

8-Adult  
2 or more Players or Teams



## GAME RULES

*Scene It? Harry Potter™* can be played with 2 to 4 players or teams.

## 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 (in Card Box)
- 30 House Points Cards
- 160 Question Cards (in Card Box)

Requires a DVD player, TV and remote control.  
Please remove all components from 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

You have two options for learning to play *Scene It? Harry Potter*:

1. Watch the on-screen demonstration by choosing **How to Play** from the *Scene It? Harry Potter* DVD Main Menu.
2. Read the instructions below. Begin with **SET UP** for a complete description of the game, or skip to **PLAY THE GAME** for the essentials.

## 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 mover for each player and place it on the start space.
3. Place the round **House Points Cards** on the board, crest-side up. Place the box of Question Cards and the two dice beside the board, and then distribute a Category Reference Card to each player.
4. Insert the *Scene It? Harry Potter* DVD into your DVD player. The DVD will show a quick intro and then display the **Main Menu**.

If any other player wins the All Play to Win challenge, they have the option of forcing an opponent to draw a House Points Card or of moving their own game piece forward **three** spaces (unless they are already on a Final Cut ring). After following the instructions on the House Points Card, the next player in sequence (the one following the roller) gets their turn.

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

### 2. Final Cut

For any player that 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 more competitive (and longer), only roll the Numbered Die and advance your mover *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? Harry Potter* DVD challenges are a great way to entertain a party. Simply put the *Scene It? Harry Potter* 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 out the correct answer! If you would like to go back to regular game play, hit the **ENTER** button on your remote when the Game Menu appears.

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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? Harry Potter* menu items. Use the **ENTER** or **PLAY** button to activate a menu selection. When viewing a movie clip, use the **SKIP**, **NEXT** or **FAST FORWARD** buttons to quickly advance to the question.

6. Select **Timer Settings** from the Main Menu. You can use the on-screen Timer when answering Question Cards. 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 unless you choose to reset the Timer during the game by accessing the Main Menu once again.

**Technical Tip:** Your DVD is automatically set up to deliver questions at random. However, **because** it is random, you may eventually get repeats. Choose **Pre-set Gameplay** on the Main Menu then select one of the pre-programmed sequences to guarantee no repeats will occur.

**NOTE:** Some DVD players do not support the random shuffle feature provided by Optreve® technology (a window will appear to warn you of this). In that situation, you should also choose **Pre-set Gameplay**.

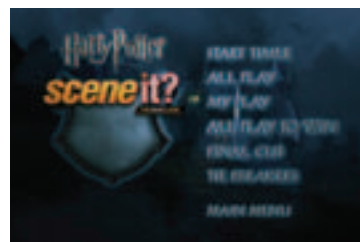
7. Choose **Play the Game** from the Main Menu and the **Game Menu** will appear after an introduction plays.

## PLAY THE GAME

1. All players roll the Numbered Die, re-rolling any ties. The highest roller goes first and play proceeds clockwise around the table.



Main Menu



Game Menu

2. Each turn, a player rolls both dice and moves the number of spaces shown on the **Numbered Die**.

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

After moving, the player then attempts to successfully complete whichever challenge was rolled on the **Category Die** (see below for descriptions of challenges).

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

3. Category Reference Cards are provided for each player to allow easy recognition of the *Scene It? Harry Potter* challenges.

## SCENE IT? HARRY POTTER CHALLENGES

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



### DVD CHALLENGES



#### My Play Challenges

The **DVD Master** selects **My Play** from the DVD 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 in sequence.

**Game Tip:** If you play *Scene It? Harry Potter* 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 Challenge

The **DVD Master** selects **All Play** from the DVD Game Menu. ALL PLAYERS SHOULD WATCH THE CHALLENGE THAT FOLLOWS and attempt to be the first to clearly shout out 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 game piece forward one space or to force another player to draw a House Points Card and follow its instructions. After this is done, the next player in sequence (the player clockwise from the roller) gets 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, select **Tie Breakers®** from the Game Menu.

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

**Game Tip:** 1) Clips can be skipped through by using the **SKIP** or **FAST FORWARD** buttons on the remote. 2) 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.

### QUESTION CARD CHALLENGES

When a player rolls a **Question 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.



#### Hogwarts™

Players must identify things to do with the magical world associated with life at Hogwarts.



#### WIZARDING WORLD

Players must answer a question associated with the world of magic outside of Hogwarts.



#### Muggles™

Players must answer a question related to the non-magical world.

**Remember:** The on-screen Timer can be adjusted by selecting Timer Settings from the Main Menu, and then choosing the countdown you want.

### HOUSE POINTS CARDS AND PLAYER'S CHOICE



#### House Points Cards

Depending on the “house points” you get, these cards can help you or an opponent move ahead or knock either of you back. A player must read the House Points Card aloud and follow the instructions on the card as soon as it is drawn, then that player's turn ends.

If the card specifies “hold this card and make another player lose a turn when appropriate,” you may keep it until later. These House Points 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 DVD challenge (My Play), a Card challenge (any category) or a House Points card.

## FLOO POWDER™ SPACE

If a Player wins any challenge while on a **Floo powder** space, on their next roll they move twice the number of spaces shown on the Numbered Die. If a House Points Card forces them to lose their turn after winning a challenge on this space, they will still get to move double their first roll on their next turn.

## WINNING THE GAME

When any player reaches the end of the game path, they must stop on the space labeled **Stop: All Play to Win**, no matter what they may have rolled. From this point, they have two ways to win the game – the first is **All Play to Win**; if that proves unsuccessful, the second option is **Final Cut**.

### 1. All Play to Win

Whenever a player rests on the Stop: All Play to Win 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 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 a Final Cut challenge. But for now, the dice pass to the next player in sequence.