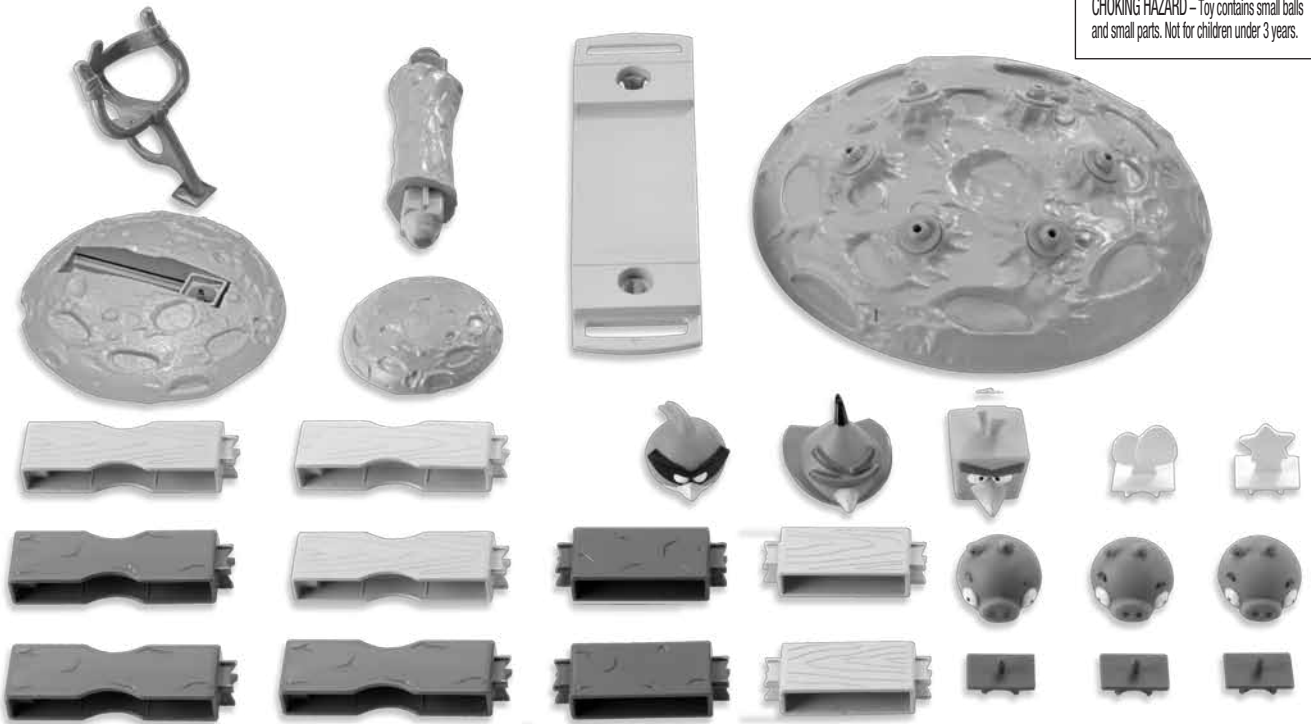


AGES | PLAYERS
5+ | 2-4

ANGRY BIRDS™ SPACE

LUNAR LAUNCHER & PLANET BASE GAME

 **WARNING:**
CHOKING HAZARD – Toy contains small balls
and small parts. Not for children under 3 years.



CONTENTS

- | | | |
|--------------------------------|----------------|-----------------------------------------------------------|
| 1 Handheld Launcher (4 parts) | 1 Lazer Bird | 6 Long Building Blocks (3 wood pattern/3 stone pattern) |
| 1 Planet Base Mounting Bracket | 1 Ice Bird | 4 Short Building Blocks (2 wood pattern/ 2 stone pattern) |
| 1 Planet Base Station | 3 Minion pigs | 2 Bonus Pieces (Golden Egg, Star) |
| 1 Super Red | 3 Pig Adapters | 2 Command® Strips |

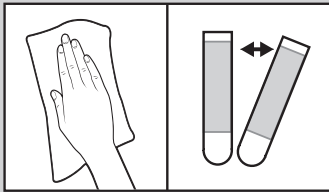
SET UP:

You can play the Lunar Launcher & Planet Base™ game 2 different ways! You can mount it on the wall or place it on a flat surface such as a table.

