

Hungry for more?

Try adding
these **extra**
challenges

Apple Pie

If a player can make a word that is apple-related (core, stem, pie, peel, etc.) they get to call out **"Apple Pie!"** and dish out an additional tile from the core to all of the other players.

Apple Turnover

During his/her turn, a player may gain an advantage by replacing another player's word with a new word and returning those tiles to them. Only words at the head or tail of the worm can be turned over. The new word must be longer than the word it replaces. When doing this, the player calls out, **"Apple Turnover!"**

Apple Seed

Solo Play

Challenge yourself with an Appletters® version of solitaire

Step 1: Place all tiles face down on the table. Take 15 tiles and proceed to play the game, with the goal of making a word **"worm"**.

Rule: If you can't make a word, pick 3 additional tiles from the core as often as needed.

Step 2: Use all of the tiles in your hand as quickly as possible to win.

**Can you do it
faster each time?**

How it all began

Bananagrams® is a family company. Abe Nathanson, along with his daughter Rena and grandchildren Aaron and Ava, invented the original Bananagrams® game during the summer of 2005 in Narragansett, Rhode Island. The whole family has been actively involved ever since. Abe passed away in 2010, but Rena continues to run the company, with offices in Providence, USA and London, England.

We hope you have as much fun playing our games as the Nathansons had making them!

Tile Count

A -10	H -3	O -8	V -1
B -2	I -9	P -4	W -1
C -2	J -1	Q -1	X -1
D -4	K -1	R -8	Y -3
E -12	L -5	S -8	Z -1
F -2	M -3	T -8	TOTAL
G -2	N -7	U -3	110 tiles

BANANAGRAMS®

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Let's Play!

Appletters®

**Take your turn
to build a
word worm**

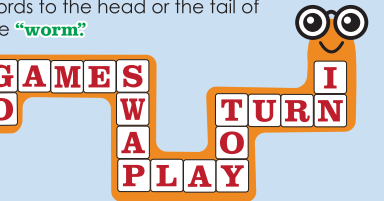
AGES 5+ | 1-4 Players

Appletters

Let's Play!

2-4 players

Players work together to make a word "worm" by taking turns to attach words to the head or the tail of the "worm."



- Develop spelling skills
- Enhance strategic thinking
- Encourage cooperation
- Promote turn-taking
- Improve concentration

GOAL: Be the first to use all of your letters.

Step 1: Place all tiles face down in the center of the table. These tiles are the "core."

Step 2: Each player draws a tile from the "core" to decide who goes first. The closest to "A" starts the game. Tiles are returned to the "core."

Step 3: Each player takes the correct number of tiles and stands them up so the other players cannot see their letters:

2 players

15 tiles each

3-4 players

12 tiles each

Step 4: At the beginning of each turn, the player must pick a tile from the "core" and must discard a tile to the "core." The player can

choose to discard a tile they already have, or discard the newly chosen tile. Once their tile has been discarded, the first player makes a word and places it in the middle of the table to begin the game.

Rule: If a player forgets to pick a tile from the "core" before placing their word, other players can call out, "Rotten Apple!" As a penalty the player must keep the tile without discarding one.

Rule: If a player lays down a misspelled word, proper noun, or abbreviation, other players can call out, "Rotten Apple!" As a penalty, the player must take back their word and take an additional tile from the "core." Their turn is now over.

Rule: After discarding, if a player cannot

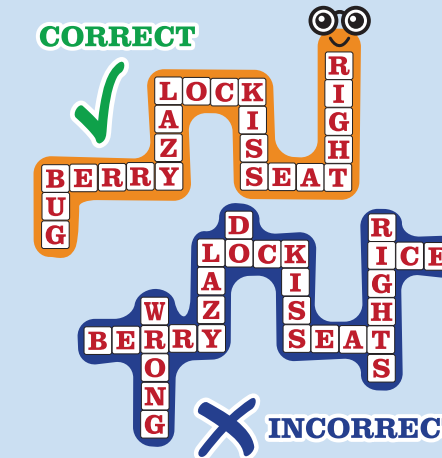
make a word, they must pick 3 additional tiles from the "core," say "Pick and Pass," and skip a turn.

Step 5: Moving clockwise, the next player picks and discards a tile, then adds their word to the "worm." The first or last letter of each new word must attach to the first or last letter of the "worm."

Rule: Players are allowed to lengthen existing words in order to build their word.

Step 6: The game continues until a player uses all of their tiles. The winner calls out, "How do you like them apples?!"

Rule: If none of the players can make a word from their tiles, the winner is the person with the fewest tiles left.



Five different games,
one for every stage!

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