

have the option of forcing an opponent to draw a Buzz Card or of moving their own Playing Piece forward three spaces (unless they are already on a **Final Cut** ring). After following the instructions on the Buzz Card, the next player in sequence (the one following the roller) gets their turn.

**Game Tip:** Buzz Cards cannot be played against players on a **Final Cut** ring.

## 2. Final Cut

For any player who has landed on a **Final Cut** ring, *The DVD Master* chooses **Final Cut** from the **Game Menu** and follows the on-screen instructions. In **Final Cut**, the player must correctly answer up to three questions to win the game. The number of questions that must be answered in a turn corresponds to the ring number upon which the player's Mover stands. If the player misses a question, they move in one ring and must await their next turn. Again, the on-screen instructions will walk you through **Final Cut**, so don't worry!

A player must successfully complete a challenge to win the game. A player who loses a challenge while on the **Final Cut** ring marked **1** does not advance inward. They stay on **1** and must await their next turn.

## OPTIONS

### For Longer Games

To make the game longer and more competitive, roll only the Numbered Die and advance your Token after getting a question right, rather than moving at the start of each turn.

### For Shorter Games

Fold the board into its smaller circle shape and be sure to roll the Numbered Die and move before answering questions.

### Party Play

*Scene It?* DVD challenges are a great way to entertain a party. Simply put the DVD into your DVD player and select **party play** from the **Main Menu**. You will not need to use the remote, as the DVD will play one great puzzler or clip after another. See who can be the first to shout the correct answer! If you would like to go back to regular game play, hit the **RETURN** button on your remote when the **Game Menu** appears.

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MARVEL

Scene it?

THE DVD GAME™

13 - Adult  
2 or more players or teams

## GAME RULES

*Scene It?* Marvel can be played with 2 to 4 players or teams, so divide up, put on your game face, and enjoy some great entertainment!

## OBJECT

Travel around the game board and be the first to enter the winner's circle.

## CONTENTS

1 Game DVD  
1 Flextime® Game Board  
1 Six-sided Numbered Die

1 Eight-sided Category Die

4 Metal Movers

4 Category Reference Cards

30 Buzz Cards

160 Trivia Cards

Requires a TV, DVD player, and remote control.

*Please remove all components from the package and compare them to the component list. If any items are missing, please call 1-800-524-TOYS. Outside the U.S.A., please contact your local Mattel office.*

## GETTING STARTED

Choose one of two options for learning to play:

1. Watch the on-screen demonstration by inserting the DVD and selecting **how to play** from the **Main Menu**.
2. Read the instructions below. Begin with **SETUP** for a complete description of the game, or skip to **PLAYING THE GAME** for the essentials.

## SETUP

1. Position all players so that they can see the TV or monitor connected to the DVD player. Lay out the Flextime Game Board. It can be fully extended for longer games, or folded into a circle for shorter play.

- Choose a Mover for each player and place it on the **Start** space.
- Place the round Buzz Cards on the Buzz circle. Place the box of Trivia Cards and the dice beside the board. Distribute a Category Reference Card to each player.
- Insert the DVD into your DVD player. The DVD will show a quick intro and then the **Main Menu**.
- Select one person, referred to as *The DVD Master*, to operate the remote control.
- Select **timer settings** from the **Main Menu**. You can use the on-screen **timer** when answering Trivia Card questions. The **timer** is preset at 30 seconds but may be set at 10 or 20 seconds to make the game more challenging. Select the time limit you want. This will remain the default unless you choose to reset the **timer** during the game by accessing the **Main Menu** once again.

Use the **ARROWS** on your remote to navigate between the menu items and use the **ENTER** or **PLAY** button to activate a menu selection. When viewing a puzzler clip, use the **SKIP**, **NEXT**, or **FAST FORWARD** buttons to quickly advance to the question.

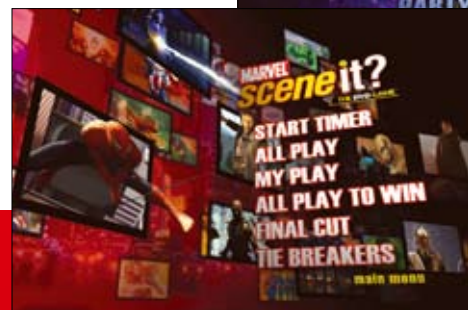
**Technical Tip:** Your DVD is automatically set to deliver questions at random. Because of this, you may eventually get repeats. Choose **pre-set gameplay** from the **Main Menu** and select one of the preprogrammed sequences to guarantee no repeats will occur.

**Note:** Some DVD players do not support the random shuffle feature provided by Optrev<sup>®</sup> technology (a window will appear to warn you of this). In that situation, you should also choose **pre-set gameplay**.

- Choose **play the game** from the **Main Menu**, and the **Game Menu** will appear.



