



What Would Lizzie Do? GAME

FOR 2 TO 4 PLAYERS / AGES 8 & UP

What You Do

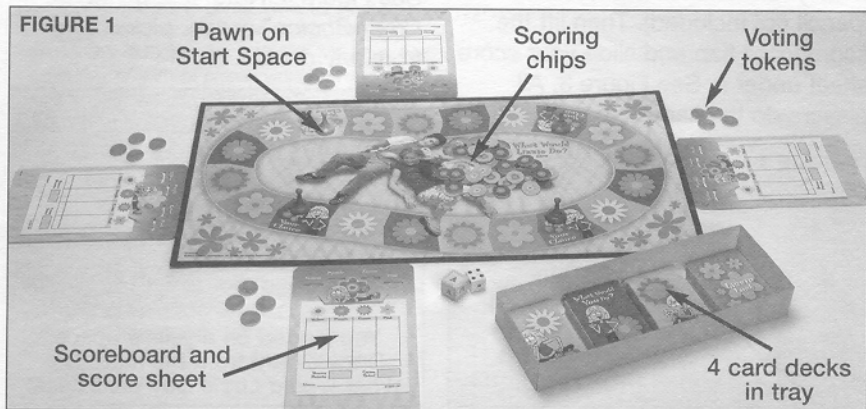
How well do you know Lizzie McGuire? Do you remember juicy tidbits from her TV shows? Can you guess what Lizzie would do in a sticky situation? Do you know what *you* would do? Answer “Lizzie quiz” questions and perform silly stunts. Earn points and collect tokens (or not!), depending on how your friends vote. When the game’s over, count up your points. If you’ve got the most, you’re a Lizzie whiz – and you win!

What You Get

- Gameboard • 4 Scoreboards • Score sheets • 16 Scoring chips
- 16 Voting tokens • Four 36-card decks • Card tray • 4 Pawns
- 2 Dice • Label sheet

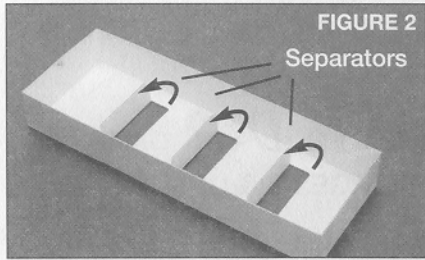
Let’s Get it Together!

Figure 1 shows a 4-player game set up and ready for play. Refer to it as you assemble and set up your own game.



Carefully detach the voting tokens, scoring chips, and scoreboards from their cardboard sheets. Discard the waste.

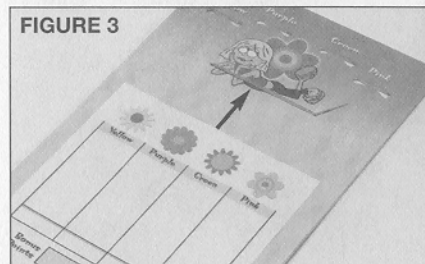
Assemble the card tray: Carefully detach the 3 tray separators along their perforations. Then bend the separators upright. See Figure 2.



Label the letter die: Apply a letter label to each side of the blank die. It doesn't matter which label goes on which side.

Let's Get Ready!

1. Place the gameboard in the center of the play area.
2. Take a pawn and place it on the matching-colored "Your Choice" gameboard space. All players do the same.
3. Take the scoreboard with the flower that matches your pawn's color. Take a blank score sheet and write your name on the bottom (pencil not included). Then lift the scoreboard flap and slide your score sheet under it. See Figure 3. All players do the same.



4. Make sure the cards are sorted into 4 different colored decks. Shuffle each deck and place it face-down in a section of the card tray. Place the card tray within easy reach of all players.



5. Take four voting tokens (one 0, one 10, one 20 and one 30), and place them face-down next to you. All players do the same.
6. Place the scoring chips in a pile in the center of the gameboard.

Let's Play!

The oldest player goes first. Play then passes to the left.

ON YOUR TURN



1. **Roll and move.** Roll both dice. Then move your pawn clockwise along the gamepath the number of spaces shown on the number die. Players are allowed to share spaces.

2. **Draw a card.** Draw the top card off the deck that matches the color of the space your pawn landed on. See Figure 4. *Note:* If you land on a "Your Choice" space, pick a card from *any* deck!

