



The Game of Goofy Comparisons!

Ages 7 and Up 4-8 Players

Take a trip through the Wonderful World of Disney with *Disney Apples to Apples*®! Players both young and old will delight in the hilarious comparisons that result as they relive their favorite Disney moments... and kids will have fun expanding their vocabulary and thinking skills at the same time.

It's as easy as comparing "apples to apples." Just 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! Just watch out for the Poison Apple card!

Fast moving and refreshing, *Disney Apples to Apples*® is easy to learn and fun to play – the perfect game for the whole family!

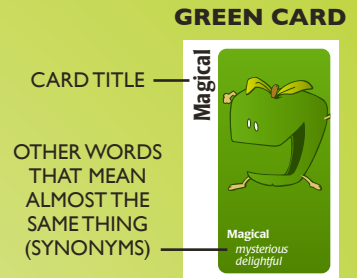
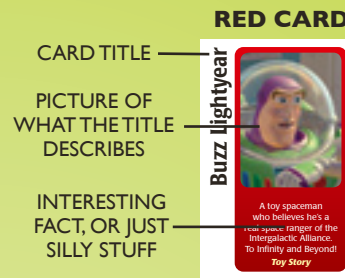
What's in the Box

- **270 Red Apple Cards** – each with the name and picture of a person, place, thing or event
- **90 Green Apple Cards** – **80** with a word that describes a person, place, thing or event, and **10** Poison Apple cards
- **Card Holder**
- **Quick Play Rules**

Setting Up

1. Open the Red Apple card packs and thoroughly mix all the Red Apple cards.
2. Open the Green Apple card pack and thoroughly mix all the Green Apple cards. Place the Green Apple cards in the Card Holder with their backs facing out.

What's on the Cards?



Starting the Game

1. Choose a player to be the first judge.
2. The judge deals five Red Apple cards, face down, to each player (including him or herself), then sets the deck to the side to form a draw pile. 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 a Green Apple card from the front of the Card Holder and places it, **face up**, on the table, reading 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 Boss," it means the judge's boss.*
 - *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 box.
8. The judge passes the Card Holder to the left, and that person becomes the new judge.
9. Each player draws Red Apple cards from the draw pile until everyone has five cards in his or her hand again.
10. Play continues following steps 1-9 until someone has won four Green Apple cards.

The Poison Apple Card

Sometimes the judge will turn over a Poison Apple card from the Green Apple Card Holder. When that happens, the judge must immediately turn over another Green Apple card – and the Poison Apple card magically transforms the word on this card into its **opposite!**

For example: The judge turns over a Poison Apple card, so he or she flips over the next Green Apple card as well – “Happy.” Because the Poison Apple card transforms this card into its opposite, players must play Red Apple cards that are “Sad,” the opposite of “Happy.”

If the judge turns over a *second* Poison Apple card after the first, he or she must continue turning over Green Apple cards until one with a word appears – it doesn't matter how many Poison Apple cards appear in a row. Once a player wins the Green Apple card, discard any Poison Apple card(s) into the box.



The Poison Apple card transforms “Happy” into “Sad”

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 back of the deck in the Card Holder. Pass the Card Holder to the next judge and you're ready to play again!

Occasionally shuffle the Red Apple cards. Also shuffle the Green Apple cards to mix them and make new combinations.

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.

Poison Apple Peril

You'll need a minimum of four players for this game.

When the judge turns over a Poison Apple card, he or she must place that card in front of a player of his or her choosing, putting that player “to sleep” for the round. The “sleeping” player loses his or her turn and may not play any cards until the round is over. This can be a handy tactic for slowing other players down when they are close to winning. The judge continues turning over Green Apple cards until one with a word appears on which the remaining players can play; however, the judge may only play one Poison Apple card per round, even if others are turned over. Poison Apple cards **do not** transform Green Apple cards into their opposites when playing Poison Apple Peril.

Original Concept and Prototype: Matthew Kirby



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Based on the “Basil of Baker Street” book series by Eve Titus and Paul Galdone.

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