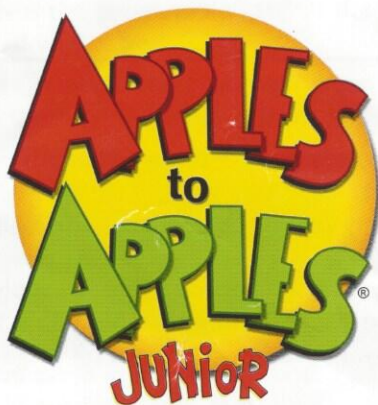


Ages 9 and Up

4-10 Players



The Game of Crazy Comparisons!

Apples to Apples® Junior brings the hilarious card and party game Apples to Apples® to the entire family. Players ages 9 and up will delight in the clever comparisons while expanding their vocabulary and thinking skills.

It's as easy as comparing "apples to apples"...just open the box, deal the cards, and you're ready for instant family fun! Select the card from your hand that you think is most like the card played by the judge. If the judge picks your card, you win that round. And everyone gets a chance to be the judge!

Each round is filled with surprising comparisons from a wide range of people, places, things and events. Fast-moving and refreshing, **Apples to Apples® Junior** is easy to learn and fun to play. It's the perfect game for kids, families and friends!



What's in the Box

- **Red Apple Cards** – 432 cards, each with the name of a person, place, thing or event.
- **Green Apple Cards** – 144 cards, each with a word that describes a person, place, thing or event.
- **Quick Play Rules**



Setting Up

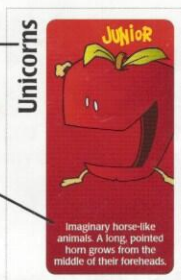
1. Open the red apple card packs and thoroughly mix all the red apple cards. Evenly distribute them in the wells along the side of the box.
2. Open the green apple card packs and thoroughly mix all the green apple cards. Evenly distribute them in the two wells located in the middle of the box.



What's on the Cards?

CARD TITLE

INTERESTING
FACT, OR JUST
SILLY STUFF



RED CARD

CARD TITLE

OTHER
WORDS
THAT MEAN
ALMOST THE
SAME THING
(SYNONYMS)



GREEN CARD



Starting the Game

1. Remove one red apple card deck and one green apple card deck from the box. Set the box aside.
2. Choose a player to be the first judge.
3. The judge deals five red apple cards, face down, to each player (including him or herself). Players may look at their cards.



Hold the cards in your hand like this so you can see the card titles.



Playing the Game

1. The judge takes the top green apple card from the deck and places it, face up, on the table, and reads the word out loud.
2. Each player (except the judge) picks the red apple card from his or her hand that he or she thinks is most like the green apple card, and places it face down on the table.
 - It's OK to play a red apple card even if it isn't a perfect fit. Some judges will pick the funniest or most interesting red apple card.
3. The judge mixes up the red apple cards so no one knows who played which card.
4. The judge turns over each red apple card, reads it out loud, and then picks the card that he or she thinks is most like the word on the green apple card.
 - It's OK for players to try to convince the judge to pick one of the red apple cards.
 - Red apple cards that begin with "My" should be read from the judge's point of view. For example: when the judge reads "My Family," it means the judge's family.
 - Once the judge has picked a red apple card, the decision is final.

5. The judge gives the green apple card to the player whose red apple card was picked.
6. To keep score, players who have won green apple cards should keep them on the table in front of them until the end of the game.
7. The judge picks up the red apple cards played during that round and discards them into the empty slots in the box.
8. The judge passes the decks to the left and that person becomes the new judge.
9. The new judge deals enough red apple cards so that each player has five cards in his or her hand.
10. Play continues following steps 1-9 until someone has won four green apple cards.



Winning the Game

The first player to earn four green apple cards wins the game!



Want to Play Again?

Shuffle all red apple cards used and place them at the bottom of the red apple deck. Shuffle the green apple cards used and place them at the bottom of the green apple deck. Pass the two decks to the next judge and you're ready to play again!

Occasionally shuffle the red decks together. Also shuffle the green decks together to mix the cards and make new combinations.



Original Concept and Prototype: Matthew Kirby

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Apples to Apples® Variations

Experienced players can try these variations –

Quick Pick Apples

For a faster game, players must choose their red apple cards as quickly as possible. The last red apple card placed on the table is returned to that player's hand and will not be judged during that round.

Crab Apples

For a tart twist, choose and judge red apple cards that are the **least** like, or opposite, the word on the green apple card. For example, you might choose "Dead Fish" when the word "Fresh" is played.

Apple Turnovers

For a change of taste, start by dealing five green apple cards to each player. The judge turns over a red apple card from the top of the stack. Players choose the green apple card from their hand that they think best describes the word on the red apple card. The judge then selects the green apple card he or she thinks is best, and awards the red apple card to the person who played the selected green apple card.