



Instructions

Family

AGE

12+



30-60



2 or more PLAYERS

OBJECT

To correctly guess the answers to “Threezers” and win cards. A “Threezer” is three words or names with a common bond. For example, **An Elephant, A Car, A Tree** (They all have trunks).

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- 400 cards with 2000 Threezers
- Card tray
- Die
- Instructions

INSTRUCTIONS FOR TEAM GAME

Divide the group, as evenly as possible, into teams. If you have over eight players playing, it is best to divide into three or more teams.

HOW TO PLAY

Decide which team goes first based upon who has the next birthday, which team has the youngest person, or via Rock, Paper, Scissors. Your choice.

One player on this team rolls the die and another player on the same team draws from the appropriate deck (either the Threezer deck or Challenge deck, based upon the roll.)

Card Symbols

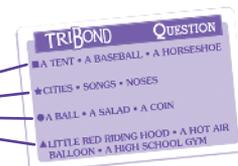


Your Choice



Challenge Card

Card Symbols



If any of the following symbols are rolled ■ ★ ● ▲ read the corresponding Threezer from the question side of a Threezer card. If the Challenge symbol is rolled **C** read any Challenge question from the Challenge deck. If “Your Choice” is rolled ✱ you can choose to read any colored Threezer or a Challenge question. (Note: If your team is behind and wants to catch up, it's a great opportunity to opt for a Challenge!)

THREEZERS– The reader reads aloud the respective question from the card. The reader must be careful not to reveal the answer side of the card to any of his teammates. Only members of HIS team can answer. They must collectively come up with one answer to the question. If the team correctly “bonds” the three clues, they score the card and keep it in their score pile. If they answer incorrectly, the card is placed at the back of a Threezer deck.

CHALLENGE– If a player rolls a **C** on the die or chooses a Challenge after rolling ✱ (“Your Choice”), the reader selects a card from the Challenge deck and picks any of the 8 Challenges to read aloud. Challenges are read slowly, one word at a time, and ALL PLAYERS (except the reader) can guess the answer. The first team to yell out the correct answer (which could be after only one clue is read!) wins.

This team's turn is now over. Play then passes to the next team.

SCORING & WINNING

The first team to win 10 cards (any combination of Threezer and Challenge cards) wins the game. For a longer game, play until one team wins 15 cards.

INSTRUCTIONS FOR 2-PLAYER GAME

(or players playing as individuals)

Play is the same as described above, with the following change:

1. In 2-player games or when playing as individuals, there are no teams. Each player takes a turn rolling the die and answering questions. An opposing player is always the reader.
2. When a Challenge card is played, an opposing player reads the Challenge to the "Active" player (player whose turn it is). If more than two are playing, all players (except the reader) can participate in the challenge. The player who shouts out the correct answer first wins the Challenge card.
3. The first player to collect a total of ten cards wins.

INSTRUCTIONS FOR 5-PLAYER GAME

Play is the same as described above (playing as individuals) with the following "WAGER" rule added. *This feature keeps all players engaged, because you never know when you will be challenged or when you may have the chance to wager and win another card.*

The WAGER Rule

If a Threezer is answered incorrectly and you think you know the answer, you may wager a game card to try to win the card from the "reader." You can't wager if you have no cards. Sorry.

First opportunity rests with the player to left of the reader. He decides whether or not to make the wager. If he declines, the player to his left can make a wager, and so on, until one player takes the wager or all players pass (in which case the reader places the card in the back of the deck).

To make a wager, slide one of your cards to the center of the table and offer your guess.

- Were you correct? If so, you get the card from the reader and take back the card you wagered.
- Oops, were you wrong? Sorry, you lose your wagered card; it's placed in the back of the card deck.

NOTES

- Some answers called out might not be entirely correct or incorrect. For example, if the clues are **MICHIGAN, ONTARIO, HURON** and the answer given is *lakes*, the reader could say the answer needs to be more specific, and not award it until a player answers *great lakes*. However, it is best left to the judgment of those who are playing the game to determine the correctness of the answer.
- Words within parentheses are given simply for clarification and are not part of the required answer.
- We don't recommend putting a "time limit" on a team to answer. However, for those who feel they must play with a time limit, we suggest that 30 seconds is enough to wait for an answer.



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