

Big Picture **APPLES** to **APPLES**

**Compare Pictures for
Hilarious Family Fun!**

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

CONTENTS

Red Apple Cards



x441

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

Green Apple Cards



x63

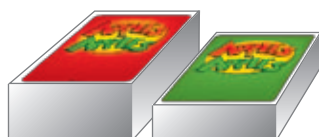
Each with two words that describe a person, place, thing or event

OBJECT

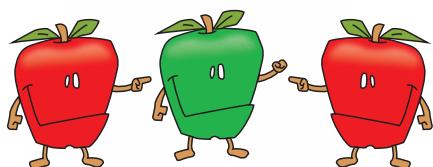
Be the first player to collect 4 Green Apple cards by making the best combinations.

SETTING UP

1. Shuffle the Red Apple card decks together then divide them between seven of the wells in the box bottom.
2. Shuffle the Green Apple cards together 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.



Red Cards Green Cards



4. Choose a player to be the first judge.

5. The judge deals 5 Red Apple cards, face down, to each player (including him or herself). Players may look at their cards.

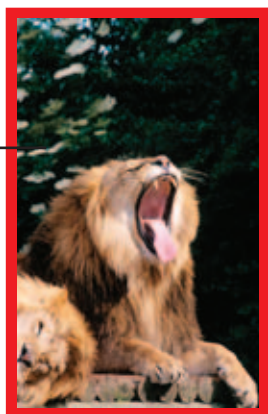


WHAT'S ON THE CARDS?

RED CARD

A Picture

Is it a lion?
A yawn?
A zoo?
You decide
what the
picture
means!



GREEN CARD

Card Title
(two per card)

Other words
that mean
almost the
same thing
(synonyms)

Impressive

Impressive
remarkable
extraordinary
striking



Silent
quiet
speechless
mute

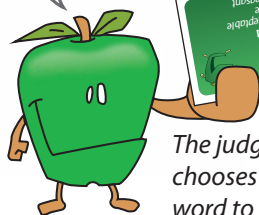


Silent

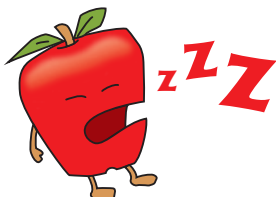
PLAYING THE GAME

1. The judge takes a Green Apple card from the top of the stack, chooses **one** of the words and reads it aloud, then places the card **face up** on the table.
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.

Crabby



The judge chooses which word to play!



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!

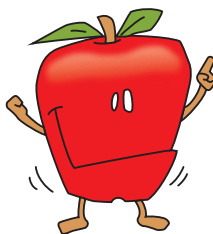
3. The judge mixes the Red Apple cards then turns them over.
4. Now it's time to make your case to the judge. Players should explain why their card is the perfect fit and try to convince the judge to choose it. "Table talk" is one of the most important – and hilarious – parts of the game!



5. After hearing 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 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!



Feel Free To
Do A Little
Victory Dance!

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.
- Know your judge! Does he or she like combinations to be funny or literal? Playing cards that appeal to the judge's tastes can improve your chances of winning.

WANT TO MAKE EVEN CRAZIER COMBINATIONS?

Try the Apples to Apples® Party Box!*

The Party Box is entirely word-based – it doesn't feature any picture cards. Just mix these picture cards into the Party Box and see what kind of crazy new combinations you'll be able to make. You won't believe your eyes!



*Sold separately.



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