2. Players (except the judge) quickly choose the red apple card from those that they think best described by the word called out by the judge. Players place these red apple cards 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 but is returned to that player’s hand. You snooze, you lose!

3. The judge reveals the red apple cards so no one knows who played which card. The judge turns over each red apple card, reads it aloud, and then selects the one he or she thinks is best described by the adjective in play. The player of the selected red apple card is awarded that card.

4. To keep score, players keep the cards they have won, on the table, until the end of the game. The judge collects all the remaining cards played during that round and discards them to the side.

5. The judge collects all the remaining cards played during that round and discards them to the side.

6. The judge displays the x-rated red apple card, and the role of judge passes to the player on the left. The judge deals each player enough cards to bring each player’s hand back up to five. If the cards in the red apple deck run out, just reshuffle the discard pile.

7. Play continues, following steps 1-6, until someone earns enough cards to win the game.

8. The first player to earn 4 red apple cards is the winner!

Want to Play Again?
Shuffle all the cards used in the game and return them to the bottom of the deck. The next judge deals five new cards to each player and you’re ready to go!

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 responses.

• Lobbying and “table talk” are encouraged! Players can comment on cards and try to convince the judge to pick a particular card—either their own or a favorite choice.

• “Playing cards that appeal to the judge can improve your chances of winning. This is often called “playing to the judge.”

Tip:  If you’re having trouble coming up with adjectives, use the two green apple reference cards. They contain lists of adjectives that begin with each letter of the alphabet. Just choose one that begins with the letter you need.
What's in the Box:
- Red Apple Cards – 110 cards, each featuring the name of a person, place, thing or event.
- Green Apple Reference Cards – 2 cards, featuring adjectives for every letter in the alphabet.
- Green Apple Die – 20-sided die featuring every letter except J, K, Q, U, X, Y and Z.
- Quick Play Rules

Quick Play Rules:
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). Players may look at their cards.
3. The judge mixes the red apple cards so no one knows who played which card. The judge turns over each red apple card, reads it aloud, and then selects the one he or she thinks is best described by the adjective on the card. The player of the selected red apple card is awarded that card.
4. To keep score, players keep the cards they have won, on the table, until the end of the game.
5. The judge collects all the remaining cards played during that round and discards them to the side.
6. The judge collective deals five new cards to each player and you're ready to go!
7. If a judge deals enough cards to bring each player's hand back up to five, flip the cards on the red apple deck over, just reshuffle the discard pile.
8. Play continues, following steps 1-6, until someone earns enough cards to win the game.

Starting the Game:
1. Place the green apple die to the side.
2. Remove the 2 green apple reference cards from the deck and shuffle the remaining red apple cards together (the reference cards are the only green cards in the deck).

What's on the Cards?

Red Card

Green Apple Die

Green Apple Reference Cards

Card Title

Interesting Fact

Red Card

Green Apple Reference Card

Interesting Fact, We Just Scary

Wild Apple Symbol

Tip: If you're having trouble coming up with adjectives, use the two green apple reference cards. They contain lists of adjectives that begin with each letter of the alphabet. Just choose one that begins with the letter you need.

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.
- Lobbing and "table talk" are encouraged! Players can comment on cards and try to convince the judge to pick a particular card—either their own or a favorite choice.
- Playing cards that appeal to the judge can improve your chances of winning. This is often called "playing to the judge.

Want to Play Again?
Shuffle all the cards used in the game and return them to the bottom of the deck. The next judge deals five new cards to each player and you're ready to go!

Playing the Game
1. The judge rolls a letter on the green apple die then thinks of an adjective that begins with that letter. If the wild apple symbol comes up, the judge can think up an adjective that begins with any letter he or she wants. Once decided, the judge tells the adjective to the other players.
2. Players (except the judge) quickly choose the red apple card from those that they think is best described by the word called out by the judge. Players place these red apple cards face down on the table.
3. The judge mixes the red apple cards so no one knows who played which card. The judge turns over each red apple card, reads it aloud, and then selects the one he or she thinks is best described by the adjective to play. The player of the selected red apple card is awarded that card.
4. To keep score, players keep the cards they have won, on the table, until the end of the game.
5. The judge collects all the remaining cards played during that round and discards them to the side.
6. The judge collective deals five new cards to each player and you're ready to go!
7. If a judge deals enough cards to bring each player's hand back up to five, flip the cards on the red apple deck over, just reshuffle the discard pile.
8. Play continues, following steps 1-6, until someone earns enough cards to win the game.

Players place these red apple cards 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 it is returned to that player's hand. You snooze, you lose!
Apples to Apples® MOD is a “modern” update of the classic card and party game!

