

Ages 9 and up
4-10 players

APPLES to APPLES

BIBLE EDITION

The Game of Hilarious Comparisons!

Apples to Apples® Bible Edition brings the award winning card and party game *Apples to Apples®* to the Christian community. Players will delight in the clever comparisons while expanding their knowledge of the Bible.

It's as easy as comparing "apples to apples" ...just open the box, deal the cards, and you're ready for instant family fun! Select the card from your hand that you think is the 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!

Each round is filled with surprising comparisons from a wide range of people, places, things and events. Fast moving and refreshing, **Apples to Apples® Bible Edition** is easy to learn and fun to play. It's the perfect game for youth groups, families and friends!



What's in the Box

- **Red Apples Cards** – 432 cards, each with the name of a person, place, thing or event.
- **Green Apple Cards** – 144 cards, each with a word that describes a person, place, thing or event.
- **Two Card Trays**
- **Quick Play Rules**

AWARD
WINNING
FUN®



What's on the Cards?



Setting Up

1. Open the red apple card packs and thoroughly mix all the red apple cards. Divide them between the two deep wells in the card tray.
2. Open the green apple card pack and thoroughly mix all the green apple cards. Place them in the shallow well in the card tray.



Starting the Game

1. Place the card tray on the table.
2. Pick a player to be the first judge.
3. The judge deals seven red 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 takes the top green apple card from the card tray and places it, face up, on the table, and reads 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 the 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 Home," it means the judge's home.
 - Once the judge has picked a red apple card, the decision is final.
5. The judge gives the green apple card to the player whose red apple card was picked.
6. 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.
7. The judge picks up the red apple cards played during the round and discards them into the box.
8. The judge passes the card tray to the left and that person becomes the new judge.
9. The new judge deals enough red apple cards so that each player has seven cards in his or her hand.
10. Play continues following steps 1-9 until someone has won four green apple cards.



Winning the Game

The first player to earn four green apple cards wins the game!



Want to Play Again?

Shuffle all red apple cards used and place them at the bottom of the red apple stacks. Shuffle the green apple cards used and place them at the bottom of the green apple stack. Pass the card tray to the next judge and you're ready to play again!

Occasionally shuffle the decks together and mix the cards from the two card trays 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.

"Crab Apples"

For a tart twist, choose and judge red apple cards that are the least like, or opposite, the word on the green apple card. For example, you might choose "Moses" when the word "Proud" is played, since Moses was known for his humility.

"Apple Turnovers"

For a change of taste, start by dealing five green apple cards to each player. The judge turns over a red apple card from the top of the stack. Players choose the green apple card from their hand that they think best describes the word on the red apple card. The judge then selects the green apple card he or she thinks is best, and rewards the red apple card to the person who played the selected green apple card.

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