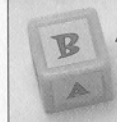


You landed on a yellow space. Draw a card from the matching *What Would Lizzie Do?* card deck!



3. **Read the question or stunt aloud.** If you drew a yellow, purple or green card, read aloud the question or stunt that matches the letter you rolled on the letter die. See Figure 5. (*Note:* There's a special rule for pink cards! If you drew a pink card, follow the rules in the Card Chart on this page. Then skip steps 4 and 5 of your turn.)

FIGURE 5



- A What would Lizzie do if she found a diamond while building a sandcastle on the beach?
- B Lizzie lost her watch, and all the clocks in the house show different times! What should she do?
- C During a sleepover, how would Lizzie explain to her parents why she and her friends were wearing hats in bed?

You rolled "B" on the letter die, so read question B on the yellow card you drew.

Card Chart

What Would Lizzie Do? cards

WHAT YOU DO: Pretend you're Lizzie, and tell how you would deal with certain situations. Some are just silly, others are more thought-provoking.

HOW YOU'RE JUDGED: To score high, your answers must be *creative and original!*

What Would You Do? cards

WHAT YOU DO: Answer fun questions about school, friends, family, and more; *or* perform silly stunts!

HOW YOU'RE JUDGED: To score high, your answers must be *believable!* Your stunts must be *performed well!*

Do You Know Lizzie? cards

WHAT YOU DO: Answer trivia questions from the *Lizzie McGuire* television series! The episode name is listed on the top of the cards. Unlike the other cards, the questions on these cards have *real answers!* They're listed on page 6 – but no peeking unless there's a challenge (see **Challenging a score**, on page 4).

HOW YOU'RE JUDGED

- You'll score 30 points from each voter who *knows* your answer is correct.
- You'll score 20 points from each voter who's *pretty sure* your answer is correct.
- You'll score 10 points from each voter who *thinks* your answer is incorrect.
- You'll score 0 points from each voter who *knows* your answer is incorrect.

Important: As long as the information you give is correct, the voters shouldn't be too picky about the exact wording of your answer.

Lizzie Luck cards

NO QUESTIONS! NO STUNTS! NO JUDGING!

These cards can give you easy points! When you draw a *Lizzie Luck* card, if any flower on it matches your pawn color, score 50 points in the pink column on your score sheet! After looking at the card, place it facedown near the card tray.

4. Answer the question or perform the stunt. Do your best, because your friends will judge your answer or performance! The Card Chart, on page 3, tells what you do for each card, and how you're judged!

When you're done, place the card facedown near the card tray. Form a separate discard pile for each deck. If a deck runs out of cards, shuffle the discard pile and return it to the tray facedown.

5. Your friends vote! Now each of the other players rates your answer or performance! Each voter *secretly* chooses a voting token worth 0, 10, 20, or 30 points. The Card Chart on page 3 gives guidelines on how to vote. *Note to voters: Go easy! Your friends will be judging you, too!*

On the count of three, all voters turn their tokens faceup.

6. Record your score. Add up the votes and mark your score under the matching card column on your score sheet. See Figure 6.

FIGURE 6

$20 + 30 + 30 = 80$

For answering a *Do You Know Lizzie?* question, you scored 20 from one voter and 30 from the other two voters. Mark your total, score – 80 – in your Green column.

Challenging a score: If you get 20 points or fewer from any voter after answering a *Do You Know Lizzie?* question, you can challenge! When you challenge, do the following:

1) Disregard the voting tokens – these votes no longer count.

2) Look up the answer in the back of this rulebook.

- If you were right, score 30 points for each voter for that turn. Then add 10 bonus points!
- If you were wrong, your score for that turn is zero!

Collecting a scoring chip: When your score reaches 100 or more points in any column, collect a matching-colored scoring chip! Fit the scoring chip into the slot above that card column. See Figure 7.

FIGURE 7

Yellow	Purple	Green	Pink
70	40	80	50

You scored 120 points in the Yellow column. Fit a yellow scoring chip into the slot.

You can collect only one scoring chip for each column; but you can still earn points in that column, to add to your final score!

Once a player has collected 3 different-colored scoring chips, the game is over!

7. End your turn. After marking any score on your score sheet (and collecting a scoring chip, if you earned one), your turn is over. Now the player to your left takes her turn!

ENDING THE GAME

As soon as a player has collected her third scoring chip, the game ends. The player who ended the game records a 30-point bonus in the BONUS POINTS box on her score sheet.

