

ALSO FROM OUT OF THE BOX -

Bosworth

The Game You Already Know How to Play

"Fast, friendly and fun!"

- Home Education magazine

- Ages 8-Adult
- 2, 3, or 4 Players
- 5 Minutes to Learn
- 20-60 Minutes/Game



The award-winning board game that takes the premise of chess and turns it into a quick and exciting strategy game for 2, 3, or 4 players.

If you like strategy games, you'll love **Bosworth!** This international favorite has been called the most enjoyable chess variant ever.

Each player in **Bosworth** controls a small kingdom represented by 16 cards. The characters illustrated on the cards move just like the chess piece silhouetted behind them ... If you've ever played chess, you're ready to play! If you're new to chess, a simple reference sheet will have you playing in minutes.

The size and shape of the board, the way cards are introduced, and the 3 and 4 player options all add variety, speed, and unpredictably to **Bosworth**. Each unique battle embodies skill,

More Award Winning Fun -

288 NEW CARDS!



Expansion Set -1

Add to the basic game and play!



The fun continues with 1000's of new and outrageous comparisons!

Coming Soon from OUT of the BOX -

• **Apples to Apples - JUNIOR**
Ages 7-11

• **Expansion Sets 2 and 3**
288 new cards each!

• **Theme Decks**
for Movies, Sports, Music and More!



OUT OF THE BOX

You can play!
www.otb-games.com

Out of the Box Publishing, LLC
2722 Oakridge Avenue
Madison, Wisconsin 53704

608.244.3575 Phone
800.637.4201 Fax
info@otb-games.com

© 2000 Out of the Box Publishing, LLC. All rights reserved. Patent pending. *Apples to Apples* and *You can play!* are trademarks of Out of the Box Publishing, LLC.

Premier Edition!
4th Printing



The Frantic Game of Hilarious Comparisons!

Apples to Apples is the wild, award winning card and party game that provides instant fun for four to ten players!

It's as easy as comparing "apples to apples" ... just open the 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** - 321 cards, each featuring the name of a person, place, thing or event.
- **Green Apple Cards** - 107 cards, each featuring a characteristic of a person, place, thing or event.
- **Blank Cards** - 1 green and 3 red apple cards to write on and personalize your game.
- **Card-dealing Shoe** - Holds two stacks of red apple cards and one stack of green apple cards.
- **Rules Sheet** - These quick and easy rules will have you

Setting up the Game

1. Remove the card-dealing shoe from the box. (The green apple cards should occupy the short slot, and the red apple cards are split between the two taller slots.)
2. Use the empty box bottom as a discard box for the red apple cards.
3. Choose a player to be the first judge.
4. Using the card-dealing shoe, the first judge deals seven red apple cards, face down, to each player (including him or herself). Players may look at their cards.

How to Play

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) 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 quickly place these red apple cards face down on the table, according to the following rules –

Six or more players:



- 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!

Four or five players:

- Only the first four red apple cards placed on the table will be judged.
- Players may play one or two red apple cards from their hand. (Players attempting to play two cards must place them on the table, one card at a time.)
Nothing ventured, nothing gained!

3. The judge mixes the red apple cards on the table to prevent anyone from knowing 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 until the end of the game.

5. The judge collects all of the red apple cards played during that round and places them in the discard box.
6. The card-dealing shoe, and the role of judge, passes 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 |
| | 8-10 | 4 |
|  | | |

Still Time for Another Game?

Simply return the played green apple cards to the bottom of the card stack. Pass the card-dealing shoe to the next judge and you're ready to play again!

If you reach the end of the red apple card stacks, just shuffle the discards, and refill the card-dealing shoe. The card combinations in *Apples to Apples* 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.

Apples to Apples Variations

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

"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 awards the red apple card to the person who played the selected green apple card.

"Baked Apples"

- For a more leisurely and thoughtful game, allow everyone, except the judge, to play a red apple card in each round. You may wish to set a time limit for each round to prevent a player from taking too much time.

"Crabapples"

- 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 "Death Valley" when the word "Cool" is played.

Check our web site for more new ways to play –

www.otb-games.com

Original Concept and Prototype Matthew Kirby

Lead Game Designer Mark Alan Osterhaus

Game Play Design Team

Ellen Osterhaus Al Waller
John Kovalic Max Osterhaus
Cathleen Quinn-Kinney

Illustrations John Kovalic

Graphic Design and Layout Cathleen Quinn-Kinney

Special Thanks to –

Lory Aitken, Kate Brien, Ann Cue, Lori Hillyer, Alice Oakey, Leah Osterhaus, Harriet VanderMeer, Reprographic Technologies, Port to Print, and all the play testers and game retailers who provided many valuable suggestions.

**OUT
OF THE
BOX**

You can play!

www.otb-games.com

donated 2001 by Anne Cerle