

OPERATION[®]

Skill Game

FOR 1 OR MORE
PLAYERS/AGES 6+



INSTRUCTIONS

You must be in it for the money, Doc – because Homer Simpson isn't exactly a dream patient. You'd think he would stay in la-la land for the delicate operations you're so bravely about to attempt on him. But no. Make one wrong move with those tweezers, and he'll wake up and give you an earful!

Object: Earn the most money by performing successful "operations" on Homer Simpson.

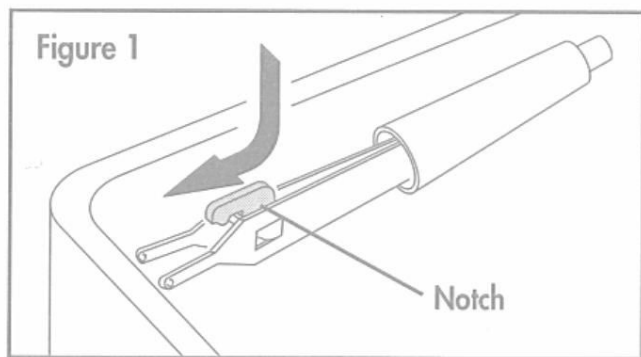
Contents: • Gameboard with Homer "patient" and tweezers • 24 Cards • 12 Plastic Funatomy parts • Play money

The First Time You Play

Carefully twist the 12 Funatomy parts off their runner. Discard the runner.

Remove the tweezers by pressing down on the front and gently sliding them out from under the notch. See Figure 1.

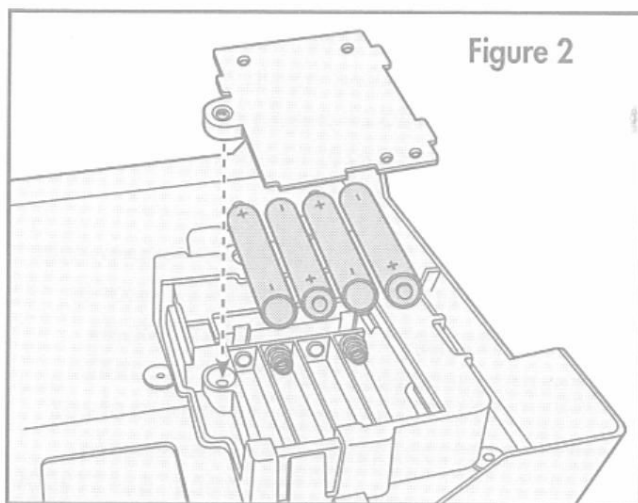
Figure 1



Insert the Batteries

Requires 4 x 1.5V "AAA" or R03 size batteries. Alkaline batteries recommended. Phillips/cross head screwdriver (not included) needed to insert batteries. Loosen the screw on the battery compartment, located underneath 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. See Figure 2. Then replace the door and tighten the screw.

Figure 2



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 telephone 202-625-3333 collect. In Canada, have the doctor call your provincial poison control center. 2) Make sure the batteries are inserted correctly and follow the game and battery manufacturers' instructions. 3) Do not mix old and new batteries, or alkaline, standard (carbon-zinc), or rechargeable (nickel-cadmium) batteries.



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.** 8) As with all small items, these batteries should be kept away from children. If swallowed, seek medical attention immediately.

Game Setup

The Cards: Separate the cards into 2 decks: Doctor cards and Specialist cards.

Shuffle the Specialist cards and deal them out faceup, one at a time, so that each player gets an equal number. Place any extra Specialist cards out of the game. Then shuffle the Doctor cards and place the deck facedown near the gameboard.

The Banker: Choose a player to be the banker. This player will pay the players for successful "operations." The banker places the money nearby, in piles by denomination.

The Funatomy Parts: Drop each Funatomy part flat into its matching gameboard cavity. The Funatomy parts are shown in the next column. Make sure that all Funatomy parts lie flat inside their cavities.

How to Play

The biggest Simpsons fan goes first. If you can't decide, then the youngest player goes first.

THE FUNATOMY PARTS



Pea Brain



Mmm...Short Ribs



Ear Wig



Rubber Neck



Pot Belly



Trick Knee



Chip on Shoulder



Bowler's Thumb



Elbow Macaroni



Heart of Gold



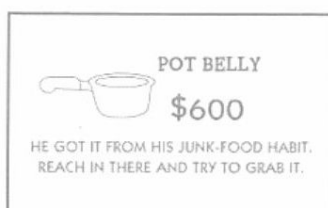
Twisted Ankle



Hammer Toe

ON YOUR TURN

1. Draw the top Doctor card from the deck and read it aloud. The card tells you which Funatomy part to remove, and what your fee will be if you're successful. See the example below.



If you draw the Doctor card for the Pot Belly "operation," you'll earn \$600 for successfully removing it.

2. Now try to perform the "operation" by using the tweezers to remove the Funatomy part from the cavity.

Be careful! The key to a successful "operation" is to remove the part without touching the metal edge of the cavity. If you touch the metal edge, you'll set off the buzzer. Homer's nose will light up and you'll hear him say anything from "Why me?" to "Ow! Ow! Ow!"

- **A Successful "Operation":** If you remove the part without setting off the buzzer and Homer's mouth, it's a success! Take your fee from the banker. Keep the Funatomy part in front of you and place the Doctor card out of play. This ends your turn.
- **An Unsuccessful "Operation":** If you set off the buzzer and Homer's mouth before completing the "operation," it's not a success. Your turn is over. Replace the part flat in the cavity and

keep the Doctor card in front of you. Now give the Specialist a try!

Specialist cards: All players (including you) look at their Specialist cards. The player with the Specialist card for that "operation" now gets to try the same "operation" for twice the fee! See the example below.

Note: If the Specialist card for that "operation" is out of play, place the Doctor card facedown at the bottom of the deck. Now the player to the left of the Doctor takes a turn.

- If the Specialist is successful, he or she takes the fee from the banker. Both the Doctor card and the Specialist card for that "operation" are placed out of play. Now the player to the left of the Doctor takes a turn.
- If the Specialist is unsuccessful, place the Doctor card facedown at the bottom of the deck. The Specialist keeps the Specialist card. Now the player to the left of the Doctor takes a turn.



The Doctor failed to remove Homer's Pot Belly for \$600. The Specialist for the Pot Belly "operation" now tries it for \$1200!

How to Win

The game ends when all 12 "operations" have been successfully performed. The player with the most money wins!

Timing Your "Operations"

Before a game begins, players may agree to set a time limit (perhaps one minute) for each "operation." One player (other than the Doctor or Specialist) keeps track of the time. In this game, an "operation" is successful only if a player completes it before time runs out.

Solo Play

Are you the only "Doctor" in the house? Then practice your skills on Homer! Try performing all 12 "operations" successfully, in any order. If any "operation" is unsuccessful, just try again!

Storing Your Game

Done playing for now? Anchor the tweezers by pressing down on the front and gently sliding them under the notch. Store the game parts underneath the gameboard. Remove batteries during extended storage.

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 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.

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