

What do these 3 have in common?™



TRIBOND™

CD-ROM

WIN 95/98 & MAC

EVERYONE



PATCH[®]

Patch Products, Inc.



Developed by
Perpetual Motion Enterprises, Inc.

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Getting Started

TriBond™ CD-ROM is the computer version of the classic board game **TriBond®**. It is a turn-based game with each player getting one chance to answer a **TriBond Threesome™** question per turn. **TriBond** supports five players via a Network, the Internet or a Modem and also has a challenging artificial intelligence.

System Requirements

WINDOWS®95/98

Suggested

- Windows 95
- Pentium 75MHz
- 16x CD-ROM
- 16MB RAM
- 2MB DirectX compatible Video Card
- 103 MB free hard drive space

MACINTOSH®

Suggested

- System 7.x or better
- PowerPC CPU
- 16x CD-ROM
- 16MB RAM
- Sound Manager 3.0
- 108 MB free hard drive space

Minimum

- Windows 95
- 486 DX- 66MHz processor
- 4x CD-ROM
- 8MB RAM
- 1MB DirectX compatible Video Card
- 103 MB free hard drive space

Minimum

- System 7.x or better
- PowerPC CPU
- 4x CD-ROM
- 8 MB RAM
- Sound Manager 3.0
- 108 MB free hard drive space

Overview

Each player has one colored game piece for each of the three paths making up the **TriBond** game board. The paths are marked 1, 2 and 3. By rolling the dice, the player receives a number determining the number of spaces they may move one of their game pieces if they answer the question correctly, and an icon representing the category from which they will receive their *Threesome* question. The *Threesome* questions are presented as three text based clues, three picture clues or in a multiple choice format. If the player answers the question correctly, they can move one of their game pieces the number of spaces equal to the number rolled. If they get it wrong, they do not move any game pieces that turn. If a piece you are moving lands on a space occupied by another piece, a challenge ensues. More about this part of **TriBond** later, but know that the winner of the Challenge remains on that space and the loser is sent back. The first player to move three game pieces along their separate paths, and into their respective numbered space, is the winner.

Here are some sample **TriBond Threesome** questions:

What do these three things have in common?™

Q: Ransom • Lethal Weapon • Braveheart

A: Movies featuring Mel Gibson

Q: A Dog • A Kite • A Story Teller

A: They have tails (tales)

***Note:** Some answers given may not be entirely correct. If Ransom • Lethal Weapon • Braveheart is answered "movies," the player answering is given the opportunity to be "more specific." It is left to the better judgment of those playing the game to determine the correctness of an answer by casting their vote on all answers. In the second sample **Threesome** question the answer involved a word that has two different meanings and spellings, but sounds the same (tail and tale). Be aware that this kind of trickery is allowed. However, players do not need to type in both spellings. Words within parentheses are given simply for clarification and are not part of the required answer.*

Installing TriBond™

PC Users:

Autorun (Windows 95/98 only)

1. Place the **TriBond** CD in the CD drive, label side up. Close the drive tray.
2. When the Autorun screen pops up, click on the Install button.
3. Follow the on-screen directions.
4. To start **TriBond**, click on the icon placed in your Start menu, or click on Play located on the Autorun screen.

To check out Demos: The Demos button will open the folder containing demos of our other titles. To install a particular demo, open its folder and run its "setup" program. If you need to install DirectX, click on the DirectX button. This will run the DirectX setup program. The Exit button will close the Autorun screen.

Macintosh Users:

1. Place the **TriBond** CD in the CD drive, label side up. Close the drive tray.
2. When the CD icon appears on screen on your desktop, double-click it to open it.
3. You should now see a folder with a **TriBond** icon in it.
4. Double-click on the **TriBond** icon.
5. Follow the on-screen instructions.

Note: If a message comes up telling you that your screen "Must be set to use 256 colors" to play, you need to open your "Monitors" or "Monitors & Sound" control panel and choose "256 colors" before playing.

