**APPLES TO APPLES**

Call number: GBV053

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Play cards that best match the judge’s card—
the most appropriate, creative, or funny card wins!

**SETTING UP**

1. Choose a player to be the first judge.
2. Shuffle the red apple deck — deal 7 cards to each player.
3. Shuffle the green apple deck.

**WINNING THE GAME**

The game ends whenever you want — the player with
the most green cards wins! If you want, you can decide
how many green cards are needed to win ahead of time.

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**TAKING YOUR TURN**

1. The judge deals one red apple card to everyone else, so everyone has 7 cards.
2. The judge draws a green apple card, reads it aloud, and places it face-up on the table.
3. Every player plays a red apple card face-down on the table.
   - The red apple card should match the green apple card — be creative!
   - If you wish, add a time limit or reject the last card played to keep things moving.
4. The judge awards the green apple card to the player who played the best match.
   - The judge turns over each red apple card and reads it aloud, then chooses the winner.
   - The judge decides what ‘best match’ means — sometimes funny or creative cards win!
5. The player to the judge’s left becomes the judge for the next round.

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**TIPS**

- **Play to the judge** — if you know the judge, use it!
- You can argue for or against cards while the judge decides — there are no rules against lobbying!
- **Play funny, creative, or interesting cards** — they often win over more ‘correct’ cards.
- Cards that start with “My” are from the judge’s point of view — remember that the judge reads each card.

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You can borrow this game from the library! Bring the call number on this page to the front desk. You can borrow board games for one week.

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