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FOR 2 OR MORE PLAYERS AGES 12 TO ADULT

THE CONTENTS

Game Board, 1,300 Clue-sets on 300 Clue-set Cards, 3 Symbol Cards, 15 Game Pieces, 1 Symbol Die, 1 Number Die.

THE INTRODUCTION

Let's begin by describing the **TRIBOND®** game board. This will help players understand the rules better as they are read aloud. There are **three separate paths** on the board, each encircling a **HOME** space marked **1, 2 or 3**. Each player or team controls **three** game pieces of the same color. Game pieces are moved clockwise on each path. The green spaces are called *Challenge Spaces*, and serve a special purpose explained later in the rules.

THE OBJECT

To move **three** game pieces along their **separate** paths, and into their respective **HOME** spaces. Game pieces are moved by answering **TRIBOND®** Clue-sets. A Clue-set is a list of three things that has a specific relationship or "bond". Below are some different types of Clue-sets to demonstrate the play of **TRIBOND®**.

"WHAT DO THESE 3 HAVE IN COMMON?"

Q: MICHIGAN • ONTARIO • HURON

A: Great Lakes (also Superior and Erie).

Q: GREEN • RED • BELL

A: Types of peppers.

Q: FLORIDA • A JAILOR • A PIANO

A: They have keys.

Q: VERA • MEL • FLO

A: Characters on the T.V. show *Alice*.

Q: KING • QUEEN • TWIN

A: Bed sizes.

Q: A KITE • A DOG • A STORYTELLER

A: They have tails (or tales).

The answer to the last example Clue-set involved a word that has two different meanings and spellings, but sounds the same (tail and tale). Since players answer verbally in **TRIBOND®**, these Clue-sets are allowed...plus they're fun!

THE BEGINNING

1. Place the card box inside its lid, so that the **Q** side of the cards matches the **draw** end of the lid.
2. Each player or team chooses **three** of the same colored game pieces.
3. Place each game piece within the Center Green Triangle, and at the *start* of its respective path.
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 PLAY

1. The first player or team rolls both the Symbol Die and the Number Die. The Symbol Die determines from which category the Clue-set should be read, matching the symbol on the die to the symbol on the Clue-set Card. (See Symbol Card for an explanation of the different symbols). The Number Die determines how many spaces the Clue-set will be worth.
2. Another player then draws a card from the **Draw** end of the card box, and reads the respective Clue-set aloud from the Clue-set side of the card. Clue-sets are **ALWAYS** read one clue at a time, and in the order that they appear on the Clue-set Card.
3. If the player or team correctly "bonds" the three clues, they may move any **ONE** of their three game pieces the number indicated by the Number Die.
4. The card is then replaced in the **Discard** end of the box, and the player or team continues their turn by rolling the dice again.

- If the Category Die lands on the *Choose Your Category* symbol: ★, the player or team may select their category — (excluding the *Challenge* category — in the green box of each Clue-set Card).
- If the Category Die lands on the *Free Roll* symbol: 🎲, the player or team may move any **one** of their game pieces the number indicated on the Number Die, without having to answer a Clue-set.

5. A player's or team's turn is over when a Clue-set is answered incorrectly.

Note: Some answers given may not be entirely correct or incorrect. If the Clue-set **MICHIGAN • ONTARIO • HURON** is answered "lakes", the Clue-set reader should inform the player or team answering the Clue-set, that their 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 hate putting a limit on the time allotted for a player or team to answer. We also hate 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 Clue-set.

THE CHALLENGE

1. If a player or team chooses to move their game piece onto a space already occupied, a *Challenge* is initiated. *Challenges* may occur on any space on the board except for the Center Green Triangle and the **Home 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 Clue-set Card is then drawn by a neutral player. A *Challenge* Clue-set (located in the green box of every Clue-set Card), is then read aloud to the **Challenger** and **Defender**.
4. These Clue-sets **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 the **Challenger** answers correctly first, they remain on that space, while the **Defender** moves back to the **Challenger's** previous space. The **Challenger** then continues their turn by rolling the dice again.
6. If the **Defender** answers correctly first, they remain on their space, and the **Challenger** returns to their previous space, ending their turn.

