



Scanned + Archived
By:
FindMyManual.org



12+



4-8

APPLES To APPLES®

PARTY in 4 BOX

THE GAME OF CRAZY COMBINATIONS®

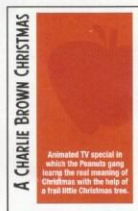
Apples to Apples® is the classic party game that provides instant fun for four to eight players!

The “core” of the game is simple as pie: just select the Red Apple card from your hand that you think is best described by the Green Apple card played by the judge. If the judge picks your card, you win the round.

It's as easy as comparing “apples to apples!”

CONTENTS

441 Red Apple Cards



Each featuring the name of a person, place, thing or event.

63 Green Apple Cards



Each featuring two words that describe a person, place, thing or event.

Please remove all components from the container and compare them to the contents list. If any items are missing, please call 1-800-524-8697. Outside the U.S. and Canada, please consult the listing of your local Mattel offices at the end of these instructions.

Keep these instructions for future reference as they contain important information.

OBJECT

Be the first player to collect 4 Green Apple cards by making the best combinations.

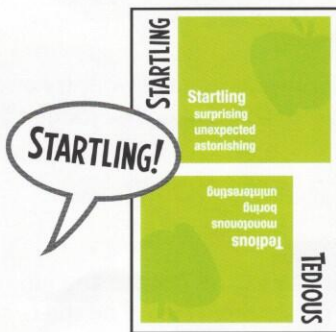
LET'S PLAY!

1. Choose a player to be the first judge. This player deals 5 Red Apple cards, face down, to each player (including him or herself). Everyone can look at their cards.

2. The judge turns over the top Green Apple card, chooses one of the words and reads it aloud, then places the card **face up** on the table.

3. The other players choose the Red Apple card from their hand that they think makes the best combination with the word on the Green Apple card and place their card **face down** on the table.

4. The judge mixes the Red Apple cards, turns over each one and reads it aloud.



The judge chooses which word to play!

Table Talk!

Now it's time to make your case to the judge. Players should try to convince the judge that their card is the best choice. Get creative with your reasons! "Table talk" is one of the most important – and hilarious – parts of the game!

And it doesn't matter if the Red Apple card you played isn't a perfect fit. Judges will often pick the most creative, humorous or interesting combination.

5. After hearing all the explanations, the judge selects the Red Apple card he or she thinks is best. The judge awards the Green Apple card to the person who played the winning Red Apple card. To keep score, players keep cards they've won on the table until the end of the game. Other cards played during the round are discarded.

6. The role of judge passes to the player on the left. The new judge deals enough Red Apple cards to bring everyone's hand back up to 5, turns over another Green Apple card and the next round begins.

WINNING THE GAME

The first player to collect 4 Green Apple cards wins the game!

APPLES TO APPLES® VARIATIONS

After you've played the basic game, try these variations:

QUICK PICK

With five or more players, try out the Quick Pick Option. The last Red Apple card placed on the table will not be judged and is returned to that player's hand. If you snooze, you lose!

CRAB APPLES

For a tart twist, choose and judge Red Apple cards that are the least like, or the opposite of, the word on the Green Apple card. For example, you might choose "800 Pound Gorilla" when the green card "Reasonable" is played.

2 FOR 1 APPLES

For a real deal, each player selects the Red Apple card from their hand that is best described by both words on the Green Apple card played by the judge.

Want to Make Even Crazy Combinations?

Apples to Apples Freestyle™ gives you a blank slate to be as crazy as you want to be!



Special "fill-in-the-blank" cards allow you to customize your answers and create your own laughs!

*Sold separately.



©2015 Mattel. All Rights Reserved. Mattel, Inc., 636 Girard Avenue, East Aurora, NY 14052, U.S.A. Consumer Services 1-800-524-8697. Mattel U.K. Ltd., Vanwall Business Park, Maidenhead SL6 4UB. Helpline 01628 500303. Mattel Australia Pty., Ltd., Richmond, Victoria. 3121. Consumer Advisory Service - 1300 135 312. Mattel East Asia Ltd., Room 503-09, North Tower, World Finance Centre, Harbour City, Tsimshatsui, HK, China. Tel.: (852) 3185-6500. Diimport & Diedarkan Oleh: Mattel Southeast Asia Pte. Ltd., No 19-1, Tower 3 Avenue 7, Bangsar South City, No 8, Jalan Kerinchi, 59200 Kuala Lumpur, Malaysia. Tel: 03-78803817, Fax: 03-78803867.

Original Concept and Prototype: Matthew Kirby

BGG15-0970
BGG15-1100374112

