





## Set Up

- 1) Position the **Flextime™ game board** so that all players can see the TV or monitor connected to your DVD player. The board can be fully extended for longer games or folded into a circle for shorter play.
- 2) Choose a game piece for each player/team and place it on the start space.
- 3) Shuffle and place the **Buzz™ Cards** on the board, yellow side up. Place the two dice beside it, and distribute a Category Reference Card to each player. You may draw the Trivia Cards from their holding tray within the game box, or you can stack them in a Draw Pile beside the board – whichever you prefer.
- 4) Insert the *Scene It? Jr.* DVD into your DVD player. The DVD will show a quick intro and then display the **Main Menu**.
- 5) Select one person, referred to as the **DVD master**, to operate the remote control.

- Use the **ARROWS** on your remote to navigate between *Scene It? Jr.* Menu items.
- Use the **CENTER, ENTER** or **PLAY** button to activate a menu selection.
  - Use the **SKIP** or **FAST FORWARD** buttons to navigate through clips.
  - Use the **RETURN** button (if available) to bypass repeats and automatically receive a new question.

- 6) Select **Timer Setting** from the Main Menu. You will use the on-screen timer when answering Trivia Card questions. The timer is pre-set 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 setting for that game unless you reset the timer by accessing the Main Menu once again.



Main Menu

- 7) Choose **Play the Game** from the Main Menu and the Game Menu will appear.



Game Menu

## Play The Game

- 1) All players/teams roll the numbered die, re-rolling any ties. The highest roller goes first and play proceeds clockwise around the table.
- 2) Each turn, a player/team rolls both dice and moves the number of spaces shown on the **numbered die**. **Note:** game pieces can share the same space on the board.
- 3) The **category die** tells you what kind of question you get. If you answer correctly, you take another turn. Reference Cards are provided to allow easy recognition of *Scene It? Jr.* challenges.



DVD Challenges

Trivia Card Challenges

Buzz Cards and Player's Choice

## The SCENE IT? Jr. Challenges

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

### DVD CHALLENGES

**My Play**  
The DVD master selects **My Play** from the DVD Game Menu, and **ONLY THE ROLLING PLAYER/TEAM MAY ATTEMPT TO ANSWER THE ON-SCREEN CHALLENGE.**

**Game Tip:** If you play *Scene It? Jr.* 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; you never know what you will be asked!

**All Play**  
The DVD master selects **All Play** from the DVD Game Menu. **ALL PLAYERS GET TO COMPETE.** The first player/team to clearly shout out the correct answer to the on-screen challenge wins.

- If the roller wins, they roll both dice and take another turn.
- If the roller loses, the dice pass to the next player/team in order. The winner of the challenge can choose to force another player to draw a Buzz Card and follow its instructions, or to move their own game piece forward one space.
- If **no one** answers correctly, play proceeds to the next player in turn.
- If two players answer at the same time, select **Tie Breaker** from the Game Menu.

**Game Tip:** Clips can be skipped through by using the **SKIP** or **FAST FORWARD** buttons 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, an opposing player draws a card from the top of the Trivia Card pile. 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. Replace the card at the bottom of the Draw Pile when finished.

### Movies

Answer a question about a movie or star.

### Television

Answer a question about a show or actor.

### Pop Culture

Answer a question about pop culture.

### BUZZ CARDS AND PLAYER'S CHOICE

#### Buzz Cards

Read the Buzz Card aloud and immediately follow its instructions, then pass the dice to the next player/team in order.

#### Player's Choice

Rolling this allows players to choose any DVD challenge (My Play or All Play), a Trivia Card challenge (any category) or a Buzz card.

## Double Feature Space

If you win any challenge while on a **Double Feature** space, move twice the number of spaces shown on the die on your next roll.

## Winning The Game

### 1. All Play to Win

When you reach the end of the game path, you must stop on the space labeled **Stop: All Play to Win**, no matter what you may have rolled. The DVD master chooses **All Play to Win** from the Game Menu and **ALL PLAYERS** compete in a special All Play challenge.

If you win this challenge, you move directly to the **Winner's Circle** and **WIN THE GAME!**

If you lose, you move to the outer **Final Cut™** ring (marked 3) and must wait for your next turn for another chance to win – this time by undertaking a Final Cut challenge. The dice pass to the next player in sequence, and the actual winner of the challenge has the option to force an opponent to draw a Buzz Card or to move their own game piece forward **three** spaces (unless they are already on a Final Cut ring).

### 2. Final Cut

**Final Cut** requires you to correctly answer several questions in a row to win the game. Since this is difficult to do, other players will likely start catching up, so be careful!