

move to the **Winner's Circle** and **WIN THE GAME!** If you get any of them wrong, you move in **one** ring and have to wait for your next turn for another chance to win. Again, the on-screen instructions will walk you through Final Cut, so don't sweat it!

#### **Game Tips:**

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.

Buzz Cards cannot be played against players on a Final Cut ring.

## **OPTIONS**

**For Longer Games** – To make the game more competitive (and longer), only roll the numbered die and advance your game piece **after** getting a question right (rather than moving at the **start** of each turn). Also, be sure the board is fully extended.

**For Shorter Games** – Fold the board into its smaller circle shape, and be sure to roll the numbered die and move **before** answering questions.

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# Disney **Scene** it? **THE DVD GAME**

Ages: 6 to Adult  
2 to 4 Players or Teams

**P**op the game disc into your DVD player and let the movie magic begin! Classic characters. Unforgettable songs. Favorite scenes from Disney and Pixar classics old and new. Enjoy them all in real movie clips as you answer trivia questions and race around the game board!

## **Game Rules**

*Disney Scene It?* can be played with 2 to 4 players or teams, so divide up, grab your popcorn, and enjoy the magic!

## **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 Category Reference Cards
- 4 Metal Disney Movers
- 30 Buzz™ Cards
- 160 Trivia Cards (110 Purple Adult Cards and 50 Green Kids Cards)
- Requires a TV and DVD player (not included).

*Please remove all components from package and compare them to the component list. If any items are missing, please email [support@sceneit.com](mailto:support@sceneit.com) or call 1-866-DVD-GAME.*

## **GETTING STARTED**

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

- 1)** Choose **How to Play** from the DVD's Main Menu and watch the on-screen demonstration.
- 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 game piece for each player or team and place it on the start space.
- 3) Shuffle and place the Buzz™ Cards on the board, *blue side up*. Place the two dice beside the board, and distribute a Category Reference Card to each player. Separate the adult (purple) and kids (green) Trivia Cards and place them in separate Draw Piles beside the board.
- 4) Insert the *Disney 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.



Main Menu

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

**Technical Tip:** Some DVD players do not support the random shuffle feature provided by Optreve™ technology. However, you may play the game by selecting one of 20 pre-programmed sequences. Select *Pre-Set Gameplay* from the *Main Menu* to access this option.

## 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.
- 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 the numbered die and move your game piece to start your turn. You roll again if you win the challenge!

- 3) Reference Cards are provided for each player to allow easy recognition of the *Disney Scene It?* challenges.



### DVD Challenges

### Trivia Card Challenges


### Buzz™ Cards and Player's Choice

## THE Disney 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

#### My Play Challenges

 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 *Disney 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 Challenge

 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 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, one of the opposing players draws a card from the top of one of the Draw Piles. Remember there are kids and adults cards so you can choose accordingly! 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 corresponding Draw Pile when finished.



**Take Three™ Challenge**—Answer a question based on three clues.



**Songs and Slogans Challenge**—Answer a question associated with a song, slogan or line.



**Mousellaneous**—Answer a random question about Disney lore.

### 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 a DVD challenge (My 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/team 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!

The DVD master chooses **Final Cut** from the Game Menu and you follow the on-screen instructions. The number of questions asked corresponds to the ring upon which your game piece stands. For example, if you are on circle 3, you will get three questions. If you answer all three correctly, you



Game Menu