If any other player wins the all play to win challenge, they have the option of forcing an opponent to draw a Buzz Card or of moving their own Mover 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 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? DVD challenges are a great way to entertain a party. Simply put the Scene It? DVD into your DVD player and select party play from the Main Menu. You will not need to use the remote, as Scene It? 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.

**GAME RULES**

Scene It?® 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
- 30 Buzz Cards
- 160 Trivia Cards with Card Box

Requires a TV, DVD player, and remote control (not included).

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 Scene It?:

1. Watch the on-screen demonstration by inserting the DVD and selecting how to play from the Scene It? 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.
2. Choose a Mover for each player and place it on the Start space.
3. 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.
4. Insert the Scene It? 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.
6. 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.

Technical Tip: Your DVD is automatically set to deliver the on-screen timer. You can adjust the on-screen timer by selecting the on-screen Main Menu. You can 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.

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

DVD 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? 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 about your favorite scenes and characters!

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 game 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® are selected from the Game Menu.

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

1. Clips can be skipped by using the SKIP or FAST FORWARD button 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.

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, "Hold 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—or 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.

DOUBLE FEATURE SPACE

If a player wins any challenge while on a Double Feature 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®.

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.