# For 1 + Players / AGES 6 +

#### ADULT ASSEMBLY REQUIRED

A super surgeon is needed to repair Iron Man's dents and dings! It's not just one problem, but a whole bunch of little things! Be the surgeon with the steadiest hand and you can save our hero. But be extra careful not to set off the buzzer or you'll go home with zero!

## OBJECT

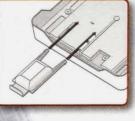
Earn the most money by successfully "operating" on Iron Man.

#### CONTENTS

Gameboard with Iron Man "patient" and tweezers • 22 cards • 11 Plastic Funatomy parts • Play money • Storage drawer

### THE FIRST TIME YOU PLAY

- Insert the batteries (see Battery Information).
- Remove the 11 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.



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

 If the 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 Doctor goes next.

EDITION

• If the Specialist is unsuccessful, place the Doctor card facedown at the bottom of the deck. The Specialist keeps the Specialist card. The player to the left of the Doctor goes next.

#### WINNING

SILLY SKILL GAME

The game ends when all 11 Funatomy parts have been removed. The player with the most cash wins!

#### SOLO PLAY

Are you the only "Doctor" in the house? Practice performing all 11 "operations" in any order.

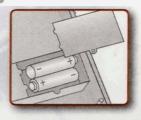
#### **STORING YOUR GAME**

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.

# **TO REPLACE BATTERIES**



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



Loosen the screw on the battery compartment, located on the underside of the game, and

remove the door. Insert 2 "AA" size batteries (we recommend alkaline), making sure to align the + and - symbols with the markings in the plastic. Then, replace the door and tighten the screw.

#### IMPORTANT: BATTERY INFORMATION

CAUTION:

- 1. Always follow the instructions carefully. Use only batteries specified and be sure to insert item correctly by matching the + and - polarity markings.
- 2. Do not mix old batteries and new batteries or standard (carbon-zinc) with alkaline batteries.
- Remove exhausted or dead batteries from the product.
- 4. Remove batteries if product is not to be played with for a long time.
- 5. Do not short-circuit the supply terminals.
- 6. 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.
- 7. 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.

We will be happy to hear your questions or comments about this game. Please write to: Hasbro Games, Consumer Affairs Dept., P.O. Box 200, Pawtucket, RI 02862 USA. Tel: 888-836-7025 (toll free). European consumers please write to: Hasbro UK Ltd., Hasbro Consumer Affairs, P.O. BOX 43, Caswell Way, Newport, Wales, NP19 4YD, or telephone our helpline on 00 800 2242 7276.

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NOTE TO UK Consumers: This product and its batteries must be disposed of separately at your local waste recycling centre. Do not dispose of in your household waste bin.

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## GAME SETUP

Separate the Doctor cards from the Specialist cards. Shuffle the Specialist cards

so that each player gets an

cards out of the game. Shuffle the Doctor cards and place them facedown near the board. Choose a "banker" to pay players for successful "operations." Drop each Funatomy part flat into its matching gamebo

e Plate as shown.

DOCTOR

Wrecked Repulsor

\$8,000

This deflector is causing trouble.

Please remove it

on the doublet

## GAMEPLAY

hen passes to the left.

#### **ON YOUR TURN**

- 1. Draw the top Doctor card and read it aloud. The card tells you which part to remove and how much you'll earn for it.
- 2. Take the tweezers and try to remove that Funatomy part, but be careful! If you touch the metal sides of the cavity, you'll get Power Core

will light up!

- SUCCESS! If you remove the part without setting off the buzzer, take your payment from the banker. Keep the part in front of you and place the Doctor card out of play. This ends your turn.
- SORRY! If you set off the buzzer before completing the "operation" then your turn is over. Replace the part flat in the cavity and keep the Doctor card in front of you. Now the Specialist gets to try.

#### THE SPECIALIST

Now all players look at their Specialist cards. The player with the Specialist card for that "operation" now tries to remove the part for twice the payment!

