

# APPLETTERS™

By BANANAGRAMS®

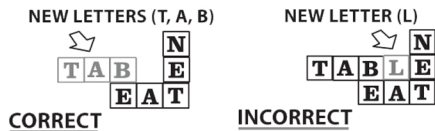


## APPLETTERS™ ("Make a Snake")

(2-6 players, ages 5+)

The goal of the game is to use all your tiles.

1. As an option for younger players for ease of play, the following letters may be removed: Q, Z, X.
2. All 110 tiles are placed face down on the table. These tiles are referred to as the CORE. Each player takes a letter from the CORE to decide who goes first ("A" being the lowest would go first).
3. Each player takes an additional 8 tiles (everyone now has 9) and stands them up so that the other players can NOT see the letters.
4. The first player makes a word and places it in the middle of the table. The next player (moving clockwise) adds to the first or last letter of the word that has been laid down. The FIRST or LAST letter of the word being laid down MUST attach to the FIRST or LAST letter of the snake. The snake must remain one tile wide (this prevents gridlock).



The words can be horizontal or vertical, reading top to bottom, left to right (see image above).

5. If the player cannot make a word, he/she picks 3 tiles from the CORE and says "PICK AND PASS". The next player then adds a word— always building off the FIRST or LAST letter of that word snake. The game continues until a player uses all his/her own tiles, which makes that person the winner. The winner exclaims, "HOW DO YOU LIKE THEM APPLES!"
6. If the game ends in a stalemate, the winner is the person with the least amount of tiles.

## APPLE TURNOVER™

(2-4 Players, ages 7+)

The goal of the game is to use all your tiles.

1. All 110 tiles are placed face down on the table. These tiles are referred to as the CORE.
2. Each player takes a letter from the CORE to decide who goes first. ("A" being the lowest would go first)
3. Each player takes an additional 20 tiles (everyone now has 21) and stands them up so that the other players can NOT see the letters.
4. The first player takes ONE tile from the CORE and places it face up in the middle of the table. This is the starting letter of the game. Using his/her own tiles the same player proceeds to build a word with that letter (It is good strategy for this word to be as long as possible).
5. The next player (moving clockwise) adds to the first or last letter of the word that has been laid down. The FIRST or LAST letter of the word being laid down MUST attach to the FIRST or LAST letter of the snake. The snake must remain one tile wide (this prevents gridlock). The words can be horizontal or vertical, reading top to bottom, left to right (see image above).

6. When a player can not make a word, he/she says "PICK AND PASS" and takes 3 tiles from the CORE and waits for his/her next turn. If a player has an unwanted letter ("A BAD APPLE") he/she may toss it into a separate "BAD APPLE" pile (where it will not be used by anyone) and take a replacement from the CORE. Each player may do this ONLY ONE TIME per game. When a player makes an exchange, he/she must wait for next turn to make a word.

7. If a player doubts the validity or spelling of a word he/she may question that word. If the word is valid, the challenger loses his/her turn. If the word is NOT valid, the person who placed that word must take it back and miss his/her turn.

### ...AND NOW FOR THE TURNOVER PART!!!

8. A player (during his/her turn) may choose to replace a previous player's word. The NEW word must be LONGER than the word it replaces. When doing this the player says "TURN OVER". The overturned letters are returned to the player who put them down. Only words at the BEGINNING or END of "The Snake" can be turned over.
9. The game continues until a player uses all his/her own tiles and wins the game, exclaiming, "HOW DO YOU LIKE THEM APPLES!"

If game ends in a stalemate in which everyone still has tiles, the winner is the person with the least amount of tiles.

## APPLESCORE™

(2-4 Players AGES 7-97)

FOR WORD LOVERS WHO LIKE TO KEEP SCORE!  
(Pencil and Paper required!)

The object is to build words (AS LONG AS POSSIBLE) To earn maximum points.

### SCORING

Each letter used receives 1 point, with the addition of BONUS POINTS.

5 BONUS POINTS for words of 8 LETTERS or more.

5 BONUS POINTS for a PALINDROME or SEMI-PALINDROME.

[A palindrome is a word that reads the same backwards and forwards (TOOT, NOON, MADAM). A semi-palindrome is a word that is DIFFERENT when spelled backward (DOG, GOD)].

5 BONUS POINTS for going out first.

1. All the tiles are placed face down on the table. These tiles are referred to as the CORE.
2. Each player takes a tile from the CORE to decide who goes first. ("A" being the lowest would go first)
3. Each player takes an additional 20 tiles (everyone now has 21) and stands them up so that the other players can NOT see the letters.
4. The first player takes ONE letter from the CORE and places it face up in the middle of the table. This is the starting letter of the game. Using his/her own tiles, that player makes a word which includes THAT LETTER. After the word is put down, that player takes ONE tile from the CORE and adds it to his/her hand. Points are recorded at the end of each turn.
5. When a player can not make a word, he/she says "PICK AND PASS" and takes 3 tiles from the CORE and waits for his/her next turn.
6. If a player doubts the validity or spelling of a word, he/she may question that word. If the word is valid, the challenger loses his/her turn. If the word is NOT valid, the person who placed that word must take it back and miss his/her turn.

7. The next player (moving clockwise) adds to the first word, building a word...vertically or horizontally, reading top to bottom, left to right (like a crossword grid). If a player adds to a word (by pluralizing it for instance) and starts a new word going in another direction, that player gets the points of BOTH words.

In APPLESCORE, letters **may touch on multiple sides**.



8. Once any player uses all his/her tiles, the game is over. **The highest scorer is the winner.**

9. In the case of a tie the two high scorers are left to complete the game by themselves. Each player takes 3 tiles from the core and the player who did NOT go out gets to go first.

### LETTER 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	
G-2	N-7	U-3	

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