

TRIBOND[®]

"What do these 3 have in common?"[®]

DIAMOND EDITION

Ages 12 to Adult
For 2 or more players

THE CONTENTS

1,333 **TriBond**[®] *Threesome*[™] questions on 300 Cards, 15 Game Pieces, 1 Custom Symbol Die, 1 Number Die, Game Board and Rules

THE GAME

There are three separate paths on the game board, each surrounding a numbered space marked 1, 2 or 3. Each player or team controls three game pieces which move clockwise, one around each path. Players advance their game pieces by correctly answering **TriBond** *Threesome* questions.

THE OBJECT

The object of the game is to move your three game pieces, one around each path, and into the numbered spaces.

THREESOME QUESTIONS

A *Threesome* question is a list of three things that has a specific relationship or "bond." Below are some samples to demonstrate the play of **TriBond**.

"WHAT DO THESE 3 HAVE IN COMMON?"[®]

Q: Can't ▲ Won't ▲ Don't

A: Contractions

Q: Pride ▲ Troop ▲ Covey

A: Groups of animals (lions, monkeys, quail)

Q: Buzz ▲ Woody ▲ Mr. Potato Head

A: Characters in (the movie) *Toy Story*

Q: A Sales Curve ▲ A Mountain ▲ A Cheater in Hide 'N' Seek

A: They peak (or peek)

The answer to the last *Threesome* question involves words that have two different meanings and spellings, but sound the same (peak and peek). Since players answer verbally in **TriBond**, these are allowed... plus they're fun!

THE SETUP

1. Place the card box inside its lid, so that the **TriBond** *Threesome Questions* side of the cards matches the draw end of the lid.
2. Each player or team chooses three game pieces - all the same color.
3. Place one of your three game pieces on each of the three Start/Finish spaces.
4. Important reminders:
 - Game pieces are always moved clockwise on each path.
 - There is always only one game piece per team on each path.
5. Each player or team rolls the number die to determine who starts the game. The highest roll goes first, with play passing clockwise.

THE GAME PLAY

1. The first player or team rolls the dice. The picture on the symbol die determines the category from which the *Threesome* question will come. (Note the category list on the game board for an explanation of the different symbols.) The number die determines how many spaces the *Threesome* question will be worth if it is answered correctly.

2. A player from a different team then draws a card from the draw end of the card box, and reads the respective *Threesome* question aloud. *Threesome* questions are *always* read one clue at a time, and in the order that they appear on the game card.
3. If the player or team correctly identifies what "bonds" the three clues together, they move any *one* of their three game pieces ahead the same number of spaces indicated by the number die. Players can not split a roll between two game pieces. They must select one of their three game pieces to move the total number rolled.
4. Place the used card in the discard end of the box. The player or team who answered correctly continues by rolling the dice again.

If the category die lands on the Choose Your Category symbol (★), the player or team chooses the category. (Players may not choose the Challenge category found in the green box of each game card.)

If the category die lands on the Free Roll symbol (☞), the player or team moves any one of their game pieces the number indicated on the number die, without having to answer a *Threesome* question.

5. A turn ends when a *Threesome* question is answered incorrectly.

NOTE: Some answers may not be entirely correct or incorrect. If the *Threesome* question **Buzz ▲ Woody ▲ Mr. Potato Head** is answered "Cartoon characters," the reader should indicate that the answer needs to be more specific. It is left to the better judgment of those playing the game to determine the correctness of an answer. Words within parentheses are given simply for clarification, and are not part of the required answer.

ALSO: We dislike putting a limit on the time allotted for a player or team to answer. We also dislike those sand timers that everyone always forgets to turn over. However, for those players that need it (and you know who you are), we suggest a 30-second time limit to answer a *Threesome* question.

MULTIPLE CHOICE THREESOME QUESTIONS

Randomly placed throughout the game cards are multiple choice *Threesome* questions, highlighted in a light purple box. If you are reading when one of these is rolled, you must read aloud the *Threesome* question **and the three possible answers on the back of the card**. The player guessing must choose between the three possible answers. The correct answer is in **bold type**. Words within parentheses are added for information and should not be read aloud until after the question is answered.

THE CHALLENGE

1. If a player or team moves a game piece onto an occupied space, a Challenge is initiated. During a Challenge, two players or teams compete simultaneously to solve a Challenge *Threesome* question. Challenges may occur on any space on the board except for the Start/Finish space and the numbered spaces.
2. The player or team who moves onto the occupied space is the Challenger, and the player or team occupying the space is the Defender.
3. A neutral player draws a game card and reads the Challenge *Threesome* question (located in the green box of every game card) to both the Challenger and Defender.
4. Challenge *Threesome* questions are much easier by design. They must be read slowly pausing 2 to 3 seconds between each clue. The Challenger and Defender may blurt out guesses after the first clue is read, and continue until one of them answers correctly. There are no penalties for incorrect guesses.
5. If you are the Challenger and are the first to answer correctly, you may remain on the space. The Defender then moves back to your previous space. You continue your turn by rolling the dice again.
6. If you are the Defender and are the first to answer correctly, you remain on your space. The Challenger moves back to the space from which they came, ending their turn.

