

AGES 6+ / For 1+ Players



OPERATION®

SILLY SKILL GAME

STAR WARS®

EDITION

ADULT ASSEMBLY REQUIRED

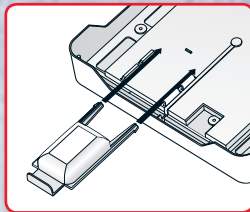
In his adventures throughout the galaxy, R2-D2 has fought space battles, helped destroy the Death Star, and been hit with any number of laser blasts. He badly needs a tune-up, and his friend C-3PO could use a little work as well. Grab the tweezers and make these droids look good as new. Don't touch the sides though, or else you'll have to start over.

CONTENTS

Gameboard with tweezers, 24 Game cards, 12 Plastic Funatomy parts, Galactic Credits, Storage Drawer

THE FIRST TIME YOU PLAY

- Insert the batteries (see Battery Information). Take the tweezers and touch the sides of any cavity to make sure the game is functioning properly. If you hear nothing, press the reset button located on the outside of the battery box.
- Carefully remove the Funatomy game pieces from the plastic frame. If needed use an emery board or sandpaper to remove the excess plastic from the game pieces. Discard the frame after removing all of the game pieces.
- Remove the tweezers by gently pressing down and sliding them out.
- Attach the storage drawer: Turn the gameboard upside-down, and slide in the storage drawer as shown. Make sure the drawer slides in and out easily. Then turn the gameboard right-side up again. See the illustration.



GAME SETUP

Separate the Droid Doctor cards from the Droid Specialist cards. Shuffle the Droid Specialist cards and deal them out faceup so that each player gets an equal number. If there are any extra cards, leave them out of play. Shuffle the Droid Doctor cards and place them facedown near the gameboard. Choose a player to distribute the credits for successful "operations." Drop each Funatomy part flat into its matching gameboard space.

GAMEPLAY

The youngest player goes first. Play then passes to the left. May the Force be with you!

ON YOUR TURN

1. Draw the top Droid Doctor card and read it aloud. The card tells you which part to remove and how many credits you can earn.

2. Take the tweezers and try to remove that Funatomy part, but be careful! If you touch the metal sides around the Funatomy part, R2-D2's dome will light up and he'll start beeping like he is about to short-circuit.

- **SUCCESS!** If you remove the Funatomy part without setting the light and sound off, take your credits from the banker. Keep the Funatomy part in front of you and place the Droid Doctor card out of play. This ends your turn.
- **SORRY!** If you set off the light and sound before you completely remove the Funatomy part, your turn is over. Replace the Funatomy part flat in the gameboard and keep the Droid Doctor card in front of you. Now the Droid Specialist gets to try.



THE DROID SPECIALIST

The player with the Droid Specialist card for that "operation" now tries to remove the part for twice the payment!

Note: If the Droid Specialist card is out of play, place the Droid Doctor card facedown at the bottom of the deck. The player to the left of the Droid Doctor goes next.

- If the Droid Specialist is successful, he or she gets the payment. Place both cards for that "operation" out of play. The player to the left of the Droid Doctor goes next.
- If the Droid Specialist is unsuccessful, place the Droid Doctor card facedown at the bottom of the deck. The Droid Specialist keeps the Droid Specialist card. The player to the left of the Droid Doctor goes next.



WINNING

The game ends when all 12 Funatomy parts have been removed. The player with the most credits wins!

STORING YOUR GAME

Store all of the Funatomy parts in the storage drawer. Anchor the tweezers by pressing down and gently sliding them under the notch. Store the other game parts under the gameboard.

IMPORTANT: BATTERY INFORMATION

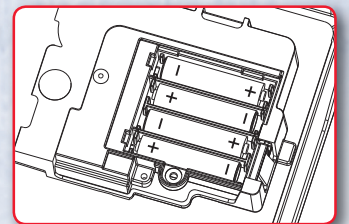
Please retain this information for future reference. Batteries should be replaced by an adult.

TO INSERT BATTERIES

Loosen the screw on the battery compartment, located on the underside of the console, and remove the door. Insert 4 AAA-size batteries (we recommend alkaline), making sure to align the + and - symbols with the markings in the plastic. Replace the door and tighten the screw.

x4 1.5V AAA or R03 size NOT INCLUDED BATTERIES REQUIRED

Alkaline batteries recommended. Phillips/cross head screwdriver (not included) needed to insert batteries.



CAUTION:

1. As with all small batteries, the batteries used with this product should be kept away from small children who still put things in their mouths. If they are swallowed, promptly see a doctor and have the doctor phone (202) 625-3333 collect. If you reside outside the United States, have the doctor call your local poison control center.
2. Always follow the instructions carefully. Use only batteries specified and be sure to insert item correctly by matching the + and - polarity markings.
3. Do not mix old batteries and new batteries or standard (carbon-zinc) with alkaline batteries.
4. Remove exhausted or dead batteries from the product.
5. Remove batteries if product is not to be played with for a long time.
6. Do not short-circuit the supply terminals.
7. Should this product cause, or be affected by, local electrical interference, move it away from other electrical equipment. Reset (switching off and back on again or removing and re-inserting batteries) if necessary.
8. RECHARGEABLE BATTERIES: Do not mix these with any other types of batteries. Always remove from the product before recharging. Recharge batteries under adult supervision. DO NOT RECHARGE OTHER TYPES OF BATTERIES.

FCC Statement

NOTE: This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses, and can radiate radio frequency energy, and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Consult the dealer or an experienced radio/TV technician for help.

Caution: Changes or modifications to this unit not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

This Class B digital apparatus complies with Canadian ICES-003.

Cet appareil numérique de la classe B est conforme à la norme NMB-003 du Canada.

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