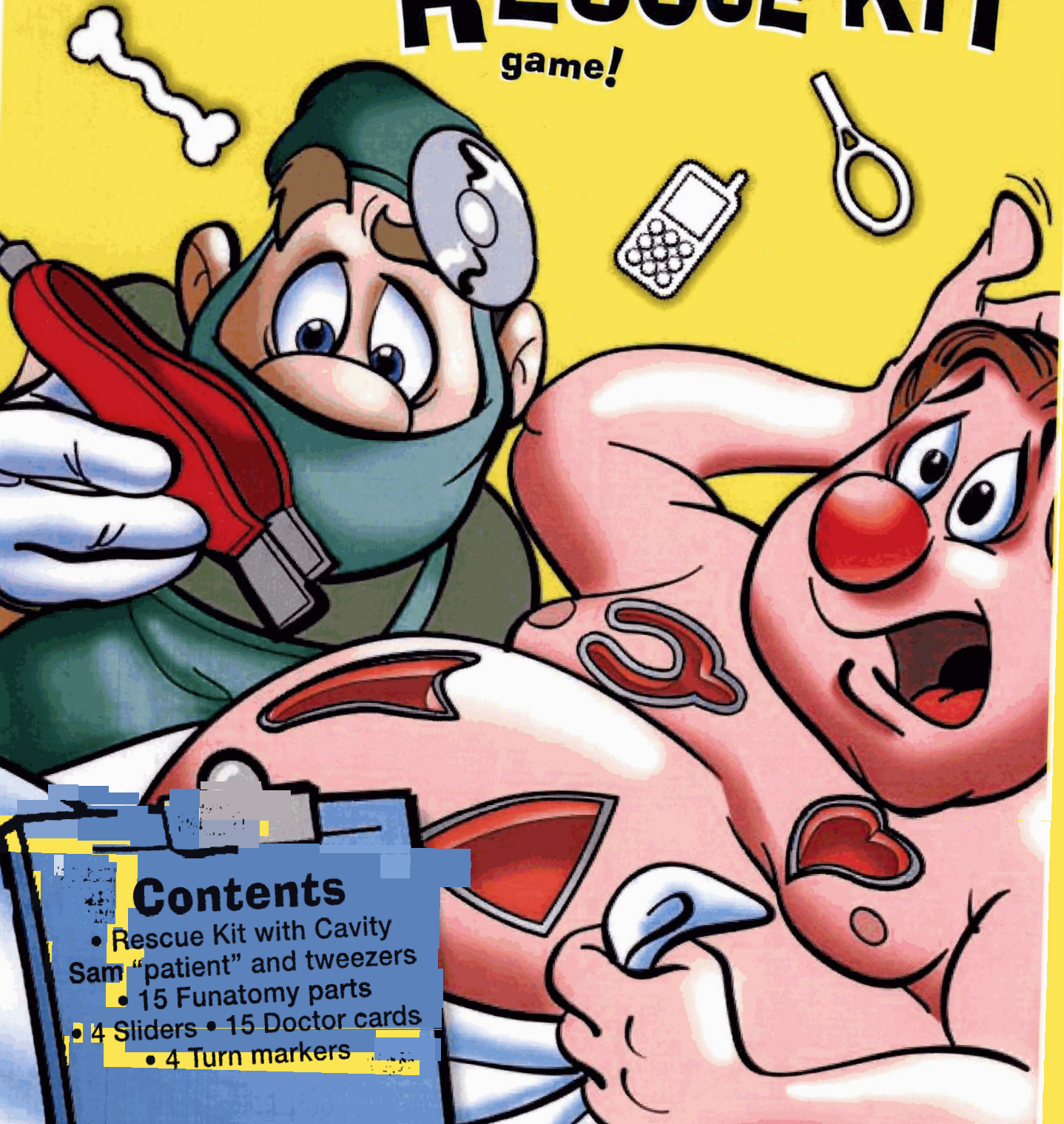


Rules for 2 to 4 Players / AGES 6+

OPERATION[®]

RESCUE KIT

game!



Contents

- Rescue Kit with Cavity
- Sam "patient" and tweezers
- 15 Funatomy parts
- 4 Sliders • 15 Doctor cards
- 4 Turn markers

THE RESCUE KIT

The illustration below shows the anatomy parts inside their cavities, and calls out other game features you'll need to know about as you set up and play the game.

