Rules for

*APPLES TO APPLES: HONORS EDITION*

(Largely the same as the commercial version)

**Setting Up the Game**

**1 -** Remove the cards (apples) from the box.

**2 -** Use the box as a discard area for already-used red apples.

**3 -** Choose a player to be the first judge.

**4 -** The first judge deals 7 red apples (face down) to each person (including themself).

**5 -** Once players have all 7 red apples, they may look at them.

**Playing the Game**

**1 -** The judge picks a green apple at random, reads it aloud, and places it (face up) on the table.

**2 -** All players (except the judge) choose one red apple from their hand (based on the green apple) and plays it face down on the table.

* *Quick Pick Option* - Each player (except the judge) plays one red apple. The slowest person doesn't get to play a red apple that turn.

**3a -** The judge shuffles the face-down red apples so that nobody knows who played which apple.

**3b -** The judge flips over the red apples one at a time, reading them aloud as they're revealed to all players.

Anyone is allowed to advocate for or against any red apple during this period.

**3c -** The judge selects their favorite red apple (based on the green apple) of those played and awards the green apple to the person who played it.

No arguing with the judge once a decision has been made.

**4 -** Players keep all green apples they've been awarded in front of them on the table as a means of keeping score.

**5 -** Collect the used red apples and put them back into the box.

**6a -** The role of judge rotates clockwise (the next person on the left).

**6b -** Everyone should draw to be back at 7 red apples.

**7 -** Repeat.

**Winning the Game**

**1 -** Keep score by keeping the green apples you've won.

**2 -** Decide on the number of red apples need to win before the game starts. The commercial game recommends 12−N, where N is the number of players.

**Game Rule Variants**

Make sure everyone agrees on the variant you are playing before starting!

* *Anti*-*Trust Enforcement ­*- To prevent one person from winning too quickly, the person who receives the green apple becomes the new judge, rather than the person to the previous judge’s left.
* *Uno Reverse* - Players have five green apples in their hand instead of seven reds. The judge draws a random red apple, players play a green apple, and the judge decides which best describes the red apple.
* *Stochastic Apples* - Each player selects and plays a red apple (before seeing the green apple). The judge then picks a random green apple. As usual, the judge then selects the best red apple!
* *Sour Apples* - The judge selects the red apple that worst fits the green apple instead of the best fit as usual. (“[Most] Cool” changes to “[Least] Cool”)
* *Triumvirate*- For a three-player game, the two other than the judge should play two red apples each for a total of four.
* *Viral Apples* - After each round each player passes one undesired red apple to the player on their left. Still no discarding!
* *Rule by the Mob* - The judge picks their top two red apples and everyone votes on the winner. (Judge breaks ties.)
* *Walk a Mile ­*- Before a green apple is drawn, the judge draws red apples until they draw a person/group of people. (Shuffle the others back in.) They must judge from the point of view of that person/group. Repeat for each new judge.
  + *Platonic Ideal* - Or, every judge must select a red apple from the point of view of Plato.
  + *Authorial Intent* - Or, every new judge names their favorite author of a book read for Honors before drawing a green apple. They must judge red apples from the point of view of that author.

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Rules Version 1.2

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