bezzerwizzer®

instructions

GAME CONTENTS

1 game board
1 card box
1 BEZZERWIZZER tile bag
4 team tile boards
4 playing pieces
4 ZWAP tiles
8 BEZZERWIZZER tiles
20 category tiles
200 trivia cards

Please remove all components and compare them to the content list. If any items are missing, please consult your telephone directory for a listing of your local Mattel office.

OBJECT OF THE GAME

BEZZERWIZZER® is a quiz game in which general knowledge and tactics determine who wins. The winner is the team that gets all the way around the board and crosses the finishing line first.

BEFORE PLAY BEGINS

The players divide into two, three or four teams. A team can consist of one or more players. The more teams there are, the more the game features tactics and trickery. A game typically takes between 30 and 60 minutes. Each team chooses a playing piece, a tile board, a ZWAP tile and 2 BEZZERWIZZER tiles all of the same color. To decide who takes the first question, each team places their playing piece in the bag. One playing piece is drawn from the bag and the owner of this playing piece answers the first question. After this, place all of the playing pieces on the Starting Square.

Now, place the question cards in the box provided.

Finally, put the 20 category tiles into the BEZZERWIZZER bag and the game can begin.

CATEGORIES

ARCHITECTURE
Buildings, architects and designers

ART & STAGE
Artists, painters, sculptors, theater and opera

BUSINESS WORLD
Companies, business people, products, trademarks and advertisements

COMMUNITIES
Legislation, education, labor market, institutions and associations

DESIGN
Fashion, furniture, interiors, household design, logos and symbols

FILM
Titles, actors, directors and roles

FOOD & DRINK
Gastronomy, wine, beer, international cuisine and ingredients

GEOGRAPHY
Countries, cities, oceans and seas

HISTORY
Historical persons, places and events

HUMANS
Physiology, anatomy, psychology, medicine and lifestyles

LANGUAGE
Foreign languages, foreign words, idioms and sayings

LITERATURE
Titles, authors, philosophers and literary characters

MUSIC
Artists, composers, titles and concepts

NATURE
Animals, plants, nature and the environment

POLITICS
Politicians, parties, organizations and forms of government

SCIENCE
Physics, chemistry, mathematics and astronomy

SPORTS & GAMES
Athletes, sports, games and records

TECHNOLOGY
Technology, space travel, computers, crafts and tools

TRADITIONS & BELIEFS
Religion, mythology, traditions, customs and habits

TV & RADIO
Programs, news, people and media stories

ADULT
PLAYERS: 2+
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HOW TO PLAY

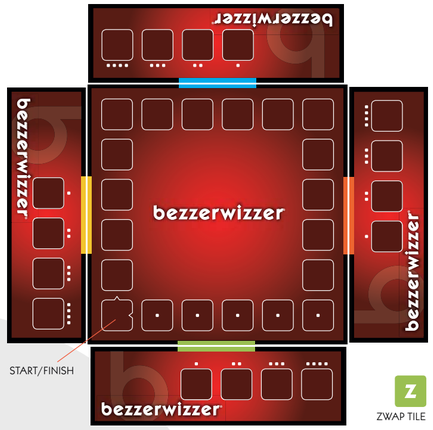
Play begins with each team drawing four category tiles from the bag. Teams must answer one question in each of their four categories. Correct answers are valued 1, 2, 3 or 4 points, depending on the order in which they are answered. The teams determine for themselves in which order the questions are asked by placing the category tiles on their teams' tile boards with their front sides up. The dots on tile boards correspond to the point value of the questions.

When the category tiles are in their desired order, the teams' tile boards are placed along the sides of the game board. The teams are then ready for the first question. The team that won the draw begins by answering its first question for one point. If the team's answer is correct, that team advances its playing piece one square in a clockwise direction. When the team has given its answer, the category tile is turned over so that the reverse side is up.

The teams' playing pieces are advanced according to how many points the teams earn. Each point corresponds to one square on the game board. The turn then moves clockwise to the next team until all teams have had one question for one point. Play then continues with questions for 2, 3 and finally 4 points. A new question card is drawn for each question. It is always the team that has the next turn that reads the question aloud. When the question has been answered, the card is placed at the back of the card box.