PLAYERS TOTAL THEIR SCORES
 Now all players add their scores for each column on their score sheets. Each player then writes the total of all 4 columns in her GAME TOTAL box. The player who ended the game adds her 30-point bonus to her game total.

The Winner!

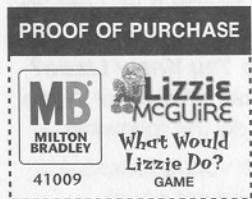
The player with the most points wins the game!

We will be happy to hear your questions or comments about this game. Write to: Hasbro Games, Consumer Affairs Dept., P.O. Box 200, Pawtucket, RI 02862. Tel: 888-836-7025 (toll-free). Canadian consumers please write to: Hasbro Canada Corporation, 2350 de la Province, Longueuil, QC Canada, J4G 1G2

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ANSWERS TO "DO YOU KNOW LIZZIE?" CARD QUESTIONS

- CARD 1**
 A. Earthworms; B. Lizzie's mom; C. Pizza
- CARD 2**
 A. Gordo; B. She left him; C. In a cave
- CARD 3**
 A. Angel; B. A movie that they had made; C. Because he didn't have a bedtime
- CARD 4**
 A. A singer; B. Everything in Matt's room! C. Lizzie
- CARD 5**
 A. Ethan Craft; B. Lizzie's junior high school; C. The police
- CARD 6**
 A. Larry Tudgegan; B. Hall monitor; C. Meat
- CARD 7**
 A. Because it was R-rated; B. She saved a man from choking; C. Larry Tudgegan
- CARD 8**
 A. His dad; B. Gambling (taking bets); C. Miranda
- CARD 9**
 A. Math; B. Her grocery bags; C. Cheerleaders
- CARD 10**
 A. Ethan Craft; B. Out for dinner; C. Gordo
- CARD 11**
 A. Jessica; B. A hammock; C. Mr. Dig
- CARD 12**
 A. Mr. Dig; B. Miami; C. The drums
- CARD 13**
 A. To the science museum; B. Kate; C. Mr. McGuire crashed it
- CARD 14**
 A. Gammy McGuire; B. Miranda's dad; C. They kidnapped him
- CARD 15**
 A. Miranda; B. Math class; C. In Lizzie's kitchen
- CARD 16**
 A. Drama class; B. In a garbage can; C. Matt
- CARD 17**
 A. Kindergarten; B. Miranda; C. Rock star
- CARD 18**
 A. He wanted to become a man; B. Mrs. McGuire; C. Larry Tudgegan
- CARD 19**
 A. Ronny; B. A baseball card; C. A friendship ring
- CARD 20**
 A. Li didn't speak English very well; B. Mexico; C. A bullfighter's costume
- CARD 21**
 A. From a book; B. Her grandparents, Nana and Grandpa Chuck; C. A chimpanzee
- CARD 22**
 A. She was injured during practice; B. Lizzie; C. He lost his voice
- CARD 23**
 A. The Digital Bean; B. She yelled at the customers; C. Miranda
- CARD 24**
 A. They were all mad at each other; B. Matt; C. To apologize to Gordo and Miranda
- CARD 25**
 A. His autographed football (signed by Walter Payton); B. His football buddies; C. Mrs. McGuire
- CARD 26**
 A. Ethan Craft; B. An evil potion; C. Gordo
- CARD 27**
 A. Lipstick; B. Matt's dad; C. Ethan Craft
- CARD 28**
 A. A fast-food restaurant; B. A mother dog with her puppies; C. Gordo
- CARD 29**
 A. A pair of pants; B. At the mall; C. Claire
- CARD 30**
 A. Kate; B. Chewing gum; C. A bike
- CARD 31**
 A. Seventh grade; B. Poison ivy; C. Kate
- CARD 32**
 A. Malcolm in the Middle; B. She called out his name; C. A pass to the set of his new TV movie
- CARD 33**
 A. She thought she looked fat; B. Junk; C. Her mom
- CARD 34**
 A. There was room for only one boy, and they didn't want to split up; B. Eighth grade; C. He missed his friends, Lizzie and Miranda
- CARD 35**
 A. Kate's 18-year-old cousin (Amy); B. They took the bus (after Lizzie's mom dropped them off at the mall); C. He was afraid of heights
- CARD 36**
 A. A meatball; B. Larry Tudgegan; C. In a museum