

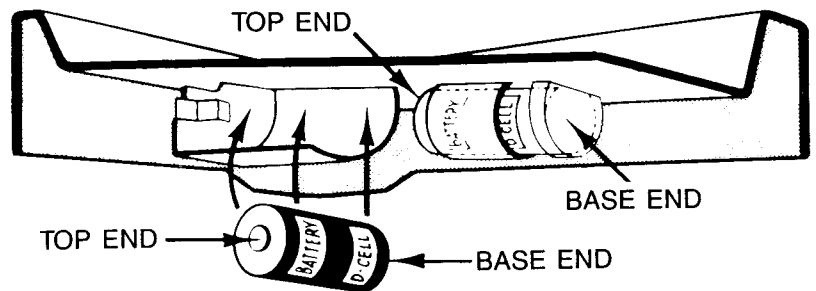
OPERATION[®]

For One or More Players

OBJECT OF THE GAME: PERFORM SUCCESSFUL "OPERATIONS"
TO COLLECT THE MOST MONEY.

EQUIPMENT

1. Cavity Sam, the "PATIENT," is on a plastic-framed platform. He has 12 holes or "cavities," which are the locations for the "operations" to be performed. An arrow points from each cavity to a picture of the "FUNATOMY" object to be removed. To the right of "CAVITY SAM'S" head is a wire leading to "SURGICAL" TWEEZERS, the "SURGICAL" tweezers used in removing objects from the cavities. Cavity Sam also has a red plastic "NOSE" which lights up and a "buzzer."
2. To activate the "SURGICAL" TWEEZERS, insert TWO "D" CELL FLASH-LIGHT BATTERIES (not supplied) underneath the platform as in the diagram below.



After the batteries are in place, test the "action" by touching the "SURGICAL" TWEEZERS to the metal edge of a "Cavity." This should make the "Nose" light up and the "Buzzer" sound. If Nose does not light, lift off Red Nose Cap and tighten bulb. To replace burned out or broken bulb, use only Type 14A, 2.5 volt screw bulbs (flashlight style bulb).

Caution: Batteries may leak if improperly installed. Remove batteries during extended storage. Never mix battery types. Do not mix old and new batteries

3. The "Cards," "Money," and "Funatomy" parts are under the plastic platform.

TO SET UP THE GAME

1. Separate the 24 cards, according to their backs, into DOCTOR cards and SPECIALIST cards. Shuffle the SPECIALIST cards and deal them out, one at a time, so that each player gets an equal number of cards. Any leftover

- SPECIALIST cards are placed aside and are out of the game. Shuffle all the DOCTOR cards and place them, facedown, on the table for a draw pile.
2. One player is designated "banker" and pays the players for "successful" operations.
 3. The small "Funatomy" plastic parts are attached to a rod. Remove them, carefully, by twisting until they break off. Drop each part in its proper cavity in the patient as pictured on the board. For example, the "Heart" goes in the "Broken Heart" cavity; the "Wishbone" in the "Wishbone" cavity, etc. The rubber band, used in the "Ankle Bone Connected to the Knee Bone" operation, should be dropped (lengthwise) in the narrow part of this cavity, without looping an end over either peg of the cavity.

IN NO CASE SHOULD A "FUNATOMY" PART BE PROTRUDING ABOVE ITS CAVITY AT THE START OF THE GAME.

RULES

1. Players take turns, going clockwise, in trying to perform a successful operation.
2. In his turn, the player draws the top DOCTOR card and reads it. It will tell him which "operation" to do and what fee he will receive if he performs it SUCCESSFULLY. For example, a "Rib Surgeon" card calls for removing the "Spare Ribs" for a fee of \$200. The player, using the "SURGICAL" TWEEZERS inserts it carefully into the cavity, grasps the part with the tweezers and tries to get it out WITHOUT TOUCHING THE EDGES OF THE CAVITY with the "SURGICAL" TWEEZERS.
3. The "ANKLE BONE CONNECTED TO THE KNEE BONE" operation requires the player to connect one loop of the rubber band to the tiny post at one end of the cavity and, stretching the rubber band, connect the other loop of the band over the other tiny post at the opposite end of the cavity.
4. If the player removes the part completely (or connects the rubber band) without sounding the buzzer or lighting the nose, it is a SUCCESSFUL operation and the player gets his fee from the bank. The part is kept by the player, that DOCTOR CARD is out of the game and his turn ends.

5. If, during an operation, the player touches the edge of the cavity causing the buzzer to sound and (or) the nose to light, he is NOT SUCCESSFUL. When this happens, the part is dropped back into the cavity and the player's turn ends.
6. When a player has been unsuccessful in his operation, the SPECIALIST is called on to try his skill. The holder of the SPECIALIST card for that SAME OPERATION is now allowed to try to remove the part, and, if successful, gets the higher fee listed on the SPECIALIST card.
NOTE—In playing some games there may not be a SPECIALIST card for some operations (see rule 1 under "to set up the game"). In this case, that operation is tried only by the DOCTOR.
7. If NEITHER the DOCTOR (first try) nor the SPECIALIST (second try) are successful, the DOCTOR card goes to the bottom of the draw pile while the player holding the SPECIALIST card keeps it for the next time that operation is attempted.
8. At the beginning of the game, all players may agree on a time limit for each operation. A one-minute period is suggested. One player, NEITHER the DOCTOR nor the SPECIALIST for that turn keeps time with a watch or electric clock. When time is up — the DOCTOR (or SPECIALIST) must stop the operation and it is UNSUCCESSFUL.
9. If a player drawing a DOCTOR card also has the SPECIALIST card for that operation, he gets TWO tries at performing the operation. His first try is for the DOCTOR card fee and the second try for the SPECIALIST card fee. If he fails BOTH TIMES, the DOCTOR card is returned to the bottom of the pile, but he keeps the SPECIALIST card.
10. When all twelve operations have been completed SUCCESSFULLY, the game is ENDED. The player with the most money is the WINNER.

SPECIAL GAME FOR ONE PLAYER

A player may test his skill by trying to perform all 12 operations. When he fails in an operation, he replaces the removed parts and starts all over again. He may try the operation in any sequence. With practice, it can be done!

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