

NOT THAT MOVIE!

THE GAME OF BROKEN TITLES



8-99
AGES



2-7
PLAYERS



20'
LENGTH

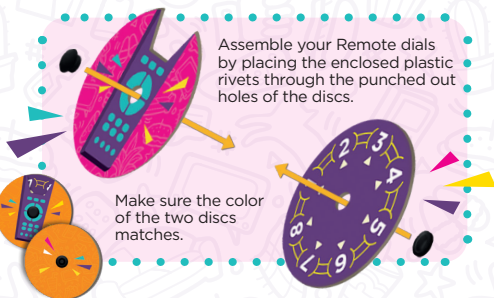
Pizza, couch, and friends: you just need a good movie! Like always, you cannot decide which one to watch together. Rely on reviews, imagine movie plots, and choose the perfect title! Will you discuss all night long or come to an agreement?

CONTENTS

- A** 1 Board
- B** 80 Title cards (front/back)
- C** 42 Review cards (front/back)
- D** 7 Remote dials (to choose the movies!)
- E** 7 **Not!** tokens (each with a different shape, colored on one side, grey on the other)
- F** These rules

SETUP

- A** Place the **board** in the middle of the table.
- B** Shuffle the **Title cards** (the side is not important), then draw 10 of them to place next to the numbers on the board, five on each side. Each number on the side of the board will be next to two cards. Keep the rest of the deck nearby.
- C** Shuffle the **Review deck** and place it next to the board, purple side up. Now take half of this deck and turn it upside down, so that there's two half decks next to the board, one with the purple side visible, and one with the blue side visible.
- D** Each player gets a **Remote dial**. Leave unused dials in the box as they will not be used during this game.
- E** Arrange the **Not!** tokens into a single pile (the order does not matter). The player who has most recently seen a movie that nobody else has seen gets this pile of tokens.
- F** Keep the **rulebook** nearby to note down the scoring for each round.

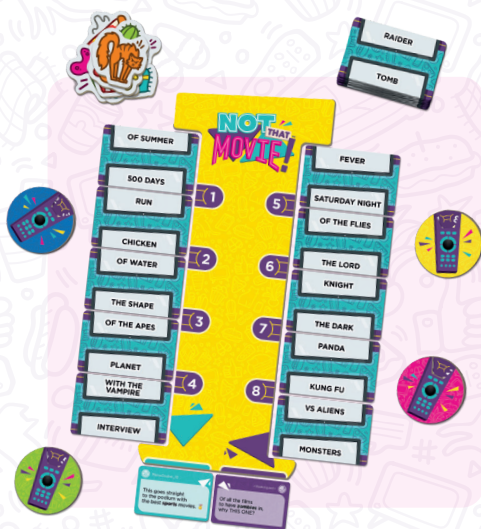


GAMEPLAY

Not That Movie! is a cooperative game. All players are on the same team and play to achieve the highest possible score.

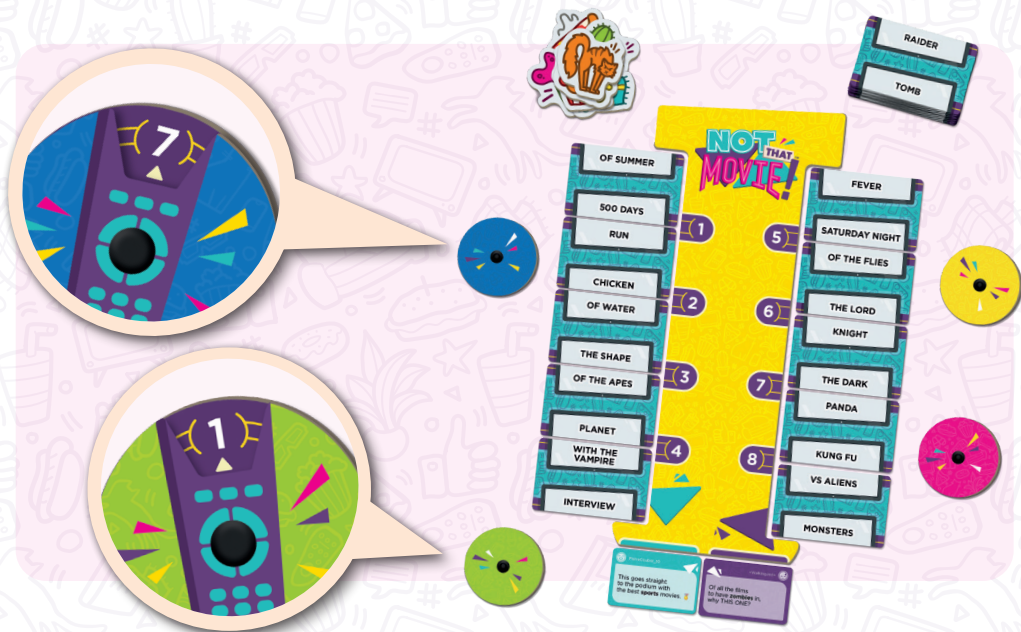
The Title cards next to the board show the... unlikely titles of eight movies, showing on screens from 1 to 8. Each Title matches one of the numbers and it's "broken" across two different cards: the first half of the title can be read on the lower half of a card, while the second half of the title is on the upper half of the card that follows in that column (see figure).

Read the Reviews aloud. The **blue** card is always a positive review, while the **purple** card is always negative.



