

SIGNS UP™

A Game of Letters and Numbers

For 2 to 4 players/Ages 6-10

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Andy Handy, Maker of Signs, is in a terrible fix! He's mixed up all the new signs for all the stores in Centerville. The Milk Store sign doesn't read M-I-L-K. The Book Store sign doesn't read B-O-O-K. The shopkeepers are very upset and so is Andy. Because unless something is done, no one will know where to shop.

Help Andy out of his fix. Help Centerville get back to business. Unscramble the mixed up signs and put them back where they belong. When you do, Andy will be so happy and the shopkeepers so relieved, that you'll get a reward for each sign you fix.

OBJECT

To be the player with the most money after all the signs are placed in the proper order.

EQUIPMENT

Playing board • 4 playing pieces • 14 Sign cards • 32 Movement cards • a stack of \$10 bills.

SET UP

1. Take a look at the stores on the board. At the end of the game, the store signs on Main Street should read: P-E-T-S, F-I-R-E, and P-O-S-T. The store signs on Market Street should read: M-I-L-K, B-A-N-K, T-O-Y-S, and B-O-O-K.
2. Shuffle the Sign cards and place them, *face down*, onto the table. Then take one Sign card at a time and place it, *face up*, onto one-half of any "sign area." The sign area is the colored space above each store. Continue placing the cards in this way until each store has two cards.
 - a) The round corner on each Sign card tells you whether to place it on the left half or right half of the sign area.
 - b) Sometimes you might place a Sign card on the correct store and on the correct side of the sign area. If you do, don't worry. Just leave it where it is.
 - c) Other times, you might find that two Sign cards you've placed make one *complete* and *correct* sign. If so, exchange *one* of those cards with a Sign card from *any* other store.
3. Shuffle the Movement cards and place them, *face down*, by the side of the board. These cards form the *draw pile*.
4. Select a player to be the reward keeper. The reward keeper hands out money to players as the Sign cards are returned to their proper places.
5. Each player selects a playing piece and places it onto Andy Handy's Sign Shop.
6. Select a player to go first. Play then proceeds, in turn, to the first player's left.



PLAYING

Before you start to play, look at each store's sign. As you can see, none of them makes sense. In order for them to do so, each Sign card must be picked up, then returned to its proper place. Your object, then, is to try—on each turn—to either pick up a Sign card or return a Sign card. And here's how you do it:

Picking Up a Sign Card

In order to pick up a Sign card, you must land—by exact count—on any one of the spaces directly in front of a store. When you do, take one-half of the sign that is there and end your turn.

- a) You may pick up *only one* Sign card on a turn.
- b) You may never have more than *two* Sign cards at a time.
- c) You may *not* take a Sign card that is already in its proper place.

Returning a Sign Card

After you've picked up a Sign card, return it to its proper place as quickly as possible. To do so, you must land—by exact count—on any one of the spaces directly in front of the correct store.

- a) You may return *only one* Sign card on a turn.
- b) If you're returning a Sign card to a space that already has a Sign card, replace one card with the other. Keep the card you're replacing and end your turn.
- c) If you're returning a card to a blank space, look at the space next to it. If a Sign card is there and it's not in its proper place, pick it up. Then whether or not you've picked up a Sign card, end your turn.

Remember, you may never have more than two Sign cards at a time. Whenever you return a Sign card to a store on Main Street, you receive a \$10 reward from the reward keeper. Whenever you return a Sign card to a store on Market Street, you receive a \$20 reward.

Starting your turn

Start your turn by drawing the top Movement card from the draw pile. Read it aloud and follow its instructions. Then place the card to the side of the board to start the *discard pile*.

Movement cards

It's the draw of a Movement card on each turn that determines where you land. Whenever possible, use your Movement card to get onto a space in front of the store you want.

- a) Most Movement cards are incomplete rhymes in which you add or subtract two numbers. Complete your card's rhyme to find out how many spaces you move on your turn. Then move that number of spaces. Your first move out of the Sign Shop is onto *either* of the two starred spaces. On any turn, you may move in either direction. But you may not move in *both* directions on the same turn.

- b) If a Movement card sends you to Main Street or Market Street, go immediately to any space on that street. If you are already on that street, you may either stay where you are or move to another space on that same street.

c) If a Movement card sends you "anyplace", go to any space on the board.

- d) If a Movement card forces you to lose a card, place one of your Sign cards onto Andy Handy's Sign Shop. Then end your turn. If you have no Sign card, you lose nothing.

e) If a Movement card forces an opponent to lose a Sign card, take a Sign card from *any* opponent. Then place that card onto Andy Handy's Sign Shop and end your turn.

Sign cards placed onto Andy Handy's Sign Shop are there for players to pick up when they land on a space directly in front of that shop. Any number of Sign cards may be deposited there at any time.

- f) If a Movement card tells you to go where your Sign card belongs—and you don't have one—end your turn.

g) Let's say a Movement card tells you to go to Andy Handy's Sign Shop. If a Sign card is there and you have fewer than two, go there and take it. If you're already at the Sign Shop when you're told to go there, follow the same rule. Otherwise, stay where you are and end your turn.

- h) If a Movement card says you've found \$10, take a \$10 bill from *any* opponent and end your turn. If none of your opponents has money, you get nothing.

When all the Movement cards in the draw pile are gone, reshuffle them and place them, *face down* again, to form a new draw pile.

Landing on an opponent's space

If you land on an opponent's space, you may take a Sign card from that opponent—if he or she has one, and if you have fewer than two.

If you land on an opponent's space *and* that space is in front of a store that has a Sign card you want, you must make a choice. Choose either a Sign card from your opponent *or* a Sign card from that store. Remember that you can take *only one* Sign card on a turn.

Also remember, that if you draw a "move to anyplace" card, you may move onto an opponent's space and take his or her Sign card.

WINNING

The game ends when the last Sign card is returned to its proper place. At this moment, whoever has the most money wins the game.

We will be happy to answer questions about SIGNS UP. Please write to Parker Brothers, P.O. Box 1012, Beverly, Mass. 01915. Attention: Consumer Response Department.