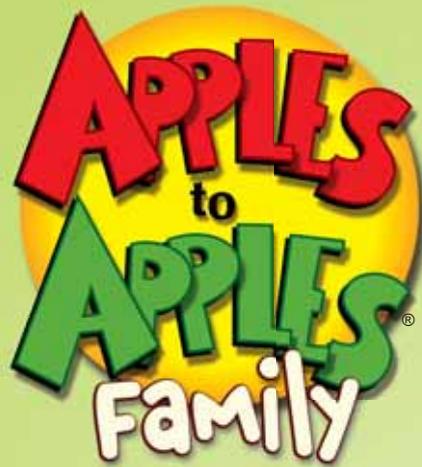


Ages 8 and Up 4-6 Players



## The Game of Hilarious Comparisons!

**A**PPLES to APPLES® FAMILY is the wild card and party game that kids and adults can enjoy together! Players both young and old will delight in the hilarious comparisons they make ... and kids will have fun expanding their vocabulary and thinking skills at the same time.

It's as easy as comparing "apples to apples." Select the Red Apple card from your hand that you think is best described by a Green Apple card played by the judge. If the judge picks your card, you get to draw a token from the Apple Sack to see how many points you scored – either one, two or three!

Easy to learn and fun to play, APPLES to APPLES® FAMILY is the perfect game for every apple in your family tree!

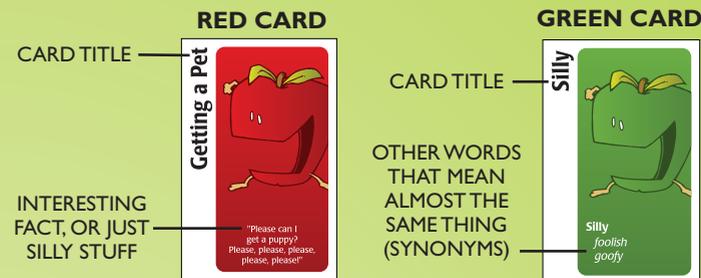
## What's in the Box

- **375 Red Apple Cards** – each with the name of a person, place, thing or event
- **125 Green Apple Cards** – each with a word that describes a person, place, thing or event
- **30 Apples Tokens** – 20 green, 8 red, 2 gold
- **Apple Sack**
- **Quick Play Rules**

## Setting Up

1. Place all of the Apple Tokens in the Apple Sack.
2. Open the Red Apple card packs and thoroughly mix all the Red Apple cards.
3. Open the Green Apple card pack and thoroughly mix all the Green Apple cards.

## 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 top of the Green Apple deck 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 Grandpa," it means the judge's grandpa.*
  - *Once the judge has picked a Red Apple card, the decision is final.*

ITEM NO.: T5933	LANG.: DOM	GRAPHIC DESIGNER: Nancy Hu	PROOF APPROVAL
PART CODE: T5933-0920	PI ENGINEER:	PROJECT ENGINEER:	SIGN OFF (GRAPHIC):
ITEM NAME: APPLES TO APPLES	CS VENDOR: IASIK	SOFTWARE: IASIK	
TOY YEAR: 2010 Fall	CS VENDOR: IASIK	SOFTWARE: IASIK	
PKG. SIZE: 8.5" (W) x 11" (H)	VER.: 1st Run	ILLUSTRATOR CS3	
PKG. SPEC.: Instructions		MAG CONB / 175ipi	
BLANK SIZE: 11.5" (W) x 11.5" (H)		04/15/10	DATE:
NOTES TO PRINTER: Proofs accurate for process color only. All spot colors must follow PMS Color Formula Guide or color swatch specified.			



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5. The player whose Red Apple card was selected by the judge is the winner of the round. Without looking, this player draws one Apple Token from the Apple Sack to see how many points he or she scored for the round.



1 Point



2 Points



3 Points!

6. To keep score, players should keep their Apple Tokens on the table in front of them until the end of the game.
7. The judge picks up the Red and Green Apple cards played during that round and discards them into the box.
8. The judge passes the Green Apple deck 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 wins.

## Winning the Game

The first player to score 5 points wins the game!

For a longer game, play to 7 or 10 points.

## Want to Play Again?

Shuffle all Red and Green Apple cards used and place them at the bottom of their respective decks. Pass both decks to the next judge and you're ready to play again!

Occasionally shuffle the Red Apple cards. Also shuffle the Green Apple cards - constantly mixing them will allow you to 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. If you snooze, you lose!

### Classic Apples

Try playing Apples to Apples® the traditional way – just set the Apple Sack and Apple Tokens aside. Play the game as described above, but when the judge picks the Red Apple card he or she thinks is most like the Green Apple card in play, the judge gives the Green Apple card to that player. 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. The first player to earn 5 Green Apple cards wins!

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	SIGN OFF (GRAPHIC):
	DATE:



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Original Concept and Prototype: Matthew Kirby

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