

OPERATION[®]

SILLY SKILL GAME

AGES 6+ / 1 OR MORE PLAYERS

Object

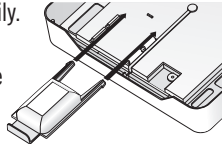
Collect the most Funatomy parts by successfully "operating" on Cavity Sam.

Contents

- Gameboard with Cavity Sam "patient" and tweezers
- 13 Funatomy parts (including rubber band)
- Storage drawer

The First Time You Play

1. Insert the batteries (see Battery Information on page 3).
2. Twist the Funatomy parts off the runner, and discard or recycle the waste. Remove the other Funatomy parts and rubber band from the plastic bag. Discard the bag.
3. Remove the tweezers by gently pressing down and sliding them out.
4. **Attach the storage drawer:** Turn the gameboard upside-down, and slide in the storage drawer as shown below. Make sure the drawer slides in and out easily.
Then turn the gameboard right-side up again.



Game Setup

1. Drop each Funatomy part flat into its matching gameboard cavity. Stretch the rubber band between the two pegs as shown in the box bottom photo.
2. Slide the ON/OFF switch to the right to turn on the game. There are three games to choose from:
1-Slide the switch to Level 1 to play a game for younger or inexperienced players. (You're less likely to get buzzed if you lightly touch the metal side of a cavity.)

2 - Slide the switch to Level 2 to play a game for older or more experienced players. (You'll get buzzed right away if you touch the metal side of a cavity.)

Note: You may change skill levels at any time during a game.

⚡ - Slide the switch all the way to the right to turn off the Funatomy sound effects. This makes a great practice game, because you can remove any Funatomy parts you want!

How to Play

The youngest "doctor" goes first. Play then passes to the left.

On Your Turn

1. Listen carefully! Each one of Sam's ailments has a sound associated with it. (See the chart to the right.) Note: To hear all of the sounds in order, press and hold Sam's nose for four seconds.
 2. Take the tweezers and try to remove the Funatomy part associated with the sound you hear. (The same sound will repeat every few seconds as a reminder.) Be careful! If you touch the metal sides of the cavity, you'll get buzzed and Sam's nose will light up!
- **SUCCESS!** Congratulations, Doc! You removed the Funatomy part without setting off the buzzer! Keep the part in front of you and press down on Sam's nose to indicate your success. Then hand the tweezers to the "doctor" on your left. Your turn is over.
 - **SORRY!** Oops! You set off the buzzer and made Sam's nose light up before completing the operation. Make sure that the Funatomy part is flat in the cavity, then hand the tweezers to the "doctor" on your left. Your turn is over.

Parts Chart		
Shape	Name	Sound
	Bird Brained	Chirping Bird
	Runny Nose	Sneeze
	Ringin' in the Ear	Bell Ringing
	Frog in the Throat	Frog Ribbit
	The Giggles	Laughing
	Burp Bubbles	Bubbles/Burp
	Bad Plumbing	Toilet Flush
	Time on his Hands	Clock Ticking
	Phone Finger	Cell Phone Dialing
	Toxic Gas	Passing Gas
	Water on the Knee	Dripping Water
	Pulled Muscle	Stretching/Boing!
	Dog Tired	Barking Dog

How to Win

The game ends when all 13 Funatomy parts have been removed. The “doctor” with the most parts wins! (In the case of a tie, play again to determine a clear winner.)

Solo Play

Are you the only “doctor” in the house? Play the buzzer-only game to practice performing all 13 “operations” in any order.

Storing Your Game

Done playing for now? Anchor the tweezers by pressing down and gently sliding them under the notch. Store the Funatomy parts in the storage drawer.

FCC Statement

This device complies with part 15 of the FCC Rules. Operation is subject to the following two conditions: (1) This device may not cause harmful interference, and (2) this device must accept any interference received, including interference that may cause undesired operation.

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.

We will be happy to hear your questions or comments about this game. U.S. consumers please write to: Hasbro Games, Consumer Affairs Dept., P.O. Box 200, Pawtucket, RI 02862. Tel: 888-836-7025 (toll-free). Canadian consumers please write to: Hasbro Canada Corporation, 2350 de la Province, Longueuil, QC Canada, J4G 1G2. 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 0800 22427276.

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PROOF OF PURCHASE

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OPERATION
SILLY SKILL GAME

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 **x4** 1.5V AAA or R03 size
NOT INCLUDED
BATTERIES REQUIRED

Alkaline batteries recommended. 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 4 “AAA” size batteries (we recommend alkaline), making sure to match the + and – symbols with the markings in the plastic. Then replace the door and tighten the screw.

IMPORTANT: BATTERY INFORMATION

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



CAUTION:

1. As with all small batteries, the batteries used with this game 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. In other countries, have the doctor call your local poison control center. 2. Make sure the batteries are inserted correctly and follow the game and battery manufacturer's instructions. 3. Do not mix old and new batteries, or alkaline, standard (carbon-zinc) or rechargeable (nickel-cadmium) batteries.

1. Always follow the instructions carefully. Use only batteries specified and be sure to insert them correctly by matching the + and – polarity markings. 2. Do not mix old batteries and new batteries, or standard (carbon-zinc) with alkaline batteries. 3. 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 battery. Always remove from the product before recharging. Recharge batteries under adult supervision. DO NOT RECHARGE OTHER TYPES OF BATTERY. 8. As with all small items, these batteries should be kept away from children. If swallowed, seek medical attention immediately.



Not suitable for children under 3 years
because of small parts - choking hazard.