EXAMPLE: The blue player rolls the dice. The symbol die comes up as Academics, and the number die comes up as 5. The blue player answers the Academics *Threesome* question correctly, and decides to move a game piece (five spaces) onto a space occupied by the red player. A neutral player reads a Challenge *Threesome* question. The blue player (Challenger) answers correctly first, and the red player (Defender) is sent backwards to the space from which the blue player came, in this example, 5 spaces!

7. If neither player or team answers a Challenge correctly, or if there is any question as to which player or team answered correctly first, another card is drawn, and another Challenge *Threesome* question is read.

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

THE GREEN CHALLENGE SPACES

1. There are five green Challenge spaces located on each path.
2. If you land on a green Challenge space, you can move your game piece ahead to any player or team ahead of you on that specific path. It's time for a Challenge!
3. Play follows a regular Challenge sequence. (See rules 3 through 6 under THE CHALLENGE.)

EXAMPLE: You roll the Entertainment category and a 3. Answering the *Threesome* question correctly, you advance one of your game pieces 3 spaces onto a green Challenge space. You now decide to use the green Challenge space to move your game piece 9 spaces ahead to the blue player and Challenge for the space. You win the Challenge by answering a Challenge *Threesome* question before the blue player. You remain on that space, and the blue player is sent back to the green Challenge space, in this example... 9 spaces! You then continue your turn. 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.

4. The green Challenge space may be used to move ahead and Challenge ONLY the moment it is landed on, NOT on the next turn and NOT when a game piece is sent back to it after losing a Challenge.

If you land on an occupied green Challenge space, you may Challenge the player or team occupying that space, OR use it to Challenge a player or team ahead of you on that specific path.

THE CHALLENGE COMMANDS

1. Challenge commands are placed randomly throughout the *Threesome* question cards. If you draw a "Challenge!" instead of a *Threesome* question, 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 numbered space). A neutral player may need to draw another card and read the Challenge *Threesome* question. Again, play follows here as in a regular Challenge sequence.

EXAMPLE: You roll Sports and a 5. The player reading the card finds a "Challenge!" in the Sports category. You decide to move 15 spaces ahead to the red player or team and Challenge. If you win, the red player or team goes back, in this example... 15 spaces!

2. If you draw a "Challenge!" command and have no one to Challenge, then you lose your turn. (You may only Challenge someone ahead of you on the game board.)

THE WINNER

The **TriBond** game winner is the first player or team to move all three game pieces around the paths, and onto the respective Start/Finish spaces. Game pieces are placed on the numbered spaces once they've circled a path. This prevents confusion if there are game pieces that have not yet left the Start/Finish space. A player or team may not win the game on a free roll. If a player or team completes the final path after a free roll, they roll the category die again and answer one last *Threesome* question correctly to win.

*An exact roll of the die is not needed to move onto a numbered space. When a game piece lands on or passes over a Start/Finish space, it automatically slides safely onto the numbered space.

When 3 game pieces have circled their paths, they have one thing in common – Victory!

GOOD LUCK and HAVE FUN!

RULE VARIATIONS

The **TriBond** game was created in a tiny, one bedroom apartment in 1989. The rules, however have evolved over the years. In fact, over a million copies later, we still get letters with rule suggestions. Here are a few good ones:

Fans' Rule: Start a discard pile under the words "Diamond Edition" on the game board. Whenever a challenge is initiated, draw cards from this pile. Once a game card is used for a challenge it is then placed in the discard end of the box. This rule limits the number of repeat threesome questions drawn in subsequent games.

Fans' Rule: The most *Threesome* questions a player or team can answer correctly on any given turn is three (excluding Challenge *Threesome* questions). This keeps everyone in on the action and prevents runaway games.

THE SHORTER GAME

The approximate playing time for five people playing individually is one hour. If you'd like to play a shorter game, try eliminating one of the three paths. A good rule of thumb is that each path takes about 20 minutes to complete. This flexibility allows five players (playing on only one path), to enjoy **TriBond** fun in under one half hour!

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 where you came from... automatically.

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 your opponent on that same path.

CHALLENGE COMMANDS: If you draw a "Challenge!" on your turn, you can change board positions with any of your opponent's game pieces.

All other rules from the Challenges still apply:

1. Board changes may occur on any space except the numbered spaces.
2. Green change spaces may be used ONLY the moment they are landed on... NOT on your next turn and NOT when a game piece is sent back to it after changing board positions.
3. You lose your turn if you draw a "Challenge!" command and there is no one ahead of you with whom to change positions.

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