If all teams have had four questions and none of them have reached the goal, put all category tiles back in the bag, draw four new category tiles per team and resume play. Also remember to return all BEZZERWIZZER and ZWAP tiles to their face up positions (see BEZZERWIZZER and ZWAP below).

The right to play first moves clockwise every time four new category tiles are drawn.



BEZZERWIZZER

The BEZZERWIZZER tiles give teams a chance to score points on questions that their opponents cannot answer. Two BEZZERWIZZER tiles can be played per round. A "round" equals one draw of 4 category tiles – NOT an entire game. When it is another team's turn, an opponent can attack by being the first to say "BEZZERWIZZER" and place a BEZZERWIZZER tile on the board. Remember to turn the BEZZERWIZZER tile face down after the question has played out. Teams are not required to play their BEZZERWIZZER tiles. The BEZZERWIZZER tiles can be played in 2 ways:

1. Attack for one point.

AFTER A QUESTION IS READ, the attacking team plays a BEZZERWIZZER tile. The defending team answers the question first. Then, the attacking team proposes its own answer, but they must reply promptly before the answer is read. If the defending team's answer is correct, the attackers get neither a point nor a penalty, but lose one BEZZERWIZZER tile, turning it face down. If the defending team answers incorrectly, and the attacking team's answer is correct, the attacking team is **awarded one point.** If the defending team answers incorrectly and the attacking team's answer is also incorrect, or the attacking team passes, the attacker **loses one point** and turns its BEZZERWIZZER tile face down.

2. Attack for three points.

If the attacking team is confident in its knowledge of the category, it may play the BEZZERWIZZER tile **BEFORE THE QUESTION IS READ**. If the team who is responsible for reading the question chooses to attack an opponent's category for three points it must say "BEZZERWIZZER" before reading the question. After hearing the question, the defending team answers first, then the attacking team proposes its own answer, as before. If the defending team's answer is correct, the attackers lose their BEZZERWIZZER tile. If the defending team's answer is incorrect and the attacking team answers correctly, it is **awarded three points**. If both the defending and attacking team's answers are incorrect, the attacker **loses one point**. In either case, the attacking team repositions its playing piece as many squares as the number of points obtained (or lost). A team that is on the starting square cannot lose a point.

If the defending team is located in the home stretch, marked with white dots, the attacker can choose instead to use their awarded points to move a defending team's playing piece back. Each point corresponds to moving one space on the game board.

ZWAP

A ZWAP tile can be played once per round and gives the right to swap any two category tiles during play. A team can use its ZWAP tile only when it is that team's turn and before the team's question is asked. When you play a ZWAP, any category tile with its front side up on any teams' tile boards can be swapped with any other face up tile. For example, you can choose to get rid of an undesirable category tile by swapping it for a favorite category from an opponent. You can also swap category tiles between two opponents or change the order of two categories on any one tile board. When the ZWAP tile has been used, it goes out of play until the next category drawing, when it is returned to the team. Teams are not required to play their ZWAP tiles.

ENDING PLAY

The game ends when all the teams have had the same number of questions and one team has reached the goal. If there are teams that have had fewer questions than the team that has reached the goal, the question rounds continue until all teams have had the same number of questions. If all teams have had the same number of questions, and several teams have reached the goal, all of the category tiles are put back in the bag. Each of the teams that have reached the goal draws one category tile and answers one question in the category. This continues until only one team answers correctly and thereby wins the game.

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SIGN OFF (GRAPHIC):
DATE:
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PI ENGINEER:
PROJECT ENGINEER:
CS VENDOR: IASIK
SOFTWARE: Illustrator CS3
COLOR PROFILE/LPI: Mag CCNB / 150lpi
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LANG.: DOM
PART CODE: R1886-0920
ITEM NAME: Bezzerwizzer
TOY YEAR: 2008
PKG SIZE: 9.85" X 9.85"
PKG SPEC.: Rules
BLANK SIZE: 22.5" X 11"
VER.: First Run
NOTES TO PRINTER: Proofs accurate for process color only. All spot colors must follow PMS Color Formula Guide or color swatch specified.
8S0521-1-R1886-0920
Black
Yellow
Magenta
Cyan
Dieline