TriBond™ Game Play

Control

TriBond is played with the mouse and the keyboard. The mouse is used to select game pieces, choose a space on which to move and interact with menus. There are keyboard commands for most actions (see below). All answers (except those in the multiple choice category) need to be typed.

| | | |
|-------------|---|---|
| Enter | = | Activates the Done, OK and Vote buttons |
| Esc | = | Activates the Cancel button and ends joining procedure |
| Space Bar | = | Rolls Dice, stops Dice Roll and skips movies |
| ` or Tilde | = | Activates or deactivates Chat |
| Arrow Left | = | Rotate board clockwise |
| Arrow Right | = | Rotate board counter-clockwise |
| A | = | Accepted (voting phase) or Choice A (multiple choice) |
| B | = | Choice B (multiple choice) |
| C | = | Choice C (multiple choice) |
| D | = | Denied (voting phase) |
| E | = | End Game |
| M | = | More Specific (voting phase) |
| N | = | Activates No button |
| Q | = | Quit TriBond |
| Y | = | Activates Yes button |
| 1 | = | Move Game Piece on Path One or Choice A (multiple choice) |
| 2 | = | Move Game Piece on Path Two or Choice B (multiple choice) |
| 3 | = | Move Game Piece on Path Three or Choice C (multiple choice) |

The Playing Screen

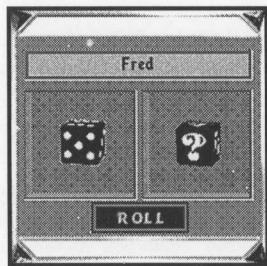
Each environment has its own sounds and animations, which help create a sense of atmosphere but have no effect on game play. The Playing Screen consists of the spinning main menu icon, the board and the dice box.

Spinning Main Menu Icon

Located in the lower left corner of the Playing Screen, this icon displays menu options such as starting a new game, joining a multi-player game and choosing your Playing Screen. This icon can be accessed at any time and is always present on the screen.

The Board

Located directly in the center of the Playing Screen is the board on which all game play takes place. The board can be configured for play on one, two or three paths. Each path contains one game piece for each player. The first player to move a game piece around each path is the winner. Once a player answers a question correctly, the number of spaces they may move is highlighted on each path. Only one path can be played on each turn. Clicking on one of the highlighted paths jumps the game piece on that path to the furthest highlighted space. In the center of each path is a final numbered space. To rotate the board and see the location of other pieces, click on the number and the board will switch positions. The number one path is defaulted to be at the bottom of the screen and closest to the player.



Dice Box

Located in the lower right-side of the screen is the Dice Box. It contains two dice: number and category. Click on the ROLL Button when it is your turn and the dice will begin to spin. You can either wait a few seconds for the dice to stop or press the stop button to try your own luck. Once the dice have stopped rolling, the question phase of the game begins. The different categories of questions for **TriBond** are: Entertainment, Sports, Riddles & Wordplay, Academics, Multiple Choice and Picture.

Hosts

TriBond has four hosts, each with a distinct voice, who read the *Threesome* questions aloud to the players.

The hosts are:

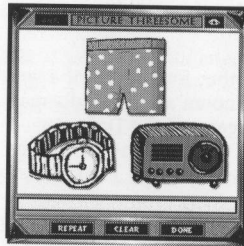
Sarah - a college student from Wisconsin

Emma Lynne - a socialite from the Georgia

Chuck - a drummer from California

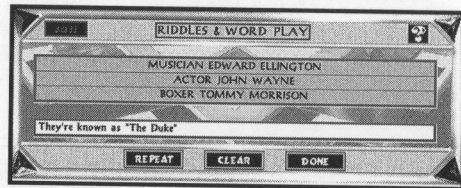
Stanley - a cab driver from New York

Threesome Question Box



Threesome questions are presented as text or as pictures, while also being provided audibly by one of the four hosts. The category is listed at the top of the box along with a clock denoting the amount of time left to answer. The REPEAT button allows players to hear and see the three clues again, but does not effect the game clock. The CLEAR button clears the answer box and allows the player to start over if they decide to change their answer or if they mistype an answer. The DONE button sends a player's answer to voting and must be selected before the 30 second time limit expires.

