

Ages 8+
2-4 Players

★ American Girl®

Card Game Collection



Threes Please!™ Game: 72 Playing Cards,
Kit's Frame Game™: 1 Wallpaper Game Board, 7 Portraits, 56 Cards (25 Pattern Cards, 31 Direction Cards),
Trivia Challenge: 72 Trivia Cards

Please remove all components and compare them to the content list. If any items are missing, please call 1-800-524-TOYS (8697). Outside the U.S., please consult your telephone directory for a listing of your local Mattel office.

Kit's Frame Game™

OBJECT OF THE GAME

Move Kit's family portraits on the wall to match patterns! The first player to match 5 patterns wins!

WHAT'S NEEDED?

Portraits



Pattern Cards



Fronts



Backs

Wallpaper Game Board



Direction Cards



Fronts



Backs

GETTING STARTED

- Open the Wallpaper game board.
- Place each Portrait on the game board in its starting frame by matching the color backgrounds.
- Separate the Pattern Cards from the Direction Cards and shuffle each pile.
- Deal each player 4 Direction Cards. Players will hold their cards in their hands.
- Deal each player 2 Pattern Cards. Players can either keep these cards facedown in front of them or hold them in their hands, but they should not let other players see them.
- Place the rest of the cards facedown in two separate piles to form a Pattern Card draw pile and a Direction Card draw pile.
- The first player to call out her favorite American Girl® character goes first.

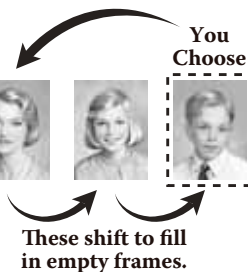
BEFORE WE START

- Let's look at your Pattern Cards. You'll see that there are 3 images of family and friends on each Pattern Card.
- Now look at the Portraits that have been placed on the game board. Your goal is to get 3 of the Portraits on the game board into the same order as the images on one of your Pattern Cards.
- As you play, you will use the Direction Cards in your hand to move the Portraits in the direction you want them to go. But remember, the other players will be moving the Portraits, too!

LET'S PLAY

- At the start of your turn, always draw 1 Direction Card and add it to your hand.
- Take a look at your Direction Cards and decide which one you would like to play. You **MUST** play one Direction Card on each turn.
- When you play a Direction Card, move Portraits as directed by the card.

EXAMPLE: If you have a card that says "Move 2 Frames," you can use it to move any Portrait 2 frames in either direction. Choose the Portrait that you think will most help you match your Pattern Card, and then move it 2 frames in your desired direction. Then, shift any dislodged Portraits over to fill in the empty frames as shown.



- If you have matched the order of 3 Portraits on the game board to the 3 images on one of your Pattern Cards, you have completed that card!

EXAMPLE OF A COMPLETED CARD:

WALLPAPER GAME BOARD

PATTERN CARD



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NOTE ABOUT DIFFERENT ANGLES: A completed card looks different depending on where you are sitting around the game board. To keep it simple, remember that a card is complete as long as the middle image matches, and it is surrounded by the same two images on both the Pattern Card and the Game Board.

View From a Different Angle



- Set the completed Pattern Card faceup in front of you, and draw a new Pattern Card. You should always have 2 uncompleted Pattern Cards as you play.
- The player to your left goes next. Players continue to take turns until one player has matched 5 Pattern Cards.

WINNING

The first player to complete 5 Pattern Cards wins!

ALTERNATIVE WAY TO PLAY

For a shorter game, complete less Pattern Cards. Decide before starting how many Pattern Cards you will need to complete to win.

Threes Please!™ Game

OBJECT OF THE GAME

Be the first player to use all of your cards by making sets of 3-of-a-kind or number chains!

WHAT'S NEEDED?

The 72 playing cards look like this:



Front



Back

GETTING STARTED

- Shuffle all of the cards.
- Deal each player 6 cards don't let the other players see yours.
- Place the rest of the cards facedown on the playing area to form a DRAW pile, and then turn the top card faceup next to the pile. The faceup card will be your DISCARD pile.
- The first player to shout out her favorite American Girl® character goes first.

LET'S PLAY

- At the beginning of your turn, always draw one card. You may draw from the top of the DRAW pile OR draw from the top of the DISCARD pile.
- Look at the cards in your hand to see if you can make a set of 3 cards. There are two ways you can make a set:

Example: 3-of-a-Kind Same Number, ANY Color



Example: Number Chain Numbers in Order, SAME Color



3-of-a-Kind: Your 3 cards must all have the **same number**. These cards can be in **ANY color** and show any American Girl® character.

Number Chain: Your 3 cards must have **numbers in order**, which means you can play 1,2,3 or 2,3,4 or 3,4,5, and so on, all the way up to 7,8,9. But these cards must be in the **SAME color** and show the same American Girl® character.

- If you have a set, place it faceup on the playing area in front of you so that the other players can see it.
- You can play as many sets on your turn as you are able.
- When you have finished, ALWAYS end your turn by discarding one card from your hand and placing it on top of the DISCARD pile (even on the turn in which you win).
- It is now the next player's turn, which is the person to your left.

WINNING

The first player to use up all of their cards by playing sets of 3-of-a-Kind or Number Chains wins the game!

Trivia Challenge

OBJECT OF THE GAME

Have fun with your friends answering trivia questions from the American Girl® stories!

WHAT'S NEEDED?

The 72 trivia cards look like this:



Front



Back

LET'S PLAY

This is a casual game in which you can make up your own rules, or decide not to have any rules!

- Players take turns asking each other trivia questions.
- You can do this just for fun and not have a winner, OR
- If you want to have a clear winner, choose a number to play to. For example, if you choose 10, then the first player to correctly answer 10 questions wins!

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