Disney

APPLES to APPLES

The Game of *Goofy* Combinations!

*T*ake a trip through the Wonderful World of Disney with **Disney Apples to Apples®**! 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 – it's a game-changer!

CONTENTS

Red Apple Cards

Surfing

The act of riding a surfboard on the face of a wave. Cowabunga! *Lilo and Stitch*

x270

Each with the name and picture of a person, place, thing or event.

Green Apple Cards

Magical

Magical *mysterious delightful*

x80

Each with a word that describes a person, place, thing or event.

Poison Apple Cards

Poison Apple

The judge turns over the next Green Apple card. Players select Red Apple cards that are its opposite. *Snow White and the Seven Dwarfs*
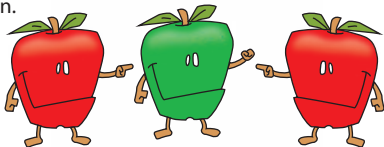
x10

Mixed in with the Green Apple cards.

OBJECT

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

SETTING UP

1. Shuffle the Red Apple card decks together then place them in three of the wells in the box bottom.

2. Shuffle the Green Apple cards then place them in the remaining empty well in the box bottom.

3. Take one Red Apple card deck and the Green Apple card deck and place them face down.
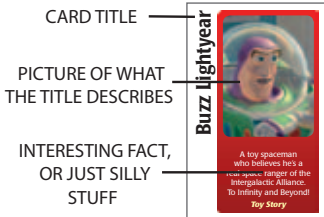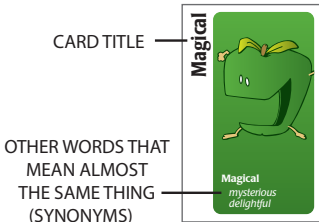
4. Choose a player to be the first judge.

5. 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.

WHAT'S ON THE CARDS?

RED CARD

CARD TITLE

PICTURE OF WHAT THE TITLE DESCRIBES

INTERESTING FACT, OR JUST SILLY STUFF

GREEN CARD

CARD TITLE

OTHER WORDS THAT MEAN ALMOST THE SAME THING (SYNONYMS)

PLAYING THE GAME

1. The judge takes a Green Apple card from the top of the deck, reads the word aloud and places it **face up** on the table.

Charming

2. All players (except the judge) choose the Red Apple card from their hand that they think is most like the Green Apple card and place their card **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, turns over each one and reads it aloud.

My Card Is Best!

My Card Is Best!

My Card Is Best!

4. Now it's time for everyone to speak up. Players should explain why their card is the perfect fit and try to convince the judge to choose it. "Table talk" is one of the most important – and hilarious – parts of the game!

5. After hearing all the explanations, the judge selects the Red Apple card he or she thinks is best described by the Green Apple card. The person who played the Red Apple card is awarded the Green Apple card. To keep score, players keep the Green Apple cards they've won on the table until the end of the game.

6. Place all Red Apple cards played during the round in a discard pile.

7. The card decks and the role of judge pass to the player on the left. The new judge deals enough Red Apple cards to bring each player's hand back up to five, turns over another Green Apple card and the next round begins.
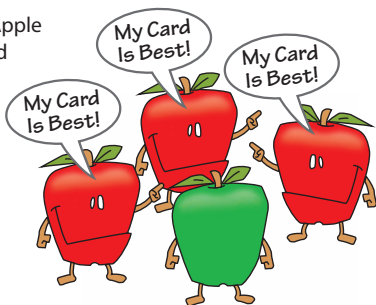
THE POISON APPLE CARD

Sometimes the judge will turn over a Poison Apple card from the Green Apple deck. 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."

The Poison Apple card transforms "Happy" into "Sad"

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.

WINNING THE GAME

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

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.