

## WINNING:

Add up all your points. The player who earned the most points is the best apple picker! Do a happy apple dance.

## HAPPY SNAPPY NO-NOS:

- 1:** If you touch an apple, you have to pick it. No testing the apples to see if they're ripe!
- 2:** If things get snappy during your turn and apples go flying, any that land on the board remain where they came to rest and may be picked by your opponents on their turn. Any apples that land off the tree must be removed from play.



© 2020 Kinlea Holdings Pty Ltd. owns Tree Toys™, Getta! Games™, Roo Games™ and all © in the product, instructions and packaging.  
www.roogames.co  
ROO AS81012 V1.0 07.20 M0333



4+  
2-4

Includes: 1 wooden game board  
33 wooden apples in 3 sizes  
and rules for play.





# Happy Snappy Apples

Pick 'em happy  
or they'll get snappy!



## OBJECT:

Pick ripe apples and avoid picking apples before they're ready or there might be a SNAP! The bigger the apple, the greater the points. Score the most points and win!

## SET UP:

Pull back on the crossbar and randomly fill the Apple Game Board with all the apples (make sure the stems are facing up). Carefully release the bar to push all of the apples together. Now it's apple pickin' time!

Step 1

Step 2

Step 3



## PLAY:

The youngest player goes first. If that's you, try to pick a ripe apple. You'll know you're successful if it pulls out without causing the crossbar to move. Be careful not to pull an apple before it's ripe or the crossbar might shift or even SNAP!

- 1:** If successful, you keep the apple you picked and end your turn.
- 2:** If the crossbar moves, the apple you picked wasn't ripe and doesn't count. Place it aside in a discard pile and end your turn.
- 3:** Turns pass clockwise from player to player. The game ends when there are as many apples left on the tree as there are players in the game.
- 4:** Now see what your apples are worth! Each one that you successfully pick scores as follows:

