

# twilight *scene it?*

THE DVD GAME™

quick start guide



**13 – Adult**  
**2 or more players**  
**or teams**

## Contents

- 1 Game DVD
- 1 Game Board
- 1 Six-sided Numbered Die
- 1 Eight-sided Category Die
- 4 Movers
- 4 Category Reference Cards
- 20 Fate Cards
- 100 Trivia Cards

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 1-800-524-8697. Outside the U.S.A., please contact your local Mattel office.

## Main Menu



## Game Menu



## object

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

## getting started

Read the instructions. Begin with SETUP for a complete description of the game, or skip to PLAYING THE GAME for the essentials.

## die categories



### — Fate Card —

Select a Fate Card and move the token as directed.



### — Yellow Category —

Select a Trivia Card and answer a question about *Twilight*.



### — Green Category —

Select a Trivia Card and answer a question about *Twilight*.



### — Blue Category —

Select a Trivia Card and answer a question about *Twilight*.



### — DVD Challenge —

Select *DVD Challenge* on the menu and answer the puzzle that follows. The puzzle may be either a **My Play**, an **All Play**, or a **Mini-Game**, as determined by the DVD.

## setup

- 1 Position all players so that they can see the TV or monitor connected to the DVD player. Lay out the game board.
- 2 Each player chooses a Mover and places it on the Start space.
- 3 Place the Fate Cards on the designated area on the game board. Place the box of Trivia Cards and the dice beside the board. Distribute a Category Reference Card to each player.
- 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.

## 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:** Movers can share the same space on the board.
- Game Tip:** You always roll both dice and move your Movers 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?* challenges.
  - 4 Select PLAY THE GAME from the MAIN MENU. After a quick intro, you will be given a choice of 15 different preset games to play. Choose one and start your game.



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THE DVD GAME



## dvd challenges

### DVD Challenges

The *DVD Master* selects DVD Challenge from the Game Menu, and either a **My Play** challenge, an **All Play** challenge or a **Mini-Game** will follow.

### My Play and Mini-Game Challenges

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, play proceeds clockwise to the next player.

**Note:** On-screen the My Play and All Play challenges are represented by a

 or  icon, respectively.



### All Play Challenges

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 Mover forward one space or to force another player to draw a Fate Card and follow its instructions. Then 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.

If two players simultaneously answer an All Play correctly, **Tiebreakers\*** is selected from the Game Menu. If no one answers correctly, play proceeds to the next player.

## fate cards

### Fate Cards

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

Some Fate Cards may be kept and can be played later in the game. The instructions on these cards will clearly indicate that they are not for immediate use.

## trivia challenges

When a player rolls a Trivia Card challenge, one of the opposing players draws a card from the front of the box. The opposing player then reads the question that corresponds to the color rolled on the category die.

After the appropriate question has been read, the player must try to answer the question correctly.

If the player answers correctly, they roll both dice again and take another turn. If the player answers incorrectly, play proceeds clockwise to the next player.

## Options

### Shuffle Play

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

### Mini-Games

If you would like to play the Mini-Games by themselves, select Mini-Games from the Main Menu and test your observation and memory skills!

### Bonus Activities

Enhance your party with fun *Twilight*-themed activities; just select Bonus Activities from the Main Menu.

Download the *Scene It? Twilight Party Guide* from the game disc or [sceneit.com!](http://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 **Twilightning Round** 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 Fate Card or moving forward 3 spaces.

### Twilightning Round

For any player who has landed on a **Twilightning Round** ring, the *DVD Master* chooses **Twilightning Round** from the **Game Menu** and follows the on-screen instructions. The numbers on the **Twilightning Round** 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 **Twilightning Round** ring, they will remain on **1** until they answer correctly or the game ends.

**Note:** Players/teams in the *Twilightning Round* rings are immune to Fate Cards.

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