Hey, Doc, Sam needs your help! He's usually such a chatterbox, but an ice cream headache made him lose his train of thought. Now he feels like a birdbrain, but he's just too pigheaded to say so. Boy, does Sam have a lot on his mind!

OBJECT
"Operate" on Sam to find the funatomy parts that match your game tiles. To win, be first to match all 3 of your tiles!

CONTENTS
Electronic talking head, 12 game tiles, 8 funatomy parts, label sheet.

READY . . .
Remove the funatomy parts from the plastic bag, and discard the bag.
Carefully separate the game tiles from the sheet. Discard the cardboard waste.
Carefully apply Sam's eye labels. See Figure 1.

Insert the Batteries: Loosen the screw on the battery compartment, 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

- 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.

SET...

Spread the game tiles facedown on the playing surface. Draw 3 different tiles and place them faceup in front of you. All players do the same. Place any unused tiles out of play. Note: If you draw 2 of the same tile in a 4-player game, just trade tiles with another player so that everyone has 3 different tiles.

Place all 8 of the funatomy parts into Sam’s head, and mix them around.

OPERATE!

Slide the ON/OFF switch to the ON position. Sam will say, “Hi, Doctor! Find the parts in my head that match your game tiles. I’m ready when you are!”

The youngest player goes first. Play then continues to the left.

On Your Turn

Take a look at the funatomy parts on your game tiles. These are the parts you must find and pull out of Sam’s head! Important: Before starting your turn, make sure all 8 funatomy parts are inside Sam’s head.

Press Sam’s nose to start the timer. Now quickly reach into Sam’s head and feel around for the funatomy parts that match your tiles. Hurry — you have only about 15 seconds!

Feeling and finding parts: Gently move your hand around inside Sam’s head. If you feel a part you think you need, quickly pull it out and look at it.

- If it matches one of your game tiles, great! Place it on top of the matching tile. Then quickly reach into Sam’s head again, and feel around for a part that matches another one of your tiles!
- If it doesn’t match one of your game tiles, too bad! Quickly place it back inside Sam’s head, and keep feeling around for a matching part.

One at a time! Pull only one part at a time out of Sam’s head. If you pull out 2 or more parts, place them all back again, then quickly continue your turn.

Getting buzzed: Be gentle with Sam — he’s a sensitive guy! If you bump the inside of his head too much during your turn, his nose will light up and you’ll get buzzed. Sam will say, “Sorry! Your turn is over!” This ends your turn.

Ending your turn: Keep “operating” until you get buzzed or Sam says, “Your time is up!” This ends your turn. Place any parts you matched back into Sam’s head, and place the matched game tiles aside, facedown.

Sam will say, “Next Doctor, press my nose to get started.” Now it’s the next player’s turn to operate!

HOW TO WIN

Keep taking turns searching for funatomy parts that match your game tiles. If you’re the first to match all 3 of your tiles, you win! Quickly press Sam’s nose before time runs out, and he’ll tell you what a great job you did!

OTHER WAYS TO PLAY

Beginner game: Play the game as above, except that players must match 2 game tiles instead of 3.
**Advanced game:** In a 2- or 3-player game with experienced surgeons, try matching more than 3 game tiles to win!

**SOLO PLAY**

Only one doctor in the house? Now’s your chance to get in some practice! How quickly can you find and match all 8 funatomy parts?

**STORING YOUR GAME**

Done playing for now? Place all of the funatomy parts and tiles into Sam’s head, and place Sam back into the box. Now you’ll know where all the parts are next time you play!

**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. 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, PO Box 267, Station A, Longueuil, Quebec J4H 3X6.

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