In multiple choice *Threesomes*, a player has 30 seconds to select answer A, B or C and click DONE.



Voting

After the player has typed in the answer and clicked the DONE button (before the timer runs out), the voting phase begins. All the participants view the correct answer and the answer given by the player whose turn it is. In a single player game, you must vote on your own answers. Once all participants have voted, the votes are tallied. If the majority of the participants vote for accepting the answer, the player may move one of their game pieces the number of spaces indicated by the number die. If the player's answer is denied, their turn is over and the next player's turn begins. A voter can ask the player to give a more specific answer. When this happens, the player must retype their answer and the remaining players revote. If a tie occurs during voting, the vote of the player who previously went will be the tie-breaker.

Challenge

A Challenge is when two players compete against each other for control of a space on the board. The player that initiated the Challenge is known as the Challenger, the player being challenged is the Defender. The Challenger and the Defender compete to answer the same *Threesome* question first. A Challenge occurs in one of three ways:

1. Landing a game piece on a space occupied by an opponent's game piece.
2. Landing a game piece on a green space. When this happens, any player ahead of the Challenger can be challenged *on that path only*. If there is no one else on the path, that player's turn is over.
3. Getting a Challenge command randomly instead of a threesome question. When this happens, a player can challenge anyone on the board that is in front of one of their game pieces on any path. If there is no one in front of any of their game pieces, the player loses their turn.

NOTE: *If a player lands on a Green Square that is occupied, they may challenge the player that occupies that square or they may use the Green Square to challenge an*

opponent ahead of them on that specific path. When using an occupied Green Square to challenge someone ahead on the path, the loser of the challenge returns to the square on which the Challenger began the turn. Game pieces that have completed a path cannot be challenged.

When a challenge has begun, the players involved receive the same Challenge *Threesome* question. These questions are easier but they're often misleading. The first player to "buzz in" and answer the question correctly wins the Challenge. If no one buzzes in, the Challenger automatically loses the Challenge. To buzz in, press the "1" button on your keyboard in the row of number keys. Once the Challenger or the Defender answers the *Threesome* then the remaining players will vote on their answer. The participants get one chance to get the answer right. There is no option for the player answering to be more specific.

NOTE: *If you have challenged a player in a Hot Seat game (two players at same computer), the Challenger uses the "1" key to buzz in and the Defender uses the "0" key to buzz in.*

Spinning Logo (Bottom left corner of screen)

Start Menu Pop Up

New Game

To start a new game, click on the spinning main menu icon. Choose the Start pop out menu and select the New Game menu item. Here a player can set up their game to play. Once all options and settings (below) have been set, clicking on the OK button begins the game. The Cancel button ignores all changes made and returns the player to the Game Play screen.

The menu is divided into two sections: Game Configure and Player Configure.

Game Configure

Confirm Selections or Instant Selections. This setting allows the player to setup the amount of confirmation required when voting or answering multiple choice questions. The *Confirm Selections* option requires the player to make an extra step to validate their selection. *Instant Selections* automatically accepts the first selection made and closes certain dialog boxes after five seconds.

Challenge or Change. When a player lands a game piece in a space occupied by an opponents game piece, a challenge can be initiated (for more information see "Challenge" above). If change has been selected, the positions of the two pieces involved are automatically switched. The Challenger takes the space position of the Defender, sending the Defender back to the Challenger's previous location.

One, Two or Three Paths. This option allows you to play a quicker game by eliminating one or two paths.

