Object
Earn Scoring Tiles by fixing boo boos! At the end of the game, the player with the most hearts on their Scoring Tiles wins!

Set Up

1. Doc’s bag is for storing the game pieces. Set it aside during play.

2. Place the Bandages in the middle where everyone can reach them.

3. Mix up all the Scoring Tiles face down.

4. Keep the Spinner and the Tools handy.

The player who last visited the doctor goes first!
On Your Turn  Spin the Spinner and follow the instructions below based on what the Spinner points to:

1. **Bandage** If the Spinner points to the Bandage, take a Bandage from the middle, announce the name of the Tool shown on the bottom, show it to the other players, and gently put the Bandage on another player’s arm or leg. (The Tool should be on the inside of the Bandage, so no player can see it.) All players try to remember what the Tool is.

2. **Tools** If the Spinner points to the blue or yellow Tool space, choose ONE of the three Tools shown on that space. Then use the Tool to try to fix a boo boo. See the Using Tools section below.

3. **All Better** If the Spinner points to Doc’s bag, choose ANY Tool you would like to use. See the Using Tools section below.

Now it’s the next player’s turn.

**Using Tools** Touch the Tool you have chosen to one Bandage on any player (including yourself). That player takes the Bandage off and shows everyone which Tool is pictured on it.
- If the Tool you used matches the Bandage, take one Scoring Tile. Then put the Bandage back into the pile.
- If the Tool you used does not match, say the name of the Tool on the Bandage. Then put the Bandage back on.

Now it’s the next player’s turn.

**Ending the Game** When the last Scoring Tile is taken, the game is over. All players add up the number of hearts shown on their Scoring Tiles. The player with the most hearts is the winner!