EXAMPLE: The blue player rolls the Dice. The Symbol Die lands on **Academics**, and the Number Die lands on **5**. The blue player answers the **Academics** Clue-set correctly, and decides to move one of their game pieces (five spaces) onto a space occupied by the red player. A *Challenge* Clue-set is read by a neutral player. 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* Clue-set correctly, or if there is any question as to which player or team answered correctly first, another card is drawn, and another *Challenge* Clue-set 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 a player or team lands on a Green *Challenge* Space they can use it to move their game piece to any player or team ahead of them **on that specific path**. A *Challenge* is then initiated!
3. The play follows here as in a regular *Challenge* sequence. (See rules 3 through 6 under **THE CHALLENGE**.)

EXAMPLE: The yellow player rolled the **Entertainment** category and a **3**. They answered the **Entertainment** Clue-set correctly and advanced one of their game pieces 3 spaces onto a Green *Challenge* Space. They now decide to use the Green *Challenge* Space to move (that same game piece) **9 spaces** ahead to the blue player and *Challenge* for their space. The yellow player wins the *Challenge* by answering a *Challenge* Clue-set before the blue player. The yellow player remains on that space, and the blue player is sent back to the Green *Challenge* Space, in this example...**9 spaces!** If the blue player were to win, they would remain on their space, and the yellow player would return to the Green *Challenge* Space, ending their turn.

4. The Green *Challenge* Space may be used to move ahead and *Challenge* **ONLY** the moment it is landed on.

*NOT at the player's or team's next turn.

*NOT when a game piece is sent back to it after losing a *Challenge*.

If a player or team lands on a Green *Challenge* Space that is occupied, they may *Challenge* the player or team that occupies the Green *Challenge* Space, **OR** use it to *Challenge* a player or team ahead of them on that specific path.

THE CHALLENGE COMMANDS

1. Replacing Clue-sets randomly throughout the Clue-set Cards are *Challenge Commands*. If on a player's turn, a **CHALLENGE!** is drawn instead of a Clue-set, that player must *Challenge* someone ahead of them in the game. They may choose any player ahead of them on any path (excluding players safely within their **Home Space**). A neutral player may need to draw another card and read the *Challenge* Clue-set. Again, play follows here as in a regular *Challenge* sequence.

EXAMPLE: The green player rolls **Sports** and a **5**. Another player draws a card and finds a **CHALLENGE!** in the sports category. The green player decides to move **15 spaces** ahead to the red player and *Challenge* them. If the green player wins, the red player goes back, in this example...**15 spaces!**

2. A player or team will **lose their turn** when drawing a *Challenge* Command if they are ahead on each path, thus having no one to *Challenge* (a player can only *Challenge* someone ahead of them).

THE WINNER

The **Tribond®** winner is the first player or team to move all three of their game pieces around their respective paths, and into their respective **Home Spaces**.

*An exact roll of the Die is not needed to enter a **Home Space**. When a game piece lands on the Green Center Triangle, it automatically slides safely into its **Home Space**.

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

GOOD LUCK and HAVE FUN!

RULE VARIATIONS

THE SHORTER GAME

The approximate playing time of **TRIBOND®** for five people is one hour. If a shorter game is desired, 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 people (playing on only one path), to enjoy all the fun of **TRIBOND®** in under a half hour!

THE TWO PLAYER GAME

When playing **TRIBOND®** with two players, the *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 a player lands on a space occupied by their opponent, the opponent moves back to where the player came from...automatically.

THE GREEN CHANGE SPACES: If a player lands on one of the five green spaces on each path, they may use it to change board positions with their opponent.

CHALLENGE COMMANDS: If a player draws a **CHALLENGE!** on their turn, they can **CHANGE** board positions with any of their opponents game pieces.

All other rules from the *Challenges* still apply.

1. Board changes may occur on any space except the **Home Spaces**.
2. **Green Change Spaces** may be used **ONLY** the moment they are landed on...**NOT** at a player's next turn and **NOT** when a game piece is sent back to it after changing board positions.
3. A player will **lose their turn** when drawing a **CHALLENGE!** command if they are ahead on each path and thus have no game piece to change positions with.

The One-on-One version of **TRIBOND®** has all the excitement of the original, with the chase and set-back fun increased for two player action!

If you have any questions or comments about **TRIBOND®**, we'd love to hear from you. And if you're going to take the time to write us, why not take a chance at being published! If you think you can write **TRIBOND®** Clue-sets that are difficult, ingenious, humorous, or otherwise, send for our Clue-set submission info by forwarding a self-addressed, stamped envelope to:

TRIBOND® Clue-sets
P.O. Box 268
Beloit, WI 53512-0268

If we use any of your Clue-sets, we'll send you a **TRIBOND®** T-shirt, plus a copy of our Clue-set Cards, Volume II, with **your name** published as a **TRIBOND®** contributor!

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