Player Configure

There are five Player Configure rows. Each one has the same information and options. The top row is for the host machine: *Human, Computer or None*. This option determines who controls the game piece for that row. If *Human* is selected, that player can select the location from which the human player will be playing: *Here, Modem, Network, or Internet*. These are the locations of the participants for the game. Selecting *Here* means that the player setting up the game will control the host machine. Up to five players can play on one machine by playing the Hot Seat option. When *Here* is selected, a name edit box appears to the right of the screen for that player to type in their name. The player row selected as *Modem* will have a phone number edit box appear to the right of the screen for the host player to enter in the number of the computer that is going to join the game. There are no other options needed if *Network* or *Internet* is selected.

The Computer option sets up that player as one of **TriBond's** Artificially Intelligent computer opponents. The host can select from the list of opponents by clicking on the question mark and revealing the computer player's stats (for more information see "Player Bios" below). In the middle of the player's row are the color select and game piece options.

Color Select. This will determine what color your game piece will be. No two players can have the same color.

Game Piece. This option allows you to select from classic, castle and sphere game piece.

Finally, a selection of None in a player's row indicates that no player will be playing in that spot. Once all options and settings have been set, clicking on the OK button begins the game. The Cancel button ignores all changes made and returns the player to the Playing Screen.

NOTE: Every game must contain at least two human or computer players.

Load Game

Displays the Load Game menu. Here the player can load up a previously saved game of **TriBond**. To select a saved game, click on the check box to the left of the saved game you wish to load, and press the OK button. The saved game will be resumed at the point at which it was saved.

Join Game

This displays the Join Game menu for connecting to a multi-player game. There are three protocol options that can be selected: *Internet, Modem* and *Network*. To select a multi-player protocol, click on the check mark beside the desired connection type. The Internet option requires an IP address. The Network and Modem settings require no further information. Once the connection protocol has been selected and all appropriate information is entered, pressing the OK button closes this menu and begins the connection process.

Intermission

This minimizes the game and returns you to your desktop.

Save Game

Displays the Save Game menu. Here the player can save a game in progress. To save a game, type in a name for the saved file. Pressing the OK button saves the game at its current point of play.

End

This will end the game in progress. The player will be prompted to confirm this decision.

Player Bios

Greg (Beginner)

Not the brightest of fellows, Greg spends his time watching movies and an occasional sporting event. The only books he sees are the ones replacing the missing leg of his coffee table.

Vince (Beginner)

Vince is the absolute worst at sports, and the entertainment field doesn't thrill him much, either. Vince gets what he needs to know from magazines. It's not much, but it keeps him current in some academic subjects.

Ray (Average)

Ray is an average guy who really enjoys his sports. He's definitely not a fanatic though, especially if there's a good movie on cable.

Tim (Average)

Tim is a regular kind of guy who enjoys movies and sports. Every morning you'll find him having his coffee and bagel, with his face buried in the daily newspaper.

Jim (Good)

This sports fan spends a fair amount of time at the movies, but don't think he's not smart. He knows a surprising amount of interesting facts!

Chris (Good)

Chris didn't do that well in school, but he didn't do that badly either. Not a big movie fan, he enjoys many different types of sports.

Karim (Excellent)

Karim never cared that much about the movies or television, finding them inane and pointless. Give him a good book however and you won't hear from him for hours.

Bruce (Excellent)

Bruce is the kind of guy who knows just enough about everything to be dangerous! He doesn't care that much about sports, except for football, but he loves to see a great movie.

Ashley (Pro)

Ashley is so smart, it's scary! He doesn't spend a lot of time at the movies, and prefers the kind of sports that take more brains than brawn.

Brenda (Pro)

Brenda has the kind of memory that never lets go of any book she's read or movie she's seen. A child of the 70's she grew up watching sitcoms and knows them all. She's quite a sports fan, too.

Options Pop Up

Sound

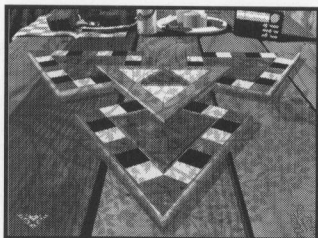
This displays the Sound Effects menu. At this menu, all audio settings can be enabled or disabled. Pressing the OK button initiates all changes.

