



3 for Me

For 2 to 4 players - Ages 4 and up

The First Time You Play * Peel the stickers off the sheet and carefully stick them to the blank side of the chip *opposite* the Patch logo. Now, pick from three games to play:

THE SEARCH GAME

Object * Score the most points by finding three chips with something in common. Each chip has a point value and the player with the most points at the end of the game wins.

Set Up * Spread all the chips face-up on the play surface. The four chip screens are not used in The Search Game.

The Play * The youngest player goes first. Play continues clockwise. Players take turns picking three chips that have something in common. This is called a 3 for Me. Here are some examples:

Things that you eat



Things with legs



Things that fly



When a player finds three chips with something in common he or she says, "3 for Me!" and places them in a pile nearby. Almost any way a player can justify a 3 for Me is acceptable. The only exception is that the characteristic used can not apply to all 48 pictures. For example: "These are all things found on earth," or "These are all pictures in this game," etc.

Once a characteristic is used, then it can not be used again. For example, if a player chooses three animals on their turn, no one else can use "animals" as the bonding characteristic during that game. If younger children are playing, or if you find this rule too limiting, chuck it! This is *your* game.

Play continues with each player taking turns trying to find three chips that have something in common and removing them from the playing surface. A player's turn ends after they have removed a *3 for Me* or cannot find a *3 for Me*.

Winning * The game ends when all the chips have been used or when no player can find a *3 for Me* from the remaining chips. Players then determine their score by adding up the numbers in the corners of their chips. The player with the most points wins!

THE FISH GAME

Object * To collect the most sets of three chips that have something in common. Each set is called a *3 for Me*.

Set Up * Spread all the chips *face-down* on the play surface. This is the ocean. Next, hand out a *3 for Me* chip screen to each player or team. You need at least 3 players or teams to play the Fish version of **3 for Me**.

Getting Started * Each player takes seven chips and places them face-up behind their screen. Make sure not to let any other player or team see them! Each player looks at his or her chips and tries to find three chips with something in common. If they find three they say, "3 for Me!" and place those chips in a pile nearby.

The Play * The youngest player goes first. Play continues clockwise. Players choose a *characteristic* from one of their chips and ask another player or team for any one chip with that characteristic. For example, they may ask for "something with a hole(s)" or "something that is broken" or "something with whiskers." He or she may ask any player for a chip with the characteristic they are looking for. If the player asked has any chip with that characteristic, they must give the asking player *one* of their chips with that characteristic.

Go Fish * If the player who was asked does not have a chip with that characteristic, he or she tells the asking player to "go fish." The asking player then picks one chip from the ocean (play surface). If the chip they pick up allows them to form a *3 for Me* with any of their chips, they can add those three chips to their pile. The asking player's turn is now over.

Important reminders:

- The asking player may get a chip from a player and not be able to lay down a *3 for Me* because they still need one more chip to make three. This is okay, but keep in mind that a player may ask you for the characteristic that you just received!
- Only one chip is passed per turn. Example: a player is asked if they have anything that flies. Even if the player has two chips with things that fly, they only give the asking player one of them.
- Make sure to hide chips as they are passed from player to player so no one else can see them!
- Once a chip is used in a *3 for Me* it is set aside and is now out of play.

Winning * The game ends when one player's chips are gone. The players count the number of *3 for Mes* each has in his or her pile. The player with the most *3 for Mes* is the winner. In the event of a tie, players determine their score by adding up the numbers in the corners of their chips. The player with the most points wins!

THE ADVANCED MEMORY GAME

or "Three for Us!"

Object * Players try to help each other find three pictures that have something in common by remembering where the pictures are in a group of chips that are face down. This is called a *3 for Us*. Players cooperatively try to find as many threesomes as possible.

Set Up * Spread all the chips *face-down* on the play surface in neat rows and columns (for example eight rows high and six columns wide or vice versa). The four chip screens are not used in The Advanced Memory Game.

The Play * The youngest player goes first by turning over one chip. The player to their left then turns over another chip. Finally, the next player turns over a third chip. If the three chips have something in common then the players all say "3 for Us!" and those chips are removed from the game. If they do not have something in common then the three chips are turned back over and play continues.

Cooperating * Players take turns turning over the chips but everyone helps by trying to remember which chips are where! When a *3 for Us* can no longer be found the game is over.

Scoring * Score a point every time a *3 for Us* is found!

16 found * Perfect Score!

15 found * Awesome!

14 found * Excellent!

13 found * Super!

12 found * Great!

11 found * Good!

10 found * Try Again!

Below 9 found * Don't Give Up!

Winning * Everyone wins in this cooperative version of **3 for Me!**

--HELPFUL HINT

Below are some 3 for Mes that are not that obvious. Can you find them?

- They have buttons
- They have bows
- They have the number 2 on them
- They have antennas
- They have claws
- They have whiskers
- They have caps
- They have baskets
- They have bells
- They have doors
- They have tongues

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3 for Me

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Contents * 48 plastic chips, sticker sheet of 48 pictures, 4 chip screens and complete rules for the *The Search Game*, *The Fish Game* and *The Advanced Memory Game*.

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