Example: On screen 1, the movie proposed is *500 Days Run*, while on screen 2 it is *Chicken of Water*, and so on. The blue review reads "This goes straight to the podium with the best sports movies," while the purple one reads "Of all the films to have **zombies** in, why THIS ONE?"

Each player now secretly chooses the title that, according to their judgment, best fits **both reviews at the same time**. To do so, each player selects a number on their Remote dial, then places the dial face down in front of themselves. When all players are done, move to the next phase.



Example: Lily has voted for *The Dark Panda*, Ethan for *500 Days Run*. All players think they chose a sports movie with zombies thrown into the mix.

The player with the pile of **Not!** tokens starts the next phase. They take a token from the pile (it does not matter which one) and put it, colored side up, on a movie title with no token on it that they think **no player voted for**.

THERE ARE TWO POSSIBILITIES:



THEY ARE RIGHT

No player chose that title (all other players confirm **without showing** their dials). In this case, the turn and the pile of tokens pass to the next player clockwise; that player, in a similar fashion, puts another **Not!** token on a different title, and so on.

THEY ARE WRONG!

There is one or more players who chose that title: these players now **show** their dials, then flip the token just placed to the grey side. If this is your team's **first mistake**, continue playing as usual, passing the pile of tokens to the next player. If your team has **already made a mistake** in the same round, then the round ends. *Now you can show your choices and have fun arguing and discussing your choices!*

The round ends when all 7 **Not!** tokens are placed, or when a second **Not!** token is flipped to the grey side during a round. At the end of the round, note down on the table at the end of this rulebook one point for each **Not!** token (colored side face up) you have placed. If you place all the tokens correctly, you gain **1 bonus point**, scoring 8 points total.

Now rebuild the **Not!** pile using all of the tokens (make sure to put them back colored side up). Discard the Title cards, then draw and place 10 new ones from the deck to form new titles. Finally, draw the purple Review card on the top of the deck, flip it over to the blue side and lay it on the other half of the deck to create two new reviews. A new round now starts with the player who last placed a token.

END OF GAME

The game ends at the end of the fifth round. Sum up the scores for all the rounds and check the scoring table to see what level of understanding you have reached. Can you score an "Academy Award!" and save the night?

2-PLAYER GAME RULES

The game follows the usual rules with the following exceptions:

- During Setup, each player receives two Remote dials. Also, leave a **Not!** token in the box: you will use only 6 of them.
- During each round, each player selects **2 movies** which match the current Reviews. You **cannot select the same number** on both of your dials!
- The round ends when all 6 tokens have been placed or when the team makes their second mistake. If you place all 6 tokens and make no mistakes, you gain 2 bonus points, scoring a total of 8 points.

SCORE TABLE

Note the scores after each round. (Use a pencil, copy the page, or download one from our site.)

DATE	PLAYERS #	TEAM NAME	ROUND					TOTAL
			1	2	3	4	5	
								_____ ☆☆☆☆☆
								_____ ☆☆☆☆☆
								_____ ☆☆☆☆☆
								_____ ☆☆☆☆☆
								_____ ☆☆☆☆☆
								_____ ☆☆☆☆☆
								_____ ☆☆☆☆☆
								_____ ☆☆☆☆☆
								_____ ☆☆☆☆☆
								_____ ☆☆☆☆☆
								_____ ☆☆☆☆☆
								_____ ☆☆☆☆☆
								_____ ☆☆☆☆☆
								_____ ☆☆☆☆☆
								_____ ☆☆☆☆☆
								_____ ☆☆☆☆☆
								_____ ☆☆☆☆☆
								_____ ☆☆☆☆☆
								_____ ☆☆☆☆☆
								_____ ☆☆☆☆☆

SCORING

PLAYERS #	RESULT	A FLOP! ★	OK! ★★	GOOD! ★★★	BLOCKBUSTER! ★★★★	ACADEMY AWARD! ★★★★★
7		0 - 13	14 - 17	18 - 22	23 - 33	34 - 40
6		0 - 14	15 - 18	19 - 23	24 - 34	35 - 40
5		0 - 15	16 - 20	21 - 25	26 - 35	36 - 40
4		0 - 16	17 - 21	22 - 26	27 - 36	37 - 40
3		0 - 17	18 - 22	23 - 27	28 - 37	38 - 40
2		0 - 15	16 - 21	22 - 26	27 - 36	37 - 40

CREDITS

Game Idea: Silvano Sorrentino
Development: Luca Appolloni, Marta Ciaccasassi
Art Direction: Matteo Brustenghi
Graphic Design: Simone Fucchi, Daniele Solfrini
English Rules Editing: William Niebling
Additional Thanks: Antonio, Corrado, and Marianna Cafagna, Martino Chiacchiera, Silvio Colombini, Francesco D'Aucelli, Pasquale Facchini, Nunzia Fidanza, Loredana Gargano, Giuseppe Grossi, Valentina Leone, Daniele Monterisi, Stefano Moscardini, Sergio Roscini, Antonello Sammito, Filippo Visentin, Finibus Terrae Playroom... and the rest of the closing credits.



Unauthorized reproduction, copying, distribution or any other use of the whole or any part of this product is strictly prohibited.
 For any questions, comments or suggestions: www.dvgames.com - info@dvgiochi.com



Art. No. DVG9388 - Made in Poland
 © MMXXII daVinci Editrice S.r.l.
 Via S. Penna, 24 - 06132 Perugia - IT
 All rights reserved.