Graphics

This displays the Graphics menu. Here the backgrounds can be changed and animations can be enabled and disabled. Pressing the OK button initiates all changes. The graphic options are:

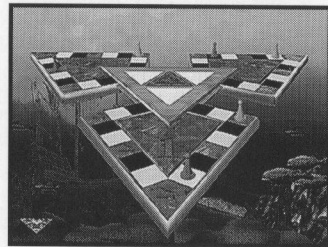
Fireside

Changes the game play background to a quiet evening at home, playing **TriBond** in front of a cozy fireplace.



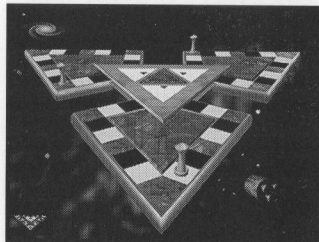
Fall Picnic

Changes the game play background to a sunny picnic on a cool fall afternoon. Even the ants have come to play!



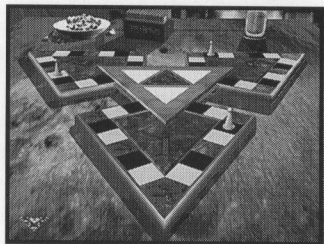
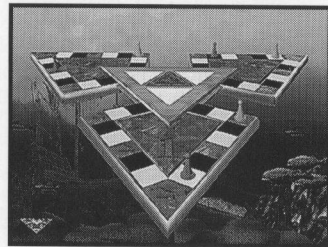
Coral Reef

Changes the game play background to an underwater quest for the **TriBond** sunken treasure.



Galaxy

Changes the game play background to a sci-fi space adventure. Watch out for asteroids!



Windowed

Selecting this option allows you to play **TriBond** from a desktop window. If this option is disabled, **TriBond** will play on the full screen.

Background Animations

Disables or enables all animations for the game play's screen background. For slower machines, this may drastically speed up the performance of the game.

Modem

Displays the Modem Configure menu. The OK button initiates all changes made. The default button returns the settings to how they were when the game was installed.

Network

Displays the Network Configure menu. The OK button initiates all changes made. The default button returns the settings to how they were when the game was installed.

Internet

Displays the Internet Configure menu. The OK button initiates all changes made. The default button returns the settings to how they were when the game was installed.

Help Pop Up

Manual

This displays an on-screen version of the game manual.

Ratings

This option displays the Ratings menu for the human participants. After you have completed a game, you can view your stats from the previous game at this menu. The player's ratings are broken down by these following categories: Overall, Entertainment, Sports, Riddles & Wordplay, Academics, Multiple Choice, Challenge and Visual *Threesomes*.

Credits

This displays the credits for the production team of **TriBond**.

About

Displays the development team information, web links to developer and publisher, and copyright information.

Quit

This options Quits the game and returns the player to their desktop. The player is asked to confirm this action.

Un-Installing TriBond™

To remove *TriBond* from your Windows system:

1. Start Windows 95/Windows 98.
2. Click on the start button and select "programs."
3. Within the folder containing TriBond is an icon marked uninstall. Click on Uninstall TriBond.
4. Follow the on-screen instructions to complete the removal.

Troubleshooting

GENERAL

Problem: Running *TriBond* presents a black screen.

1. MACINTOSH: Make sure your monitor is set to use 256 colors.
2. WINDOWS 95/98: Make sure your monitor is set to use 256 colors or more.
3. Make sure your screen resolution is 640 x 480 or greater.
4. Make sure TriBond disk is in your CD-ROM drive.

Problem (Macintosh only):

Running *TriBond* presents a dialog box that says "Error allocating memory."

On the desktop, select the **TriBond** icon, then go to the **File** menu and select **Get Info**. Increase the *Minimum* and *Preferred* memory sizes by 1000 K at a time, and restart **TriBond**.

