

AGES | PLAYERS
5+ | 2-5

ANGRY BIRDS

Card Game

Roll the right bird to
knock out the pigs!

WARNING:
CHOKING HAZARD - Small parts.
Not for children under 3 years.

Dice

King Pig
with stand

Special Power Cards



Structure Cards

CONTENTS:

36 Structure Cards
20 Special Power Cards
2 Dice
1 King Pig

Object: Discard all of your Structure cards and be the first person to knock down the King Pig with a flick of the die!

Set Up

Place the King Pig into the stand provided. Place him to the side until it's time to wreak the Angry Birds' revenge by knocking him down with the die.

Shuffle the Special Power cards and deal 2 to each player.

Shuffle the Structure cards and deal 6 to each player.

Place the rest of both kinds of cards facedown into separate draw piles.

Look at your Structure cards and decide in what order you want to "knock them out." Place them in a line, face up, in this order. (See example below.)

This is your "castle."

You may look at your Special Power cards but don't let everyone else see them!

Let's play!

The youngest player goes first.

On your turn, roll the dice to try to "knock out" the Structure cards, one at a time. To knock out a Structure card, you must roll the Angry Bird shown on the card.

You must knock out the birds in order, beginning with the card in the 1st position, closest to you.

For example, your "castle" looks like this:

In order to "knock out" the first card, you need to roll the Red Bird on EITHER of the dice on your roll.

If you roll the Angry Bird needed, you may remove that Structure card and place it into the discard pile. On your next turn, you'll roll to try to knock out the next card in your castle. In the example above, that would be the black bird.

You get one roll per turn.

Note: When you roll the dice, if you happen to roll the Angry Birds needed to knock out both the 1st and 2nd cards in position, you may remove both. But you MUST go in order. You can ONLY remove Card 2 if you also rolled Card 1.

If you DO NOT roll the Angry Bird needed, you may take one Special Power card. They're explained below.

Note: To "knock out" the 2X card, you must roll ANY TWO matching Angry Birds.



SPECIAL POWER CARDS

In addition to rolling the dice on your turn, you may also play a Special Powers card. (You may play a Special Power card whether your dice roll was successful or not.)

You may only play one (1) Special Power card at a time.



+1 card: Play this card on any opponent to make them add one card to their castle from the Structure card draw pile. The new card goes into the 1st position in their castle. You may play this card even if an opponent already has 6 cards.

You may only play this card on your turn.



Pig card: Play this card on an opponent to give them one of your 2X cards. The new card goes into the 1st position in their castle.

You may only play this card on your turn.



Re-roll card: You may play this card to re-roll dice on YOUR turn OR to make any opponent re-roll dice on THEIR turn.

You may play this card at any time.



BOOM! Use this card to knock out one of your Structure cards instantly.

You may only play this card on your turn.



No launch: Play this card to make any opponent lose their turn.

You may play this card at any time.

You may only have 3 Special Power cards at a time. If you have the opportunity to draw a 4th, you must discard one of the cards you already have.

Dice:

In addition to the single Angry Birds shown on 5 sides of both dice, there is one side that shows all of the Angry Birds. This side is Wild. It counts as ANY of the Angry Birds needed to knock out a Structure card.



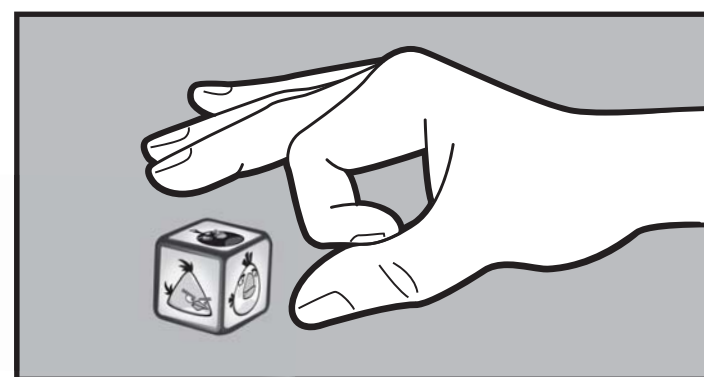
The Wild Birds may be used to match ANY of the Angry Birds needed to knock out the 2X Structure card, too.

When you have removed all of the Structure cards in your castle, you get to take on the King Pig!

King Pig:

Place the King Pig at least 2 feet away from you on the table. You must knock him over by flicking one of the dice at him.

Note: You have to flick, not throw. Flicking means you use one finger to hit the dice and fling it into the King Pig.



If you miss the King Pig, try again on your next turn. You may play a Special Power card on an opponent but you do not collect a Special Power card.

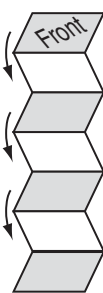
Note: you may not use a re-roll card to re-flick at the King Pig!

The first player to get rid of all of their Structure cards and knock over the King Pig wins!

INSTRUCTION SHEET SPECS:

Toy: Angry Birds Card Game Inst
Toy No.: W3969
Part No.: -0920
Trim Size: 4.25" W x 19.25" H
Folded Size: 4.25" W x 2.75" H
Type of Fold: 7 panels both sides
colors: 1 (one) both sides Black
Colors: White Offset
Paper Stock: 70 lb.
Paper Weight:
EDM No.:

Folding Diagram



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