

COMMON THREADS

game

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53 Cards: 49 Playing Cards (7 of each character), 4 Score Cards

Each card in the Common Threads™ deck has several elements that you will use to make matches:



You can match by CHARACTER, COLORED CLOTHING or ITEM. For example, if both cards have Pandas – character match! Or maybe the cards have different characters (Panda and Skeleton), but both characters are wearing RED HATS – colored clothing match! Or maybe different characters aren't wearing the same colored clothing, but both are holding a BOOM BOX – item match! You get the idea.

LET'S PLAY

There are four games you can play with Common Threads™, all of them with the same deck!

1. QUICK DRAW

Players: 2-8 Ages: 5+

Objective: Be the first to get rid of all the cards in your hand.

Place one card face up in the middle of the table creating a discard pile. Next, deal the remaining cards face down to all players creating an individual stack of cards for each player.

NOTE: based on the number of players, some players may end up with an extra card.

On the count of three, each player flips their stack over, turning it into a stack of face up cards. Now it's a race to be the first one to get rid of all the cards in their hand.

Each player looks at the top card on their face up stack. The first player that notices an element on the top card of their stack that matches an element on the top card on the discard pile calls out the match and then lays their card on the top of the discard pile. You can match by character (panda, robot, cactus, etc.), colored clothing (red hat, yellow pendant, green shoes, etc.) or item (boom box, skateboard, guitar, etc.). As soon as a new card is placed on the discard pile, immediately look for matching elements on the top card of your stack.

This continues until one player gets rid of all their cards and wins!

2. ROW OF 4

Players: 2-5 Ages: 6+

Objective: Be the first player to complete a set of four matches.

Place one card face up in the middle of the table. Deal each player 5 cards to make their hand. Place the remaining cards face down to form a Draw Pile.

One at a time, each player lays a card beside, above or below (not diagonal) the cards on the table. The aim is to be the first player to complete a row of four matching cards. The matching rows may be horizontal, vertical or diagonal. After placing a card, draw a new one from the Draw Pile, always ending the turn with a hand of 5 cards.

The first player to complete a row of 4 in any direction wins the game!



3. PANDA'S IMPRESS

Players: 2-8 Ages: 6+

Objective: Get the highest score.

Take the 7 pandas out of the deck, mix them up and place them face down as a deck in the center of the table. From the remaining cards, deal 5 face down to each player and set the rest aside (they will not be used.) Find the Score Cards in the box and set them out for reference. Each player will need a pen and piece of paper as well.

Items (except for Fish Bowl)	
Hat	2
Shirt	4
Pants	3
Shoes	6
Pendant	7
Glasses	8
Fish Bowl	10

Start a one-minute timer and have every player turn over their 5 cards to memorize them. After the minute is up, each player turns their cards face down again. They can rearrange their cards however they like.

Turn over the first card from the panda deck and place it in the center of the table. Each player picks one of their cards to turn over and finds the match with the panda. Using the Score Card, figure out the point value for the matches made and record your scores.

Discard all cards played that round. Flip over a new panda card to start the next round. After 5 rounds, the player with the highest score is the winner!

4. SECRETS

Players: 3-5 Ages: 8+

Objective: Be the first player to guess the Secret card.

Choose one player to be the Secret Keeper. They take any card from the deck, being careful not to show the other players. The Guessing Players are dealt 7 cards. They'll also need a pen and piece of paper.

It is up to the Guessing Players to deduce the character, item and color of every clothing item on the Secret Keeper's card. They take turns handing the Secret Keeper one card from their hand, face down. The Secret Keeper must declare the match between their card and the Guessing Player's card. If the match is a colored clothing, the Secret Keeper will say the COLOR of the match (not the article of clothing - just the color); otherwise, they will simply say "Item" or "Character" to identify the match. The Secret Keeper then hands the card, face down, back to the Guessing Player. The Guessing Players should secretly take note of any matches they deduce, then discard the card and draw a new card.

Guessing Players may skip their turn to discard their hand and draw 7 new cards.

The first player to correctly guess the Secret Keeper's card wins!



You can play more games with the Common Threads™ card deck! Check them out at mattelgames.com/commonthreads



www.mattel.com



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