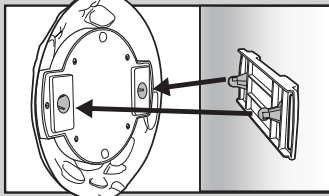
If you want to play on the wall, you have to mount it there first. Make sure you parents approve of the place you pick!

MOUNTING ON THE WALL

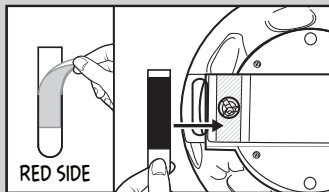
- 1 Choose a location away from breakable objects or other obstructions.
- 2 CLEAN surface with isopropyl rubbing alcohol, wipe gently, let dry. Do not use household cleaners. SEPARATE STRIPS.



- 3 Attach the Mounting Bracket to the Planet Base.

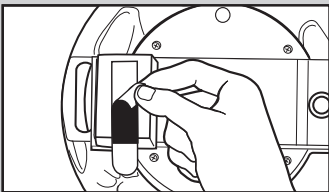


- 4 REMOVE RED liner. PRESS adhesive to the left side of the bracket as indicated, making sure the Command® strip tab is facing downward.

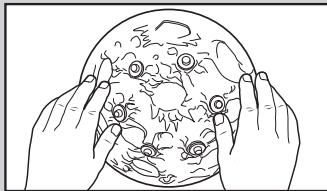
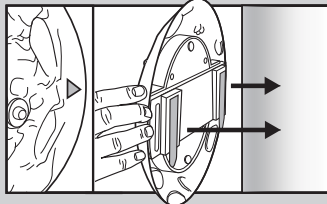


- 5 Repeat step 4 on the right side of the bracket.

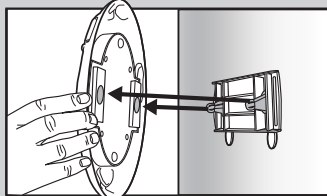
- 6 REMOVE BLACK liners.



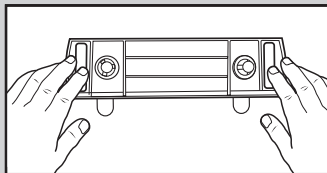
- 7 PRESS to chosen surface for 10 seconds. NOTE: use the arrows located on the sides of the Planet Base to make sure the unit will be level on the wall.



- 8 REMOVE Planet Base from bracket.

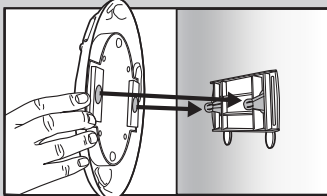


- 9 Press bracket firmly for another 30 seconds.



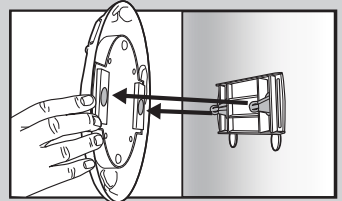
- 10 Wait 1 hour.

- 11 Attach the Planet Base back onto the bracket. Use the arrows on the sides of the Planet Base to line up with the bracket.

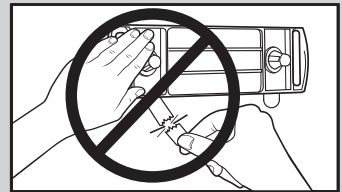


TO REMOVE

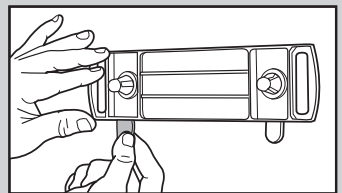
- 1 REMOVE the Planet Base from the bracket.



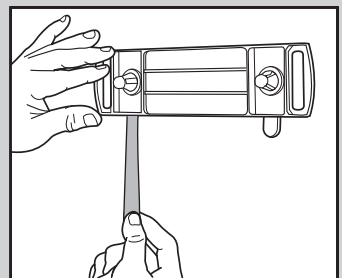
- 2 NEVER pull strip towards you.



- 3 HOLD the bracket gently to prevent snapping your fingers.



- 4 STRETCH STRAIGHT DOWN ALONG WALL AT LEAST 12 INCHES (30 cm) until base and strip release.



Hangs With



IMPORTANT: Failure to follow instructions carefully may cause damage!
SAVE INSTRUCTIONS for damage-free removal or visit command.com.

