

scene it?

QUICK START GUIDE / THE DVD GAME™



Contents

- 1 Game DVD
- 1 Flextime® Game Board
- 1 Six-sided Numbered Die
- 1 Eight-sided Category Die
- 4 Collectible Tokens
- 16 Prime Directive Cards
- 175 Trivia Cards

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

If any items are missing, please call 1-866-DVD-GAME. Visit sceneit.com or e-mail us at service@sceneit.com for further assistance.

Main Menu



Game Menu



Object

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



Getting Started

Choose one of two options for learning to play:

1. Pop in the DVD and watch the on-screen demonstration under **How To Play** on the game DVD.
2. Read these instructions. Begin with **SETUP** for a complete description of the game, or skip to **PLAYING THE GAME** for the essentials.

Technical Tip:

Your DVD is automatically set to deliver questions at random. However, 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 choose **Preset Game Play** and select one of the preprogrammed sequences to guarantee no repeats will occur during a game.



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. Each player chooses a Token and places it on the Start space.
3. Place the Prime Directive Cards on the circle.
4. Insert the DVD into your DVD player. After a quick intro, you'll be taken to the Main Menu screen.
5. Select one person to be the **DVD Master**. This person will operate the remote control.

DVD Master: Use the ARROWS on your remote to navigate between the menu items and use the ENTER or PLAY button to activate a menu selection. Use the SKIP, NEXT, or FAST FORWARD buttons to quickly advance through clips and go directly to the question.

6. Select **Timer Settings** from the Main Menu. The on-screen timer is used while answering Trivia Card questions. The timer is preset at 30 seconds but may also be set at 10 or 20 seconds. Select the time limit you want. This will remain the default unless you choose to reset the timer during the game.



Playing the Game

1. All players or teams roll the Numbered Die, re-rolling any ties. The highest roller goes first, and play proceeds clockwise.
2. Each turn, a player rolls both dice and moves the number of spaces shown on the Numbered Die. They then try to successfully complete the challenge in the category shown on the Category Die.

Note: Tokens can share the same space on the board.

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

3. Category References are listed below for easy recognition of Scene It? challenges.



My Play – Select My Play on the DVD and answer the question that follows.



All Play – Select All Play on the DVD and be the first to answer the question correctly.



United Federation of Planets – Select a Trivia Card and answer a question about aliens, planets, ships, and more.



Stardate – Select a Trivia Card and answer a question about events in the Star Trek universe.



IDIC (Infinite Diversity in Infinite Combinations) – Select a Trivia Card and answer a question about the world of Pop Culture surrounding Star Trek.



Prime Directive – Select a Prime Directive Card and move the token as directed.



Player's Choice – Choose a Trivia Card (any category), a Prime Directive Card, or a DVD challenge (All Play or My Play).

scene it?

THE DVD GAME™

The Trivia Cards
include sweepstakes
winners' questions!

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 roll both dice again and continue their turn until answering incorrectly. If they answer incorrectly, play proceeds clockwise to the next player.

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 take another turn.

If another player answers correctly, that player chooses either to move their Token forward one space or to force another player to draw a Prime Directive Card (see next section). Then the player clockwise from the roller takes their turn.

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, because you never know what you will be asked!

Note: Players are never skipped as the result of an All Play challenge—play always proceeds sequentially around the table.

If two players simultaneously answer an All Play correctly, Tiebreakers® is selected from the Game Menu. Follow the on-screen instructions and be the first player to destroy a Romulan warbird.

Note: 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.

Prime Directive and Player's Choice

Prime Directive Cards

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

Some Prime Directive Cards may be kept and can be played later in the game. These Prime Directive Cards can only be used before the intended recipient's turn begins—not after they have rolled the dice.

Player's Choice

Rolling this allows the player to choose any category that appears on the Category Die.

Trivia 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 placed in the back of the box when finished.

United Federation of Planets

Select a Trivia Card and answer a question about aliens, planets, ships, and more.

Stardate

Select a Trivia Card and answer a question about events in the Star Trek universe.

IDIC (Infinite Diversity in Infinite Combinations)

Select a Trivia Card and answer a question about the world of Pop Culture surrounding Star Trek.

Warp Speed Space

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

Options

Shorter Play

For a shorter game, fold the board into its smaller circle shape and be sure to roll the Numbered Die and move before answering questions.

Longer Play

For longer game play advance your Token only after getting the question right.

Party Play

Keep your guests entertained all night by selecting Party Play from the Main Menu, and enjoy one great puzzler or clip after another.

For more game play options, visit our website at sceneit.com!

Winning the Game

When a player reaches the end of the game path, they must stop on the space labeled **Stop**, no matter what they may have rolled. Their first attempt to win the game is with an **All Play to Win** challenge.

All Play to Win

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 they do not win the challenge, they must move to the outer most **Final Frontier** ring and await their next turn. If another player answers the **All Play to Win** correctly they have the option of forcing an opponent to take a Prime Directive card or moving forward 3 spaces.

Final Frontier

For any player who has landed on a **Final Frontier** ring, the **DVD Master** chooses **Final Frontier** from the **Game Menu** and follows the on-screen instructions. The numbers on the **Final Frontier** rings correspond to the number of challenges required to win the game. Players start on the outermost ring (marked 3) and attempt to complete three challenges. If they successfully complete the challenges, they win the game! If they do not complete all three challenges correctly, they move in one ring and await their next turn for another chance to win.

If a player loses a challenge while on the last **Final Frontier** ring, they will remain on 1 until they answer correctly or the game ends.

Note: Players/teams in the Final Frontier ring are immune to Prime Directive cards.