**What’s in the Box**

- Red Apple Cards — 110 cards, each featuring the name of a person, place, thing or event.
- Green Apple Reference Cards — 2 cards, featuring adjectives for every letter in the alphabet.
- Green Apple Die — 20-sided die featuring every letter except J, K, Q, U, V, X, Y and Z.
- Quick Play Rules

**Setting Up**

1. Place the green apple die to the side.
2. Remove the 2 green apple reference cards from the deck and shuffle the remaining red apple cards together (the reference cards are the only green cards in the deck).

**What’s on the Cards?**

<table>
<thead>
<tr>
<th>CARD TYPE</th>
<th>INTERESTING FACT, WE’RE NOT SUGGESTING</th>
<th>RED CARD</th>
</tr>
</thead>
<tbody>
<tr>
<td>GREEN APPLE REFERENCE CARD</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**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). Players may look at their cards.

**Playing the Game**

1. The judge rolls a letter on the green apple die then thinks of an adjective that begins with that letter. If the wild apple symbol comes up, the judge can think up an adjective that begins with any letter he or she wants. Once decided, the judge tells the adjective to the other players.

**Wild Apple Symbol**

Tip: If you’re having trouble coming up with adjectives, use the two green apple reference cards. They contain lots of adjectives that begin with each letter of the alphabet. Just choose one that begins with the letter you need.

2. Players (except the judge) quickly choose the red apple card from those held that they think is best described by the word called out by the judge. Players place their red apple cards 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 reviews the red apple cards so no one knows who played which card. The judge turns over each red apple card, reads it aloud, and then selects the one he or she thinks is best described by the adjective to play. The player of the selected red apple card is awarded that card.

4. To keep score, players keep the cards they have won, on the table, until the end of the game.

5. The judge collects all the remaining cards played during that round and discusses them to the side.

6. The judge deals enough cards to bring each player’s hand back up to five. If the cards in the red apple deck run out, just reshuffle the discard pile.

7. Play continues, following steps 1-6, until someone earns enough cards to win the game.

8. The first player to earn 4 red apple cards is the winner!

**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.
> • Lobbying and “table talk” are encouraged! Players can comment on cards and try to convince the judge to pick a particular card—either their own or a favorite choice.
> • It’s OK to play a card that isn’t a perfect fit. Judges will often pick the most creative, humorous or interesting response.

**Want to Play Again?**

Shuffle all the cards used in the game and return them to the bottom of the deck. The next judge deals five new cards to each player and you’re ready to go!

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What's in the Box

- Red Apple Cards — 110 cards, each featuring the name of a person, place, thing or event.
- Green Apple Reference Cards — 2 cards, featuring adjectives for every letter in the alphabet.
- Green Apple Die — 10-sided die featuring every letter except I, K, Q, V, X, Y and Z.
- Quick Play Rules

Setting Up

1. Place the green apple die to the side.
2. Remove the 2 green apple reference cards from the deck and shuffle the remaining red apple cards together (the reference cards are the only green cards in the deck).

What's on the Cards?

Red Card

![Red Card Image]

Interesting Fact, Not So Smartly

Green Apple Reference Card

Set of 26 Adjectives

Playing the Game

1. The judge rolls a letter on the green apple die then thinks of an adjective that begins with that letter. If the wild apple symbol comes up, the judge can think up an adjective that begins with any letter he or she wants. Once decided, the judge tells the adjective to the other players.

Wild Apple Symbol

Tip: If you're having trouble coming up with adjectives, use the two green apple reference cards. They contain lists of adjectives that begin with each letter of the alphabet. Just choose one that begins with the letter you rolled.

2. Players (except the judge) quickly choose the red apple card from those hands that they think is best described by the word called out by the judge. Players place these red apple cards 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 reviews the red apple cards so far to make sure each player knows who played which card. The judge turns over each red apple card, reads it aloud, and then selects the one he or she thinks is best described by the adjective in play. The player of the selected red apple card is awarded that card.

4. To keep score, players keep the cards they have won, on the table, until the end of the game.

5. The judge collects all the remaining cards played during that round and discards them to the side.

6. The green apple die, and the role of judge, pass to the player on the left. The new judge deals enough cards to bring each player's hand back up to five. If the cards in the red apple deck run out, just reshuffle the discard pile.

7. Play continues, following steps 1-6, until someone earns enough cards to win the game.

8. The first player to earn 4 red apple cards is the winner!

Want to Play Again?

Shuffle all the cards used in the game and return them to the bottom of the deck. The next judge deals five new cards to each player and you're ready to go!

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.

• Lobbying and "table talk" are encouraged! Players can comment on cards and try to convince the judge to pick a particular card — either their own or a favorite choice.

• Playing cards that appeal to the judge can improve your chances of winning. This is often called "playing to the judge."