Main Menu



Game Menu

## PLAYING THE GAME

- All players roll the Numbered Die, re-rolling any ties. The highest roller goes first, and play proceeds clockwise.
- Each turn, a player rolls both dice and moves the number of spaces shown on the Numbered Die. After moving, the player then attempts to successfully complete whichever challenge was rolled on the Category Die (see next section for a description of the challenges).

**Note:** Movers can share the same space on the board.

**Game Tip:** You always roll both dice and move your Playing Piece to start your turn. If you win the challenge, you roll both dice again and take another turn!

- Category Reference Cards are provided for each player to allow easy recognition of the challenges.

## THE SCENE IT? CHALLENGES



DVD Challenges

Trivia Card Challenges

Buzz Cards and Player's Choice

Depending on the symbol rolled on the Category Die, players will have to complete different DVD or Trivia Card challenges:

### DVD CHALLENGES My Play Challenges

**The DVD Master** selects **my play** from the on-screen **Game Menu**, and a **my play** challenge will follow. ONLY THE ROLLING PLAYER/TEAM MAY ATTEMPT TO ANSWER THE ON-SCREEN CHALLENGE. If the roller answers correctly, they get another turn and roll both dice again. If they answer incorrectly, the turn ends and play proceeds clockwise to the next player.

**Game Tip:** If you play Scene It? Marvel many times, you may eventually start seeing the same clips over again. Don't worry! Each clip has multiple questions associated with it. So pay attention, because you never know what you will be asked!

### All Play Challenges

**The DVD Master** selects **all play** from the on-screen **Game Menu**. ALL PLAYERS SHOULD WATCH THE CHALLENGE THAT FOLLOWS AND ATTEMPT TO BE THE FIRST TO CLEARLY SHOUT THE CORRECT ANSWER. If the rolling player is first to answer correctly, they roll both dice and take another turn.

If a player other than the roller answers correctly, that player chooses either to move their Playing Piece forward one space or to force another player to draw a Buzz Card and follow its instructions. After this is done, the next player (the player clockwise from the roller) takes their turn.

**Note:** Players are never skipped as the result of an all play challenge—play always proceeds sequentially around the table, even when someone out of sequence correctly answers the question.

If two players simultaneously answer correctly, **Tie Breakers<sup>®</sup>** is selected from the **Game Menu**.

If no one answers correctly, play proceeds to the next player in turn.

- Clips can be skipped by using the **SKIP** or **FAST FORWARD** button on the remote.
- If you receive an **all play** that you have seen in a previous game, just hit the **RETURN** button on your remote and another **all play** challenge will appear.

### TRIVIA CARD CHALLENGES

When a player rolls a Trivia Card challenge, one of the opposing players draws a card from the front of the box. After the appropriate question has been read, **The DVD Master** selects **start timer** and the player must give the correct answer before the timer reaches zero. The card should be replaced in the back of the box when finished.

- Triple Threat** – Select a Trivia Card and answer the Marvel question based on the three clues.
- Screen Test** – Select a Trivia Card and answer the Marvel Movie trivia question.
- Power House** – Select a Trivia Card and answer the Marvel Comic trivia question.

**Remember:** The on-screen timer can be adjusted by selecting **timer settings** from the **Main Menu** and choosing the countdown you want.

### BUZZ CARDS AND PLAYER'S CHOICE Buzz Cards

Depending on the Buzz Card you get, you or an opponent may move ahead or be knocked back spaces on the game board. A player must read the Buzz Card aloud and follow the instructions on the card as soon as it is drawn. Then, it's the next player's turn.

You may keep a Buzz Card until later in the game if the card reads, "Save this card and make another player lose a turn at an opportune time." These Buzz Cards can be played when it is not your turn but must be presented to another player before that player's turn begins—not after that player has rolled the dice.

### Player's Choice

Rolling this allows players to choose a **my play** DVD challenge, a Trivia Card challenge (any category), or a Buzz Card.

## SUPER POWER SPACE

If a player wins any challenge while on a **Super Power** space, on their next roll, they move twice the number of spaces shown on the Numbered Die.

## WINNING THE GAME

When any player reaches the end of the game path, they must stop on the space labeled **Stop**, no matter what they may have rolled. From this point, they have two ways to win the game: the first is an **all play to win** challenge; if that proves unsuccessful, the second option is **Final Cut<sup>®</sup>**.

### 1. All Play to Win

Whenever a player rests on the **Stop** space, they must complete an **all play to win** challenge. **The DVD Master** chooses **all play to win** from the **Game Menu** and all players compete in this special variation of **all play**.

If the rolling player wins the challenge, that player advances directly to the winner's circle and instantly wins the game!

If the rolling player loses the challenge, they move to the outer **Final Cut** ring (marked 3) and must await their next turn for another chance to win—this time by undertaking an on-screen **Final Cut** challenge. But for now, the dice pass to the next player.

If any other player wins the **all play to win** challenge, they