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

Step 1: 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.

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 2: 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.

Step 3: All players select a player shield to place in front of them to keep their tiles hidden from opponents.

Step 4: At the beginning of each turn, the new head of the worm must attach to the first letter of the word. Once the head has been established, the players work together to make a word worm by taking turns to attach words to the head or the tail of the worm.

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

Step 5: At the end of each turn, the players work together to make a word worm by taking turns to attach words to the head or the tail of the worm.

Rule: The winner is the person with the fewest tiles left!
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 may 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!"

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. To this day, 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!

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TOTAL 110 tiles

Take a turn to build a word worm

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?

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MADE IN CHINA APP002_0719

ages 5+  |  1 to 4 players