

Ages 12 to Adult

4-8 Players

APPLES to APPLES[®] TO GO

The Game of Hilarious Comparisons!

Apples to Apples[®] To Go is the wild card and party game that provides instant fun-on-the-run for four to eight players!

Quick, easy and portable, it's as simple as comparing "apples to apples." Just open the convenient travel box, deal the cards, and you're ready to play! Select the card from your hand that you think is best described by a card played by the judge. If the judge picks your card, you win that round. And everyone gets a chance to be the judge!

Each round is filled with surprising and outrageous comparisons from a wide range of people, places, things and events.



What's in the Box

- **Red Apple Cards** – 270 cards, each featuring the name of a person, place, thing or event.
- **Green Apple Cards** – 90 cards, each featuring a characteristic of a person, place, thing or event.
- **Quick Play Rules**



Setting Up

1. Open the red apple card packs and thoroughly mix all the red apple cards. Evenly distribute them between the two side-by-side wells in the box bottom.
2. Open the green apple card pack and thoroughly mix the green apple cards. Place them in the single well next to the red apple cards.



Starting the Game

1. Remove the red apple cards and the green apple cards from the box. Set the box aside.
2. Choose a player to be the first judge.
3. The judge deals seven 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.



Playing the Game

1. The judge picks a green apple card from the top of the stack, reads the word aloud, and places it face up on the table.
2. Players (except the judge) quickly choose the red apple card from their hand that is best described by the word on the green apple card played 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. If you snooze, you lose!

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 word on the green apple card. The player of the selected red apple card is awarded the green apple card played by the judge.
4. To keep score, players keep the green apple cards they have won, on the table, until the end of the game.
5. The judge collects all of the red apple cards played during that round and discards them into an empty well in the box bottom.
6. 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 seven.
7. Play continues following steps 1-6 until someone has earned enough green apple cards to win the game!

WINNING THE GAME

Number of Players	Green Apple Cards Needed to Win
4	8
5	7
6	6
7	5
8	4



Want to Play Again?

Discard all the red and green apple cards used in the game, shuffle them and return them to the bottom of the red and green card stacks. The next judge starts with a fresh set of cards and deals seven new red apple cards to each player. You're ready to play!

The card combinations in *Apples to Apples® To Go* are virtually limitless.



Playing Tips

- It's OK to play a red apple 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 red apple cards that appeal to the judge can improve your chances of winning. This is often called "playing to the judge."
- Red apple cards that begin with "My" should be read from the judge's point of view. For example, when the judge reads "My Love Life," it should be assumed that it is the judge's love life that is being described by the word on the green apple card.



Original Concept and Prototype: Matthew Kirby

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N1386-0920



Apples to Apples® Variations

After you've played the basic game, try these variations —

Scrambled Apples

For even more hilarity, combine the cards from your TO GO box with cards from the APPLES TO APPLES® PARTY BOX and PARTY BOX EXPANSION ONE. Because none of these sets contain duplicate cards, mixing them together will allow you to generate thousands of outrageous new comparisons!

Crab Apples

For a tart twist, choose and judge red apple cards that are the least like, or the opposite of, the word on the green apple card. For example, you might choose "Gas Station Restrooms" when the green card "Classy" is played.

Bottom of the Barrel

For a clever way to wind down a game, players must play out the seven cards in their hands, without redrawing. As players deplete the red apple cards from their hands, the choices become more and more challenging!

Apple Potpourri

For an unpredictable mix, each player selects a red apple card from his or her hand **before** the judge turns over the green apple card. After the red apple cards are played, the judge turns over a green apple card. As usual, the judge then selects the winning red apple card!

2 for 1 Apples

For a real deal, the judge turns over two green apple cards to start the round. Each player selects the red apple card from his or her hand that is best described by both green apple cards. After the judge selects a red apple card, both of the green apple cards are awarded to the winner.

Quick Pick for Four

With a group of four, players may play one or two red apple cards from their hands. Players attempting to play two cards must place them on the table, one card at a time. Only the first four red apple cards placed on the table will be judged.

N1386 – APPLES TO APPLES TO GO RULES

FROM: TADD CALLIES (EXT. 4778)
TOY NAME: APPLES TO APPLES TO GO
TOY #: N1386
DATE: 11.30.07
STATUS: FINAL DRAFT (12-4-07—INCORPORATES COMMENTS FROM LEGAL AND CPI; 12-5-07 – INCORPORATES REVISIONS BASED ON COMMENTS IN DSO AND DISCUSSION OF CARD PACK OUT WITH STEVEN)

(LOGO)

APPLES to APPLES®

(EDITION)

TO GO

(TAGLINE)

The Game of Hilarious Comparisons!

(AGES)

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(NUMBER OF PLAYERS)

4-8 Players

(MATTEL LOGO)

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(ILLUSTRATION)

(A FAN OF 7 RED APPLE CARDS FROM THE TO GO ASSORTMENT)

Hold the cards in your hand like this so you can see the card titles.

Playing the Game

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(ILLUSTRATION)

(A TABLE WITH TWO COLUMNS)

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(MATTEL LOGO)

(LEGAL)

Original Concept and Prototype: Matthew Kirby

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(PART NUMBERS)

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