

## ADULT ASSEMBLY REQUIRED

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gameboard and tweezers • 12 plastic ailments (including rubber band) and plastic storage bag • 12 cards

#### **HOW TO WIN!**

Make money by removing ailments from the gameboard without getting buzzed. Whoever collects the most money wins!

### THE FIRST TIME YOU PLAY

- 1. Remove the ailments, rubber band and small storage bag from the plastic bag.
- 2. Carefully remove the ailment pieces from the plastic frame. If needed, use an emery board or sandpaper to remove excess plastic from the game pieces. Discard the frame after removing all the game pieces.
- 3. Punch out the twelve ailment cards along the perforated lines. Discard the frame after removing all the cards.

#### **GET READY**

- 1. Place each ailment in the matching space on the gameboard. Stretch the rubber band between the two pegs in Cavity Sam's right leg.
- 2. Place the tweezers where all players can reach them.
- 3. Shuffle the ailment cards and place them in a deck, money-side up, where all players can reach them.

#### **LET'S PLAY!**

The youngest player goes first. Play moves to the left.

If you are the first player, take the top card of the deck and turn it over. This is the ailment you must try to remove from the gameboard. Use the tweezers to remove the ailment without touching the metal sides.

#### DON'T GET THE BUZZER!

If you touch the metal sides, you'll get buzzed, and Cavity Sam's nose will light up! If this happens, leave the ailment in its space and pass the ailment card you drew to the player on your left. It is now that player's turn, and they will try to remove the same ailment you tried to remove. If that player gets the buzzer, the card is passed to the next player, and so on.

Note: If every player fails to remove the same ailment in a round, the last player to make an attempt places that ailment card on the bottom of the deck, and the next player draws a new card.

#### SUCCESSFUL OPERATION!

On your turn, if you remove the ailment without touching the metal sides, you get to keep the card and the ailment! Place the card in front of you money-side up. This is the amount of money you earned from removing the ailment! Nice work, doctor!

Pass the tweezers to the player on your left; they may now draw the next ailment card.

#### WIN!

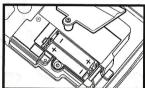
The game ends when all the ailments have been removed from Cavity Sam. All players then add up the money values on their ailment cards. Whoever made the most money is the winner!

Note: The ailments are worth different amounts of money, so the player who removes the most ailments might not be the player who makes the most money!

#### **SOLO PLAY**

Practise your doctor skills! Play as described above and see how many tries it takes you to collect all the ailments!





TO REPLACE BATTERIES

Replace demo hatteries with alkaline batteries.

Use a Phillips/crosshead screwdriver (not included)

#### IMPORTANT: BATTERY INFORMATION

Please retain this information for future reference. Batteries should be replaced by an adult.



# **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 batteries. Always remove from the product before recharging. Recharge batteries under adult supervision. DO NOT RECHARGE OTHER TYPES OF BATTERIES.



This product and its batteries must be disposed of separately at your local waste recycling centre. Do not dispose of them in your household waste bin.

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Colours and contents may vary from those shown.

Please retain this information for future reference

