### APPLES TO APPLES
Currently being processed

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.

#### 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.

#### 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.

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.