

## Contents:

- 1 Game Board
- 4 Character Movers and Stands
- 1 Captain Underpants/Principal Krupp Playing Piece
- 1 Hydro Dropper
- 1 Big Cafeteria Cup
- 1 Small Cafeteria Cup
- 1 Spinner

**CAUTION: BEFORE YOU BEGIN, PROTECT PLAYING SURFACE APPROPRIATELY; GAME USES WATER WHICH CAN DAMAGE SURFACES.**

## Object of the Game:

Players work to get through the toilet paper obstacle course and keep Captain Underpants from getting wet and changing into Principal Krupp. Watch out for Professor Poopypants, Turbo Toilet 2000 and other twists and turns!

## Set-Up:

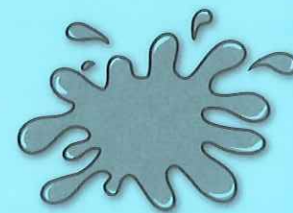
- If this is the first time playing the game, punch out the Character Movers (George, Harold and Captain Underpants/Principal Krupp) and place them on the included Character Stands.
- Place the Captain Underpants/Principal Krupp Playing Piece on the "Captain Underpants Here" spot on the last space of the Game Board. The Captain Underpants side of the Playing Piece should be facing toward the Whoopee Cushion illustration on the game board.
- Fill the Big Cafeteria Cup with water close to the top and place it on the "Big Cafeteria Cup Here" spot. Place the empty Small Cafeteria Cup on the "Small Cafeteria Cup Here" spot.
- Each player selects a George or Harold Character Mover and places it at "Start."

## How to Play:

1. The youngest player goes first by spinning the Spinner. The player moves the number of spaces indicated on the

Spinner. If the Spinner lands exactly on the line, the player should spin again. During each move, players will encounter one of the following types of spaces:

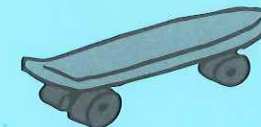
- **Water Space:** If a player lands on the Water Space, he or she must use the Hydro Dropper to transfer full squirts of water from the Big Cafeteria Cup to the Small Cafeteria Cup (2 separate squirts for a 2 or 3 player game, and 1 squirt for a 4 player game).



- **Hypno Ring Space:** If a player lands on the Hypno Ring Space, he or she must use the Hydro Dropper to transfer full squirts of water from the Small Cafeteria Cup back to the Big Cafeteria Cup (2 separate squirts for a 2 or 3 player game, and 1 squirt for a 4 player game).



- **Skateboard +1 Space:** Player moves forward 1 space.



- **Turbo Toilet 2000 -1 Space:** Player moves back 1 space.

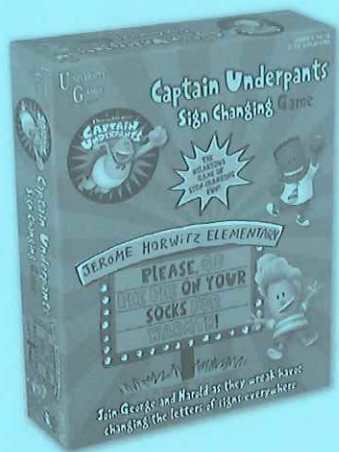


- All other spaces are designated "free spaces"
2. When transferring water back and forth between the Big Cafeteria Cup and the Small Cafeteria Cup, it is important for players to fully squeeze the end of the Hydro Dropper before placing it in the water.
  3. Once the first player has completed the appropriate task for the space he/she has landed on, play passes to the left.

4. The game continues until either one of two things has happened:
  - All Character Movers have moved from START to FINISH without the Small Cafeteria Cup overflowing. As long as the Small Cafeteria Cup holds all of the water dropped in it, Captain Underpants remains safe. Players may be surprised that the Small Cafeteria Cup holds a lot more water than first appears as a meniscus will form at the top of the cup (the curve in the upper surface of a liquid close to the surface of the container).
  - If any of the water overflows from the Small Cafeteria Cup, players immediately turn the Captain Underpants piece on the end space to transform Captain Underpants back into Principal Krupp. This means all Character Movers must go back to Start and try again.

### Winning the Game:

The game is won when all character movers make it from START to FINISH without the Small Cafeteria Cup overflowing.



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**Ages 5 and Up**  
**2 to 4 Players**



# Captain Underpants AND THE RIP-ROARING RACE TO REMAIN RAINLESS GAME

## Instructions

 **WARNING:**  
 CHOKING HAZARD—Small parts.  
 Not for children under 3 years.