2" x 2.35" T4664-0920 Apples to Apples MOD Instructions

What's in the Box

- Red Apple Cards — 110 cards, each featuring the name of a person, place, thing or event.
- Green Apple Reference Cards — 2 cards, featuring adjectives for every letter of the alphabet. Just choose one that begins with the letter you rolled.
- Green Apple Die — 20-sided die featuring every letter except J, K, Q, V, X, Y and Z.
- Quick Play Rules

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!

Setting Up

1. Place the green apple die to the side.
2. Remove the 2 green apple reference cards from the deck and shuffle the remaining red apple cards together (the reference cards are the only green cards in the deck).

What's on the Cards?

- Red Card

Playing the Game

1. The judge rolls a letter on the green apple die then thinks of an adjective that begins with that letter. The judge turns over each red apple card, reads it aloud, and then selects the one he or she thinks is best described by the adjective to play. The player of the selected red apple card is awarded that card.
2. Players (except the judge) quickly choose the red apple card from those hand that they think is best described by the word called out by the judge. Players place these red apple cards face down on the table.

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.
- Lobbying and "table talk" are encouraged! Players can comment on cards and try to convince the judge to pick a particular card -- either their own or a favorite choice.
- Playing cards that appeal to the judge can improve your chances of winning. This is often called "playing to the judge."

Want to Play Again?

When all the red apple cards are gone, 2 green apple reference cards are placed on the table. The next judge deals five more cards to each player and you're ready to go!

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). Players may look at their cards.

Playing the Game

1. The judge rolls a letter on the green apple die then thinks of an adjective that begins with that letter. The wild apple symbol comes up, the judge can think up an objective that begins with any letter he or she wants. Once decided, the judge tells the adjective to the other players.

Tip: If you're having trouble coming up with adjectives, use the two green apple reference cards. They contain lots of adjectives that begin with each letter of the alphabet. Just choose one that begins with the letter you rolled.

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!
Apples to Apples® MOD is a “modern” update of the classic card and party game!

What’s in the Box
- Red Apple Cards — 110 cards, each featuring the name of a person, place, thing or event.
- Green Apple Reference Cards — 2 cards, featuring selections for every letter in the alphabet.
- Green Apple Die — 20-sided die featuring every letter except J, K, Q, U, X, Y and Z.
- Quick Play Rules

Setting Up
1. Place the green apple die to the side.
2. Remove the 2 green apple reference cards from the deck and shuffle the remaining red apple cards together (the reference cards are the only green cards in the deck).

What’s on the Cards?

<table>
<thead>
<tr>
<th>RED CARD</th>
<th>INTERESTING FACT, OR JUST SILLY STUFF</th>
</tr>
</thead>
<tbody>
<tr>
<td>GREEN APPLE REFERENCE CARD</td>
<td>NOT IN REFERENCE</td>
</tr>
</tbody>
</table>

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). Players may look at their cards.

Playing the Game
1. The judge rolls a letter on the green apple die then thinks of an adjective that begins with that letter. If the wild apple symbol comes up, the judge can think up an adjective that begins with any letter he or she wants. Once decided, the judge tells the adjective to the other players.

Tip: If you’re having trouble coming up with adjectives, use the two green apple reference cards. They contain lots of adjectives that begin with each letter of the alphabet. Just choose one that begins with the letter you rolled.

2. Players (except the judge) quickly choose the red apple card from their hand that they think is best described by the word called out by the judge. Players place these red apple cards face down on the table.

Quick Pick Option:
With five or more players, you might want to try the Quick Pick Option. The first red apple card placed on the table will not be judged and is returned to that player’s hand. Too quick, too fast?

3. The judge reviews the red apple cards so no one knows who played which card. The judge turns over each red apple card, reads it aloud, and then selects the one he or she thinks is best described by the adjective to play. The player of the selected red apple card is awarded that card.

4. To keep score, players keep the cards they have won, on the table, until the end of the game.

5. The judge collects all the remaining cards played during that round and discards them to the side.

6. At the end of the game, the judge shuffles the remaining red apple cards together and turns over the card to the player on the left. The new judge deals enough cards to bring each player’s hand back up to five. If the cards in the red apple deck run out, just reshuffle the discard pile.

7. Play continues, following steps 1-6, until someone earns enough cards to win the game.

8. The first player to earn 4 red apple cards is the winner!

Want to Play Again?
Shuffle in the cards used in the game and return them to the bottom of the deck. The next judge deals five new cards to each player and you’re ready to go!

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.
• Lobbying and “table talk” are encouraged! Players can comment on cards and try to convince the judge to pick a particular card—either their own or a favorite choice.
• Playing cards that appeal to the judge can improve your chances of winning. This is often called “playing to the judge.”

Original Concept and Prototype: Matthew Kirby

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