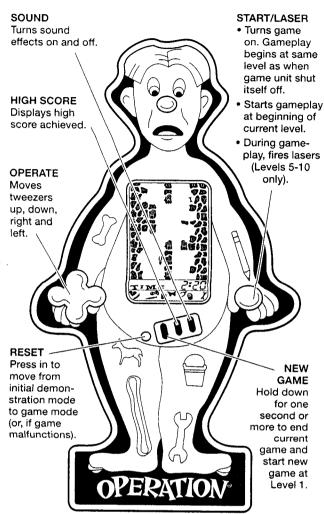
# OPERATION®

For 1 player/Ages 6 and up

# A Look at the "Cavity Sam" Game Unit



## **OBJECT**

Obtain "Funatomy" parts, avoid hazardous cells and beat the clock to earn the most money.

#### **GAMEPLAY**

Note: The first time you play, press in RESET with the tip of a pen to go from Demonstration Mode to actual Game Mode.

Press NEW GAME to begin a game. A screen appears with tweezers at the bottom. Press START. You have **three minutes per level** to surgically remove all 12 Funatomy parts:

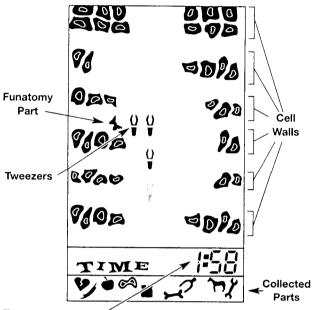
Picture	Funatomy part	Fee for removal
8	Rubber Band	\$20
<u>/</u>	Spare Ribs	\$20
Y	Wrenched Ankle	\$20
•	Adam's Apple	\$30
	Writer's Cramp	\$30
نز	Charlie Horse	\$40
Ż	Funny Bone	\$40
1	Butterflies in Stomach	\$50
8	Water on the Knee	\$50
7	Wishbone	\$60
6	Broken Heart	\$70
¥	Bread Basket	\$100

## SKILL LEVELS

The game starts at Level 1 (Easy) and moves up to Level 10 (Difficult). As you complete each level, an increasingly more difficult skill level is introduced. Your score and your laser shots are saved from one level to another.

## YOU'RE THE DOCTOR!

Use the OPERATE button to move the tweezers. Careful! Don't hit the walls of "cells" along the left and right sides of the screen. The parts will appear along the edges of the upper screen. Hurry to surgically remove them: Position the tweezers next to the parts and try to move onto them, before they disappear.



Time-also shows:

- score, when you remove a part successfully
- · laser shots, if you have any to shoot

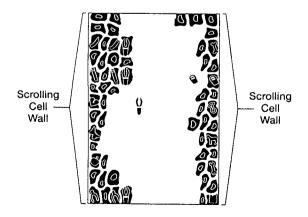
# SUCCESSFUL "OPERATION"

If you surgically remove a Funatomy part, it moves to the collected parts area in the lower section of the screen. A "successful operation" song plays briefly, and the "operation fee" that corresponds to the removed part is added to your score.

# MOVING THROUGH THE BODY

(Levels 3-10)

Don't hit the cell walls, which begin to scroll in Level 3. And hurry to surgically remove the parts, or they'll disappear behind cells.



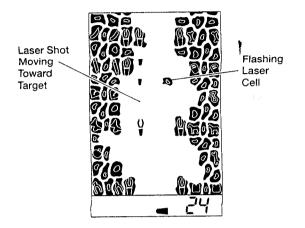
## LASER SURGERY

(Levels 5-10)

You begin Level 5 automatically with ten lasers. You can also collect five laser shots for every flashing laser cell that you surgically remove. Flashing laser cells do not move. Use the LASER button to blast individual cells in front of the tweezers, clearing the way through a crowded area. Each laser shot that you use has a range of one screen length and will blast one cell.

When you collect laser shots, the number you have left is displayed on the lower screen. Since you can only have a maximum of 30 laser shots at once, conserve them to use at just the right time. Plus, you receive bonus money based on how many laser shots are remaining at the end of Levels 5-10.

Note: Be careful not to shoot at a laser cell, because you'll destroy it—missing your chance to collect five laser shots!



#### **BLOCKED IN**

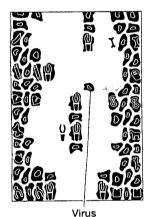
(Levels 7-10)

Starting with Level 7, you'll need to shoot your way through cell walls that completely block your path!

# **DON'T CATCH A VIRUS**

(Levels 9-10)

Beginning with Level 9, besides hazardous cell walls, you should also avoid viruses (free-floating cells). These cells briefly flash as a warning, then detach from the walls and try to attack the tweezers! Try to get away from viruses quickly—if you're hit by one, you'll lose a life. You can also use laser shots to blast the harmful viruses, keeping yourself out of danger.



#### Reminder:

Laser Cells (nonmoving, constantly flashing cells) help. Viruses (moving, briefly flashing cells) hurt.

# **UNSUCCESSFUL "OPERATION"**

If you hit the wall of cells or a virus, the game unit vibrates, Cavity Sam's nose lights up—and you lose one of your three lives! If you lose a life, be sure to get the tweezers to safety quickly or you'll get hit again.

If you lose all three lives or time runs out, you lose all of the money and laser shots that you've earned so far. Ouch! At this point, if you press START, gameplay continues at the level you were on when you lost your last life. If you press NEW GAME, gameplay will begin again back at Level 1.

#### TIME IS MONEY

When you remove the last Funatomy part in a level, you receive bonus money based on how much time remains.

# **NICE WORK, DOCTOR!**

If you complete Level 10, you keep repeating it to increase your score. Your high score will be saved. Try to top it—or challenge a friend to beat your score!

# **AUTOMATIC SHUTOFF**

The game unit will shut itself off ("go to sleep") after two minutes of inactivity. If you'd like to finish a level where you left off, press START. To begin back at Level 1, press NEW GAME.

## **BATTERIES**

Two "AA" batteries are included in this unit.

To replace batteries: Loosen the screw on the battery compartment on the back of the game unit, and remove the door. Insert two "AA" batteries (we recommend alkaline). Make sure to align the + and – with the markings in the battery compartment. Replace the door and tighten the screw. Press NEW GAME button to test unit.

# **CAUTION: To Avoid Battery Leakage**

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

# **MAINTENANCE**

- Handle the game carefully.
- Store the game away from dusty or dirty areas.
- Keep the game away from moisture or temperature extremes.
- Do not disassemble the game. If a problem occurs, gently push in RESET with the tip of a pen, or remove and replace the batteries to reset the computer. NOTE: Previous high score is not saved if (1) RESET is used, (2) the batteries die or (3) the batteries are removed or replaced.

NOTE: 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. Write to: Hasbro Games, Consumer Affairs Dept., P.O. Box 200, Pawtucket, RI 02862, or phone: 888-836-7025 (toll-free).







OPERATION® & ©1998 Hasbro, Pawtucket, RI 02862. All Rights Reserved. U.S. Patent Pending. Printed in China. 49003-I