Oxygen pump

Storage bin for anatomy parts

Tray with Sliders

Doctor Cards



Reset

Skill Level Switch

Monitor

Tweezers slot

Modern life is taking its toll, and Cavity Sam has more more ailments than ever!



Wishbone



Texting Thumb



Belly Button Fluff



Tennis Elbow



Wooden Leg



Daydreamer



Twisted Ankle



Joystick Wrist



Cheesy Feet



Spare Tire



Funny Bone



Broken Heart



Spare Ribs

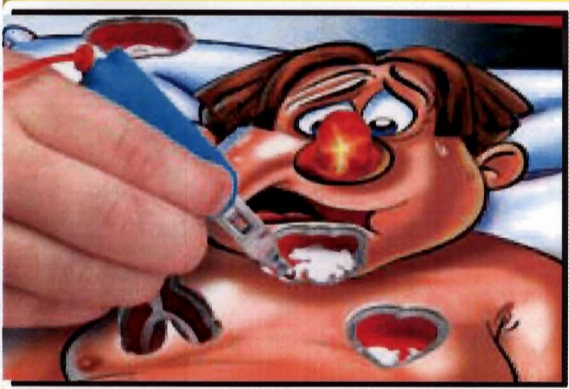


Frog In Throat



Soccer Knee

Squeeze the tweezers together to remove Cavity Sam's ailments!



THE SET UP

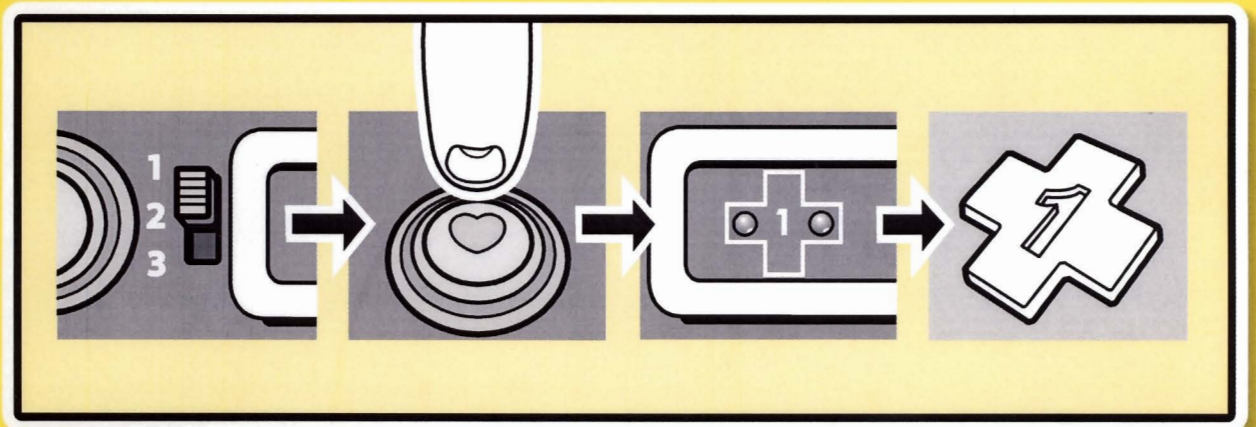


1. Insert 3 “AA” batteries (see page 10).
2. Make sure the tweezers are in their slot.
Leave the tweezers in the slot until the first player takes a turn.
3. Place each funatomy part flat inside its cavity.
4. Shuffle the Doctor cards and place the deck facedown in the card tray.
5. In turn, each player chooses a skill level and “logs on” as described below.
 - Slide the Skill Level switch to **1** (Easy), **2** (Normal) or **3** (Hard). The game will adjust time limits and sensitivity depending on your chosen skill level.
 - Press the oxygen pump *once*. Your player number will light up on the monitor.
 - Take the matching number turn marker to remind you of your player number.



If you make a mistake while logging on, keep pressing the pump until all of the lights go out; then start over.

If you change games, the rescue kit will “remember” the players and skill levels from the previous game.



6. CHOOSE A GAME TO PLAY: 1, 2, 3 or 4.

Game 1 is the easiest and Game 4 is the hardest.

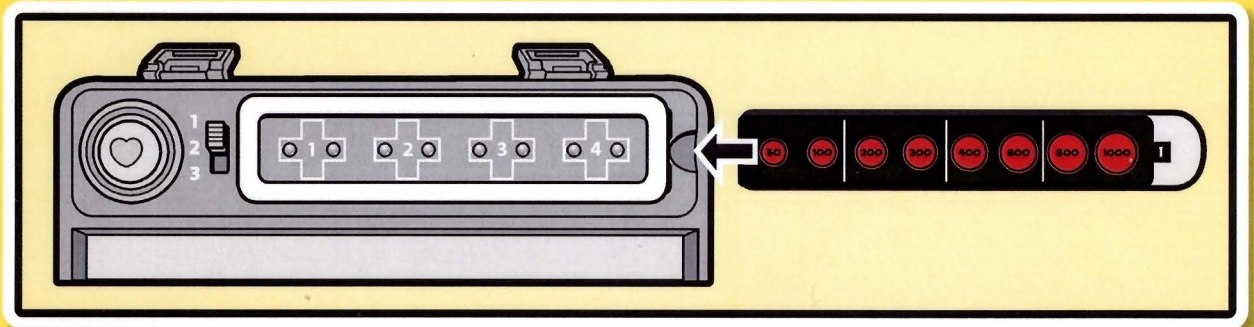


THE GAMES

GAME 1 — SPEED IT UP!



Insert slider 1 into the monitor until you hear a couple of beeps.



Object: This game is all about speed! To win, be the fastest player to remove the funatomy parts.

On your turn, draw the top Doctor card, then use the tweezers to remove that funatomy part. The timer will start counting down as soon as you remove the tweezers. The faster you go, the higher you'll score!

If you touch the metal edge, you'll "get buzzed" and Sam's nose will light up. This will lower your score, but not end your turn. Keep operating!

- **Success!** If you remove the part before time runs out, *quickly place the tweezers in their slot* to stop the timer. Your score will light up after you do this. Place the Doctor card and funatomy part in the tray by Sam's feet. Your turn is over.

- **Sorry!** If time runs out before you remove the part (*and place the tweezers in the slot*), your turn is over. *Place the tweezers in their slot* and the Doctor cards on the bottom of the card pile.

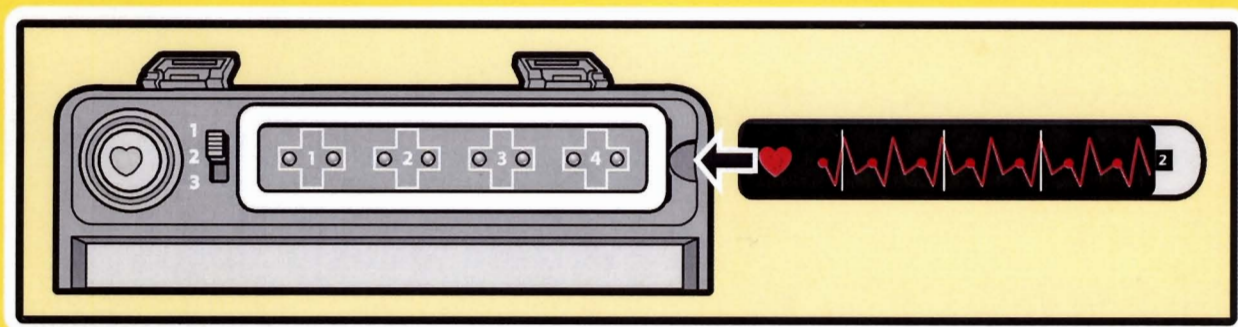
After your turn, the next player's light with flash. Keep taking turns until all of the funatomy parts have been removed.

The Winner

Remove the slider from the monitor and the winner's number will light up!

GAME 2 — MORE OXYGEN PLEASE!

Insert slider 2 into the monitor until you hear a couple of beeps.



Object: To win, successfully remove funatomy parts while keeping Sam's heartbeat steady.

On your turn, draw the top Doctor card and use the tweezers to remove that funatomy part.

Sam starts with a normal heartbeat. If it speeds up, calm him down by quickly pressing the oxygen pump *once*, before the flashing dots reach the end of the monitor. After Sam's heartbeat slows down, continue operating.

- **Success!** If you remove the part before time runs out, *quickly place the tweezers in their slot* to stop the timer. Place the Doctor card and funatomy part in the tray by Sam's feet. This ends your turn.

- **Sorry!** If you touch the metal sides and get buzzed; *or* if time runs out before you remove the part and replace the tweezers; *or* if you don't press the oxygen pump in time, your turn is over. Place the tweezers in their slot and the Doctor card on the bottom of the card pile.

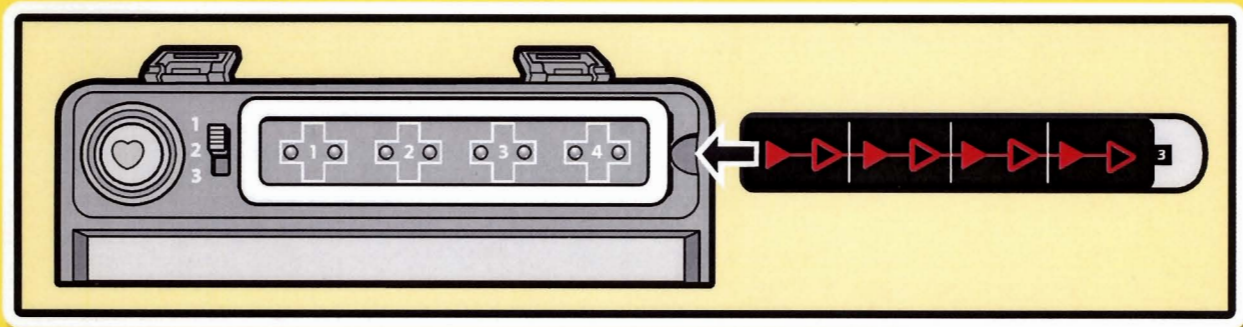
After your turn, the next player's light will flash. Keep playing until all of the funatomy parts have been removed.

The Winner

Remove the slider from the monitor and the winner's number will light up!

GAME 3 — RUSH JOB!

Insert slider 3 into the monitor until you hear a couple of beeps.



Object: You have more time in this game, but you must remove all 15 funatomy parts as fast as you can!

Ignore the Doctor cards — you don't need them in this game.

On your turn, use the tweezers to quickly remove *all* 15 parts, in *any* order and as *fast* as you can! The timer will star counting down as soon as you remove the tweezers. The faster you go, the higher you'll score!

If you touch the metal sides and get buzzed, you'll lose time. Keep operating!

- **Success!** If you remove all 15 parts before the arrows on the monitor reach the end, *quickly place the tweezers in their slot* to stop the timer. Your turn is over.

- **Sorry!** If the arrows on the monitor reach the end, you'll get buzzed, which means you're out of time. Stop operating and place the tweezers back in their slot. Your turn is over.

After your turn, place all of the funatomy parts that you removed back into their cavities for the next player, whose light will be flashing on the monitor.

The Winner

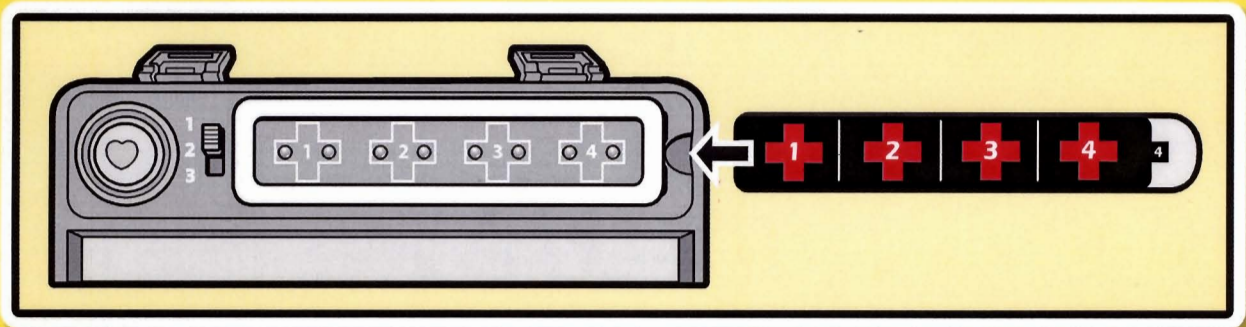
The game is over when everyone has taken a turn. Remove the slider from the monitor and the winner's number will light up!



GAME 4 — SPECIALIST HELP!



Insert slider 4 into the monitor until you hear a couple of beeps.



As in classic Operation, there is a Doctor *and* a Specialist in this game.

Object: On your turn, draw the top Doctor card and use the tweezers to *quickly* remove that funatomy part.

- **Success!** If you remove the part, *quickly place the tweezers in their slot* and the Doctor card and funatomy part in the tray. Your turn is over.
- **Sorry!** If you touch Sam's sides and get buzzed, an alarm will sound and another player's number will flash on the monitor. Quickly give the tweezers to that player, who is the Specialist. Your turn is over.

The Specialist must now quickly perform your operation in a limited time.

- **Success!** If the Specialist removes the part, that player must *quickly place the tweezers in their slot* and the Doctor card and funatomy part in the tray. The Specialist's turn is over.
- **Sorry!** If the Specialist touches the metal sides and gets buzzed, that ends the Specialist's turn. That player places the tweezers in their storage slot and the Doctor card on the bottom of the card pile.

When the tweezers have been placed in their slot, the next player's light will flash.

Keep taking turns until all of the funatomy parts have been removed.

The Winner

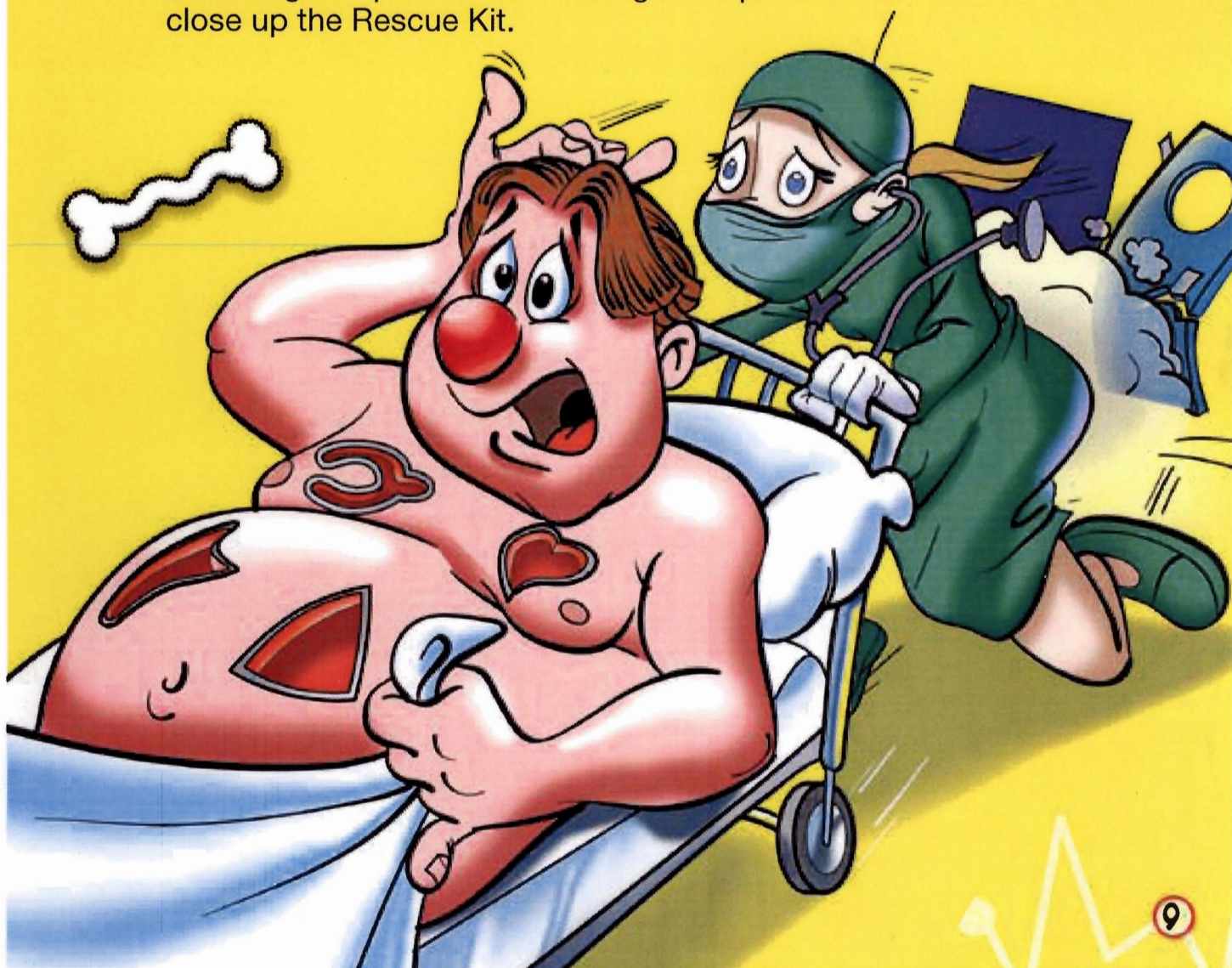
Remove the slider from the monitor and the winner's number will light up!

GENERAL INFORMATION

- If you want to end any game before all of the parts have been removed, just remove the slider. The winning player's number will light up.
- If the game 'freezes' during play, press the Reset button next to the Skill Level switch, then start over.
- **Automatic Shutoff:** The game will automatically shut off if it is idle for one minute after a slider has been removed. If the slider is left in, the game will shut off after five minutes.

STORING YOUR GAME

Done playing for now? Place the tweezers in their slot, and the game parts in their storage compartments. Then close up the Rescue Kit.



IMPORTANT: BATTERY INFORMATION

Please retain this information for future reference.

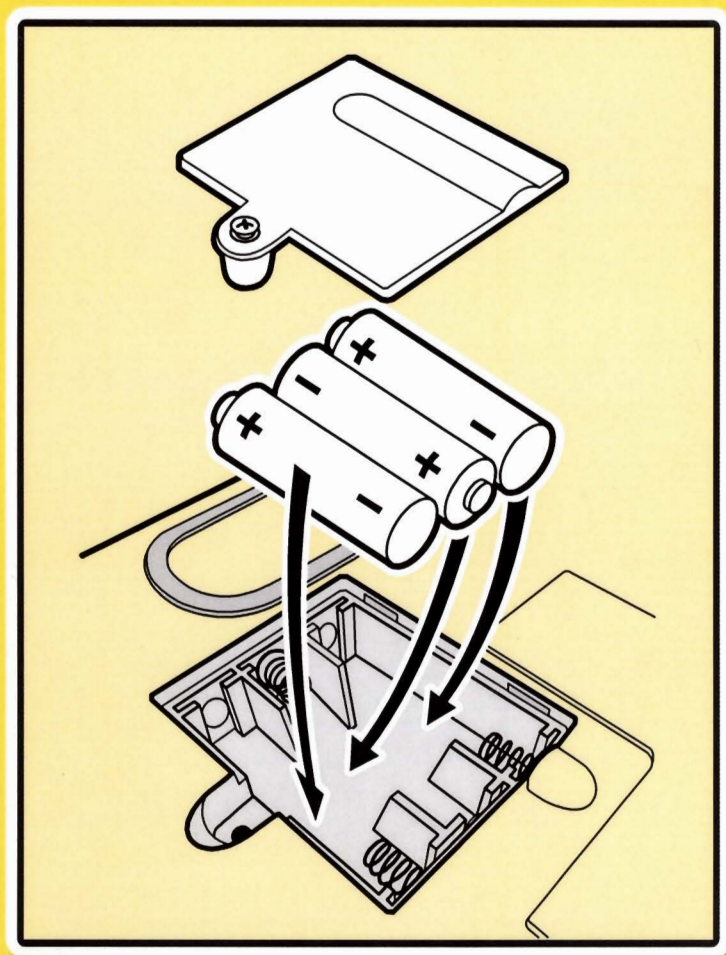
Batteries should be replaced by an adult.



BATTERIES REQUIRED

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

Insert the batteries: Loosen the screw on the battery compartment, located on the underside of the game, and remove the door. Insert 3 “AA” 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.





CAUTION: TO AVOID BATTERY LEAKAGE

1) Be sure to insert the batteries correctly and always follow the game and battery manufacturers' instructions. 2) Do not mix old and new batteries, or alkaline, standard (carbon-zinc) or rechargeable (nickel-cadmium) batteries. 3) Always remove weak or dead batteries from the product.



CAUTION:

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.

FCC STATEMENT

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 the 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 00800 22427276.

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

