



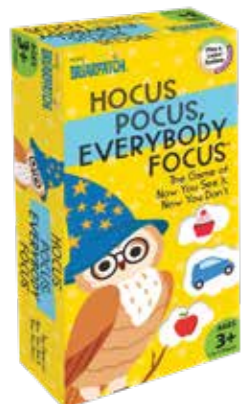
## SCHOOL READINESS GAMES FROM BRIARPATCH

Teachers want parents to prepare their kids with early learning skills before they enter the classroom. The cornerstone of our approach to fun learning games is our unique Play & Learn™ System. Each category of the system represents a curriculum activity, and we ensure parents understand how each of our games delivers on these activities both outside and inside of the box.

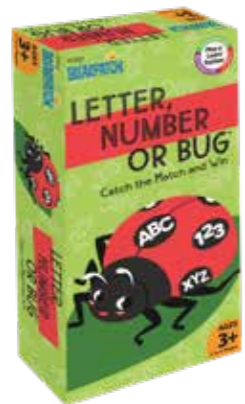
School Readiness Games from Briarpatch are designed to be fun and educational, preparing children with the fundamentals to become successful as they enter preschool. These games encourage active participation, fostering a love for learning while developing critical cognitive and social skills in a playful environment.

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**HOCUS POCUS, EVERYBODY FOCUS™**  
Ages 3+



**LETTER, NUMBER OR BUG™**  
Ages 3+



**CRISS-CROSS APPLESAUCE™**  
Ages 3+



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# CRISS-CROSS APPLESAUCE™

## The Game of Clapping, Jumping and Playing

### Instructions

AGES  
**3+**  
2 to 4 Players

### Contents:

- 48 Activity Cards
- Talking Stick



### Object of the Game:

Players creatively interpret and remember the series of activities on the Activity Cards, linking them together in sequence.

### Set Up:

1. All players sit with their legs crossed criss-cross applesauce style in a circle around the Activity Cards and Talking Stick.
2. Place the Talking Stick near the Activity Cards.
3. Shuffle and place all Activity Cards face down in a stack in the middle of the floor.

### How to Play:

1. The youngest player begins by holding the Talking Stick and drawing an Activity Card.
2. Without announcing what activity is on the Card, the player holds the Talking Stick and stands up to act out the activity found on the Activity Card.
3. Activity Card interpretation is up to the player, encouraging players to express their understanding of the Activity Card.



- a. **TRACE:** While holding the Talking Stick, the player traces the letter found on the Activity Card into the air.
- b. **PRETEND:** The player uses sounds and the player's body to act like the animal on the Activity Card.
- c. **ACTION:** The player acts out the movement action on the Activity Card.

4. The player's turn ends when other players guess what activity was on the Activity Card. The Card is then revealed to all players.

5. The player then shouts, "CRISS-CROSS APPLESAUCE!". This alerts all players to sit down criss-cross applesauce-style in the circle again.
6. The player places the Activity Card in front of them face down, hiding the activity they acted out.
7. The game continues clockwise, with players taking turns holding the Talking Stick, drawing an Activity Card, acting out all the previous activities in sequence before acting out their own Activity Card, shouting "CRISS-CROSS APPLESAUCE!".

### Winning the Game:

Gameplay continues clockwise as players work together to flip over as many Activity Cards as possible. Count the number of sequences completed to see where the group ranks on the scale below.



## CRISS-CROSS APPLESAUCE™ SCALE

Legend	14
Titan	13
Superstar	12
Expert	11
Amazing	10
Good	8
Beginner	5

See how many you and your friends can do!