

FRONT

BACK

ADULT
PLAYERS: 2+

compact

bezzewizzer®

the game of trivia, tactics and trickery

INSTRUCTIONS

GAME CONTENTS

- 1 compact game board/storage case
- 1 card box
- 4 playing pieces
- 12 category tiles
- 100 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® compact is a trivia 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.

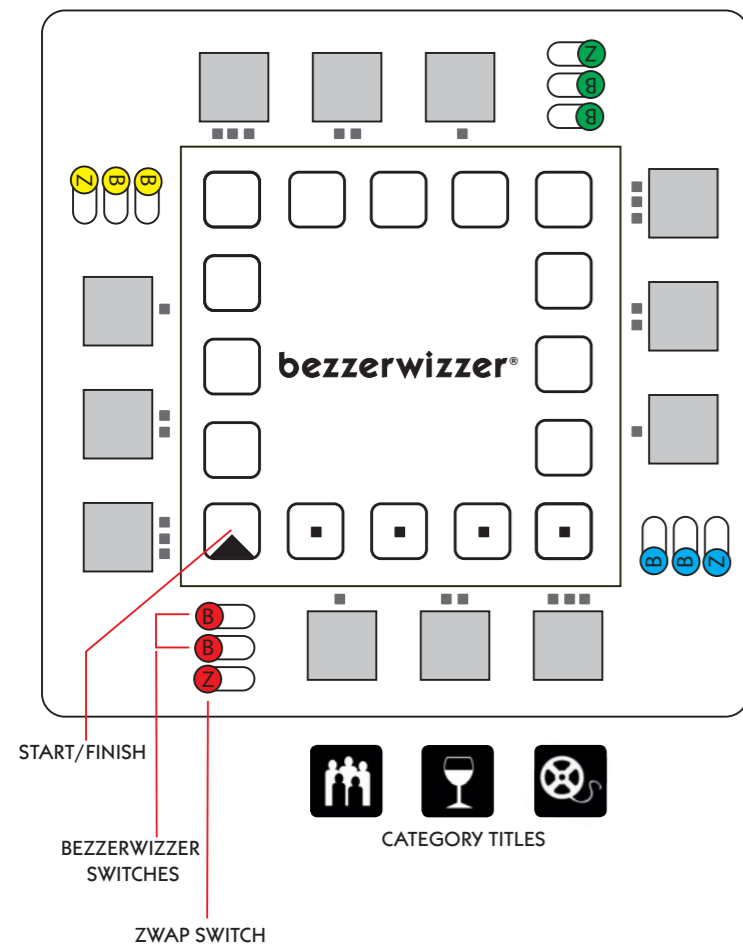
BEFORE PLAY BEGINS

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 20 and 40 minutes.

Each team chooses a playing piece. This also determines the team's position around the board. Make sure all BEZZERWIZZER and ZWAP switches are set to the white available positions (see BEZZERWIZZER and ZWAP below). The team with the youngest player goes first and play proceeds clockwise around the board. Stack all of the playing pieces on the Starting Square.

Now, place the question cards in the box provided.

Finally, put the 12 category tiles facedown in the center of the board and shuffle them about. The game can now begin.



CATEGORIES

ARCHITECTURE & DESIGN Buildings, architects, designers, fashion, furniture, interiors, household design, logos and symbols	FILM & TV Titles, actors, directors, roles, TV programs, news, people and media stories	HISTORY Historical persons, places and events	SCIENCE Physics, chemistry, mathematics and astronomy
ART & LITERATURE Artists, painters, sculptors, theater, opera, book titles, authors, philosophers and literary characters	FOOD & DRINK Gastronomy, wine, beer, international cuisine and ingredients	LANGUAGE Foreign languages, foreign words, idioms and sayings	SPORTS & GAMES Athletes, sports, games and records
BUSINESS, SOCIETY & POLITICS Companies, business people, products, trademarks, advertisements, politicians, parties, organizations and forms of government	GEOGRAPHY Countries, cities, oceans and seas	MUSIC Artists, composers, titles and concepts	TRADITIONS & BELIEFS Religion, mythology, traditions, customs and habits

HOW TO PLAY

Play begins with each team drawing three category tiles from the center of the board. Teams must answer one question in each of their three categories. Correct answers are valued 1, 2, or 3 points, depending on the order in which they are answered.

The teams determine for themselves in what order the questions are asked by placing the category tiles on their teams' posts on the board with their front sides up. The dots on the board correspond to the point value of the questions.

When the category tiles are in their desired order, the teams are then ready for the first question.

The team with the youngest player 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 removed from its post, turned over so that the reverse side is up and placed back in the center of the game board.

The teams' playing pieces are advanced according to how many points the teams earn. Each point corresponds to one post 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 and finally 3 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 three questions and none of them have reached the goal, shuffle the facedown category tiles around in the center of the board, draw three new category tiles per team and resume play. Also remember to toggle all BEZZERWIZZER and ZWAP switches back to their white available positions (see BEZZERWIZZER and ZWAP below).

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

BEZZERWIZZER

The BEZZERWIZZER option gives teams a chance to score points on questions that their opponents cannot answer. Each team can play two BEZZERWIZZER challenges per round. A "round" equals one draw of 3 category tiles – NOT an entire game.

When it is another team's turn, an opponent can attack by being the first to say "BEZZERWIZZER." Remember to toggle the BEZZERWIZZER switch to the used position after the question has played out. Teams are not required to play their BEZZERWIZZER option.

The BEZZERWIZZER challenge can be played in 2 ways.

1. Attack for one point.

After a question is read, the attacking team declares "BEZZERWIZZER." 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 toggles one of their BEZZERWIZZER switches to the used position. 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 cannot come up with an answer, the attacker loses one point and toggles one of their BEZZERWIZZER switches to the used position.

2. Attack for three points.

If the attacking team is confident in its knowledge of the category it may declare "BEZZERWIZZER" 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 attacking team toggles their BEZZERWIZZER to the used position. 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" can be declared by each team once per round and gives the right to swap any 2 category tiles during play. A team can declare "ZWAP" only when it is that team's turn and before the team's question is asked. When you declare "ZWAP," any category tile with its front side up on any teams' posts 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 within any team's roster. When the ZWAP has been used, the switch is toggled to the used position until the next category drawing, when it is toggled back to the available position. Teams are not required to play their ZWAP.

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 face down in the center of the game board. 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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X3407-0920