FILE NOT FOUND

Problem:

When starting *TriBond*, I get the message

"A required .DLL file, *Wingde.dll*, was not found."

- Re-Install *TriBond*.

Problem:

When starting *TriBond*, I get the message

"A required .DLL file, *Wing32.dll*, was not found."

- Re-Install *TriBond*.

Problem:

When starting *TriBond*, I get the message

"A required .DLL file, *Wing.dll*, was not found."

- Re-Install *TriBond*.

Problem:

When starting *TriBond*, I get the message

"A required .DLL file, *Msvcrtd.dll*, was not found."

- Re-Install *TriBond*.

Problem:

When starting *TriBond*, I get the message

“A required .DLL file, *Dsound.dll*, was not found.”

- Install DirectX. We have supplied version 6 of DirectX on the CD-ROM. It can be accessed through the Autorun screen or going directly to the root of the CD-ROM.

Technical Service and Support

P.M.E., Inc., 202 New Edition Ct., Cary, NC 27511

Telephone: (919) 462-0001 extension 111, FAX: (919) 462-0051

techsupport@pmenterprises.com

Hours: Monday through Friday 8:00 a.m. to 5:00 p.m. (EST)

Check the “Troubleshooting” section on page 8 for specific questions regarding hardware or software compatibility and other potential solutions.

You may call TECHNICAL SERVICE AND SUPPORT with additional questions. If you choose to write or fax your inquiry, please provide detailed information about both your computer software and the nature of your system.

Please include your address and telephone number.

Customer Service

If you have a problem, a question or a suggestion regarding this Software, please call our Technical Service and Support Department, (919) 462-0001 extension 111.

To Contact the Publisher

Patch Products, Inc., P.O. Box 268, Beloit, WI 53511

Telephone: (608) 362-6896 FAX: (608) 362-8178

patch@patchproducts.com

Hours: Monday through Friday 8:00 a.m. to 5:00 p.m. (CST)

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ART DIRECTOR
Kirk Wescom

PACKAGING DESIGN
**Melissa McCord
Kirk Wescom**

GRAPHIC DESIGNER
**Melissa McCord
Teri Winger**

DEVELOPED & DESIGNED BY
**PERPETUAL
MOTION
ENTERPRISES, INC.**

BRENDA TRACY
PROJECT LEADER
CO-GAME DESIGNER
VISUAL ART DIRECTOR
2D ARTIST

JIM FEINBERG
LEAD PROGRAMMER

**GREGORY "ISH"
POLENS**
GAME DESIGNER
TECHNICAL ART DIRECTOR
3D ANIMATOR
2D ARTIST

KARIM CURRY
LEAD ARTIST
3D ANIMATOR
2D ARTIST

RAY TYLAK
3D ANIMATOR
2D ARTIST

VINCENT ROSE
3D ANIMATOR
2D ARTIST

CHRIS GROEGLER
AUDIO DIRECTOR

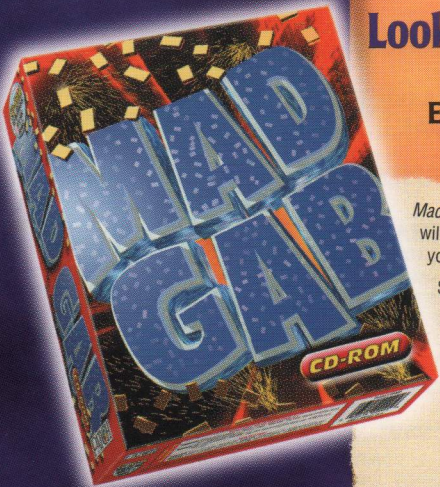
GREG HUBBARD
PROGRAMMER

ASHLEY MCKENZIE
PROGRAMMER

VOICE TALENT
ANGIE BAGLEY
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JAY IZSO

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BRUCE JACOBSON
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