Big Picture Apples to Apples™ Game

Rules

Compare Pictures for Hilarious Family Fun!

Big Picture Apples to Apples™ brings a whole new look to the classic family game of hilarious comparisons!

What's in the Box

473 Red Apple Cards:
each with a picture of a person, place, thing or event

7 Blank Red Apple Cards:
so you can add pictures of your own

160 Green Apple Cards:
each with a word that describes a person, place, thing or event

25 Apple Tokens

Quick Play Rules

AGES: 7+ PLAYERS: 4-6

Object

Be the first player to collect 5 Apple Tokens by making the best comparisons.

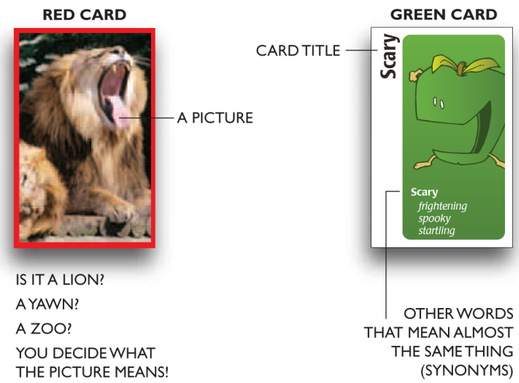
Setting Up

1. Mix the Apple Tokens.
Either place them in a pile to one side of the play area or keep them in the box tray (you can pour them into the well with the apple at the bottom).
This will be the Apple Token draw pile.
2. Thoroughly mix the Red Apple cards.
3. Thoroughly mix the Green Apple 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.

What's on the Cards?



Using the Blank Cards

You can draw your own pictures right on the blank cards.
If you want the cards to last longer, draw your picture on a separate piece of paper then tape it to the card. When you finish playing, carefully peel the paper from the card so the card can be re-used.

Playing the Game

1. The judge takes a Green Apple card from the top of the pile 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.

Quick Pick Option:
With five or more players, you might want to try 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. You snooze, you lose!

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 and then picks the one that he or she thinks is most like the word on the Green Apple card.

Playing Tips:
- *It's OK to play a card that isn't a perfect fit. Judges will often pick the most creative, humorous or interesting response.*
- *It's also OK for players to try to convince the judge to pick a Red Apple card. In fact, lobbying and "table talk" are encouraged! Players should feel free to explain why they think their card is the perfect fit.*
- *Know your judge! Does he or she like comparisons to be funny or literal? Playing cards that appeal to the judge's tastes can improve your chances of winning.*

5. The player whose Red Apple card was selected by the judge gets to take one Apple Token from the draw pile. There are 25 different tokens to choose from, each featuring a unique apple character – pick whichever one you like! To keep score, players should keep their Apple Tokens on the table until the end of the game.
6. The judge collects all Red and Green Apple cards played during that round and discards them into the box.
7. The judge passes the Green Apple card deck to the left, and that person becomes the new judge.
8. Players draw a Red Apple card from the draw pile until everyone has five cards in his or her hand again.
9. Play continues following steps 1-8 until someone wins.

Winning the Game

The first player to collect 5 Apple Tokens wins the game!

Want to Play Again?

Shuffle all the cards played in the previous game and place them at the bottom of each deck. Return all the Apple Tokens to their draw pile. After the next judge deals five new cards to each player you're ready to go!

mattel GAMES™

Y1925-0920

service.mattel.com

©2012 Mattel. All Rights Reserved. Consumer Relations - Mattel, Inc., 636 Girard Avenue, East Aurora, NY 14052, U.S.A. 1-800-524-8697. Mattel Australia Pty. Ltd., Richmond, Victoria. 3121. Consumer Advisory Service - 1300 135 312. Mattel East Asia Ltd., Room 1106, South Tower, World Finance Centre, Harbour City, Tsimshatsui, HK, China. Diimport & Diedarkan Oleh: Mattel SEA Ptd Ltd. (993532-P) Lot 13.5, Menara Lien Hoe, Persiaran Tropicana Golf Country Resort, 47410 PJ. Tel: 03-78803817, Fax: 03-78803867. Manufactured for and imported into the EU by: Mattel Europa B.V., Gondel 1, 1186MJ Amstelveen, Nederland. Additionally distributed in the EU by: Mattel U.K. Ltd., Vanwall Business Park, Maidenhead SL6 4UB.

Original Concept and Prototype: Matthew Kirby