NOTE: Apply strips to surfaces above 50°F (10° C).
Adhesive could lose adhesion above 105°F (40° C).

CAUTION:
DO NOT use with wallpaper. May not adhere well to vinyl surfaces.
DO NOT hang items over beds.

ASSEMBLE THE LAUNCHER

Attach the launcher to the launcher base. Then, attach the handle to the launcher base by lining up the notch on the handle with the slot in the base and **PUSHING** until it **SNAPS** into place. Finally, attach the launcher bottom to the handle in the same manner.

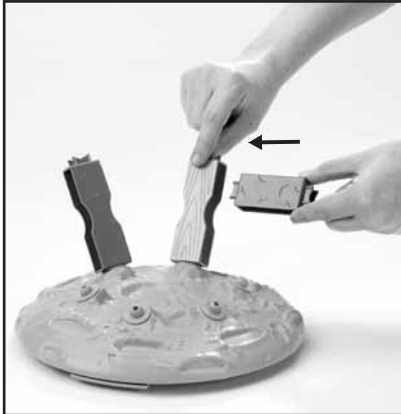


ATTACHING BLOCKS TO THE PLANET BASE

Attach the blocks to the planet base or to each other.

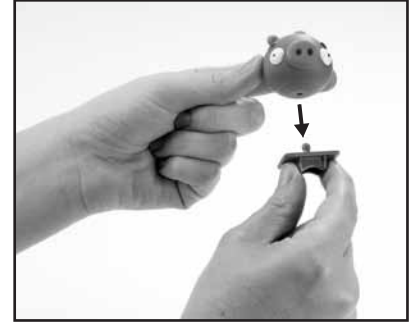


Girders snap into planet base or into each other.



ATTACHING PIGS TO THE BLOCKS

Attach the adaptor to the pig.



Attach the pig with adaptor to the block. You can attach them any way you want, sideways or even upside down!

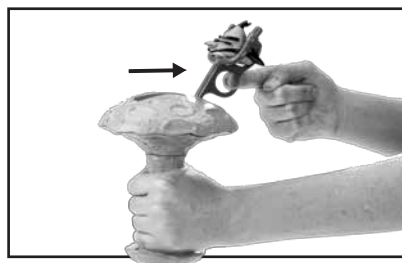


LETS PLAY

Object: To score points by knocking down pigs, blocks and bonus pieces to score the most points.

LEVEL 1

- Decide who will build the castle on the planet base and who will launch birds to try and knock it down!
- Build a castle on the Planet Base. You may design your castle any way you want, but you must use **ALL** the blocks, pigs and bonus pieces.
- Launch the birds at the castle. You get three tries, one for each bird.



When launching a bird, hold the launcher in one hand, and then put your finger in the launcher ring to pull it back. Then let go and watch it fly!

- Any pig you knock off is worth 2 points, and any bonus piece you knock off is worth one point. NOTE: if the pig or bonus piece is still attached to a block when you knock it off, it still counts.
- Add up your points, then switch roles so that the player who launched the birds now builds the castle, and the person who built the castle will now launch the birds.
- After both players have had a chance to score points, compare the results. The player with the highest score wins the round.
- If there is a tie score, the round doesn't count and you must play it over.
- First player to win 2 rounds is the winner!

LEVEL 2

- Level 2 is exactly the same game play as Level 1 but the scoring is different. It's a little more complicated but there's also a chance for more points!
- Just like in Level 1, you have 3 chances (1 for each bird) to knock things off. But in Level 2, you also get points for knocking off blocks! Also, EVERYTHING is worth more points.
- Pigs are worth 75 points, Long Blocks are worth 50 points, Short Blocks are worth 25 points and Bonus Pieces are worth 10 points.
- Just like in Level 1, compare points to determine the winner of each round. If there is a tie score, the round doesn't count and you must play it over.
- First player to win 2 rounds is the winner!

TEAMS

If you want to play teams, choose a level and follow the same rules as before – the only difference is that all members of a team get to launch 3 birds each and add their scores together before that team's turn is done.

For example: Team 1 builds a castle on the planet base and one member of Team 2 launches 3 birds to try and score points. Team 1 then builds ANOTHER castle, and the other member of Team 2 launches 3 birds to score points. Team 2 adds up their points, then the players on Team 1 gets their turn to launch. Compare both teams' points to see who wins the round. The first team to win two rounds wins the game.

Keep these instructions for future reference as they contain important information

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