwise) goes next.
- On your turn, if you roll the Challenge Symbol on the Die, you can challenge any Player that's ahead of you on the path. A neutral Player will read the Challenge Threezer on the back of the Card to you and your opponent. You both must then call out answers until one of you guesses correctly. If you are the first to answer correctly, you get to switch places on the path with that Player's Pawn (so you are now ahead). If your opponent is the first to answer the Challenge correctly, you both remain in your current spaces. If there is no one ahead of you on the path that you would like to challenge, you can simply answer the Challenge Threezer® yourself and move ahead one space if you answer correctly.
- Once a Player has reached the Finish Space, complete that round (all Players should have an equal number of turns).
- If only one Player has reached the Finish Space upon completion of the last round, that Player wins!

In The Event Of A Tie

If more than one Player reaches the Finish Space during the last round, the tied Players must have a face-off. Roll the Die to determine the category of the final Threezer®. A neutral Player will read the riddle (or set the Card on a flat surface so that the tied Players can read it together). The tied Players must then call out answers until one of them guesses correctly. The first Player to answer correctly wins!

CONSUMER INFORMATION

Need Assistance? In the US and Canada, service.mattel.com* or 1-800-524-8697, M-F 8AM - 6PM, ET.
*Website in English language only

SERVICE.MATTEL.COM

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