

## Contents:

- 30 Signs (Auditorium, Jerome Horwitz Elementary School, Football Field)
- 30 Red Letter Tiles (including Blank Tiles)
- 30 Blue Letter Tiles (including Blank Tiles)
- 30 Yellow Letter Tiles (including Blank Tiles)
- 1 Die
- 3 Hint Cards (one Red, one Blue, one Yellow)
- Prankster Items from Principal Krupp's desk

## Object of the Game:

Earn the most items from Mr. Krupp's confiscated items drawer by rearranging letters on Signs into side-splitting, ultimate prankster phrases. Be the first player to successfully create four new signs and collect four items from Principal Krupp's desk to win.

## Set-Up:

The first time that the game is played, it is important to do the following:

1. Punch out all 30 of the Signs plus the 3 Hint Cards. The Hint Cards show the Signs and a suggested new Sign that can be made using the Letter Tiles.
2. Punch out all 90 Letter Tiles.

## How to Play:

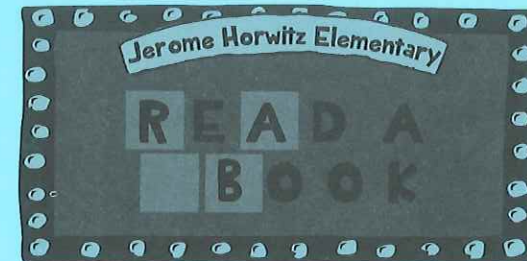
1. Mix up all of the Signs and place them in a stack (the Sign Deck) in the center of the table with the Captain Underpants side facing up.
2. Take all 90 of the Letter Tiles (Red, Blue and Yellow) and spread them out in the center of the table (the Letter Pile).
3. Each player picks a Sign from the Sign Deck as his or her first Sign to change.
4. The youngest player rolls the Die and then selects from the Letter Pile the number of Letter Tiles shown on the Die. To change a Sign, a player must match the background

color of a Letter Tile to the color of the Sign. Note that the Letter Tiles have letters and blanks on both sides so there will be two letters/blanks chosen for every Letter Tile chosen. Letters can be placed on the sign right away or held for use later in the game.

5. While the first player is trying to change his or her Sign to a funny phrase or saying, the player to the left rolls the Die and then selects the appropriate number of Letter Tiles.
6. Play continues in this manner with each player rolling and selecting Letter Tiles until he or she can create a new Sign. When one player creates a new Sign, that player reads his or her new Sign (on his/her turn) and then takes another Sign off of the top of the Sign Deck and works to change the new Sign. The first player to successfully change 4 Signs wins the game. A player can select a Prankster item from Principal Krupp's desk after he or she successfully changes each Sign. Change a Sign - Get a prize!

## Some Things to Be Aware of ....

1. The letters to be changed are indicated by outlined spaces.



2. There are Blank Tiles which can be used to cover a letter or as a "wild letter" to substitute for any letter.
3. New Signs do not have to have correct spelling or spacing between words. Have fun and be creative!
4. All Letter Tiles have letters or blanks on both sides.
5. Letters that are not used for a Sign are kept by the player to be used on future signs.
6. A player may exchange Letter Tiles with the Letter Pile on his or her turn as well as select new Letter Tiles based on the roll of the Die.



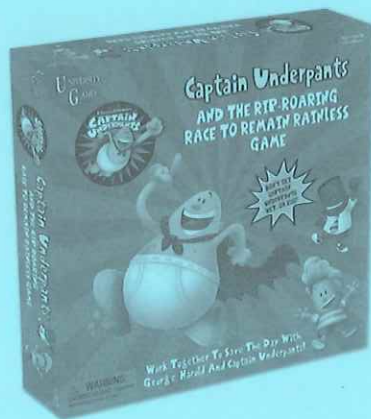
7. A changed Sign does not count unless accepted by the other players.

### Winning the Game:

The first player to end a turn with four Signs changed is declared the winner.

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Ages 7 and Up  
2 to 4 Players



# Captain Underpants SIGN CHANGING GAME



## Instructions

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