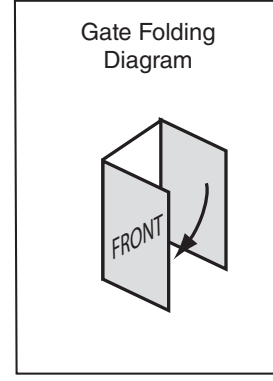


INSTRUCTION SHEET SPECS:	
Toy:	Angry Birds 1L Inst
Toy No.:	X2972
Part No.:	-0920
Trim Size:	16.5" W x 8.5" H
Folded Size:	5.5" W x 8.5" H
Type of Fold:	6 panel / 2 sides
# colors:	Black
Color:	White Offset
Paper Stock:	70 lb.
Paper Weight:	
EDM No.:	



X2972-0920 Angry Birds Mega Fling 1L Instructions

Panel 5

Place the launcher at least 1 foot away from the FRONT of the castle. (Experiment with a reasonable distance to shoot from.) You'll shoot at the castle head-on.

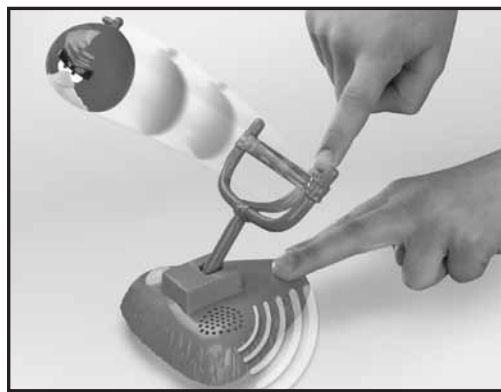
The Mission card lists what birds to use to shoot the castle down. You must shoot the birds in the order shown on the card, reading left to right. If a bird is shown twice on a card, you'll use the same bird twice. Otherwise, each bird is only launched once.

LAUNCHER

To use the launcher with sound, start by moving the switch on the bottom of the base to "I" (ON).



Place a bird into the launcher, hold the launcher down with one hand and pull down on the slingshot with the other. Let the slingshot go to launch the bird into the castle!



When you launch, you'll hear the sounds of the Angry Birds. If you want a little commentary from the pigs, push the yellow button! You can still use the launcher without the sounds, too, by turning the switch to OFF.

Do not aim at eyes or face. Only use projectiles supplied with this toy. Do not fire at point blank range.

The pigs are considered to be knocked over if they've been knocked off the piece they were originally sitting on. (A bounce is OK. You don't have to knock the castle down on a direct hit.)

ALL of the pigs must be knocked over to get the points. Keep the Mission Card to keep track of your score. If you're NOT successful, move the Mission Card to a discard pile.

If you've knocked over ALL of the pigs, you may also collect points if you also knocked the helmets OFF THE PIGS' HEADS or knocked over a bonus piece. Take a 100 point card for each pig helmet or bonus piece.

You don't get any points for birds left over or girders knocked over.

Note: Don't move any of the castle pieces or pigs from the playing area until ALL the pigs are knocked down or until you're out of birds to launch.

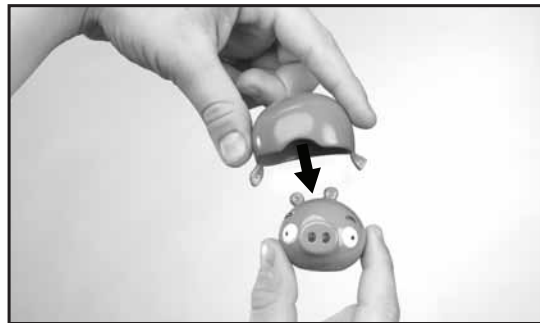
Panel 6

WINNING THE GAME

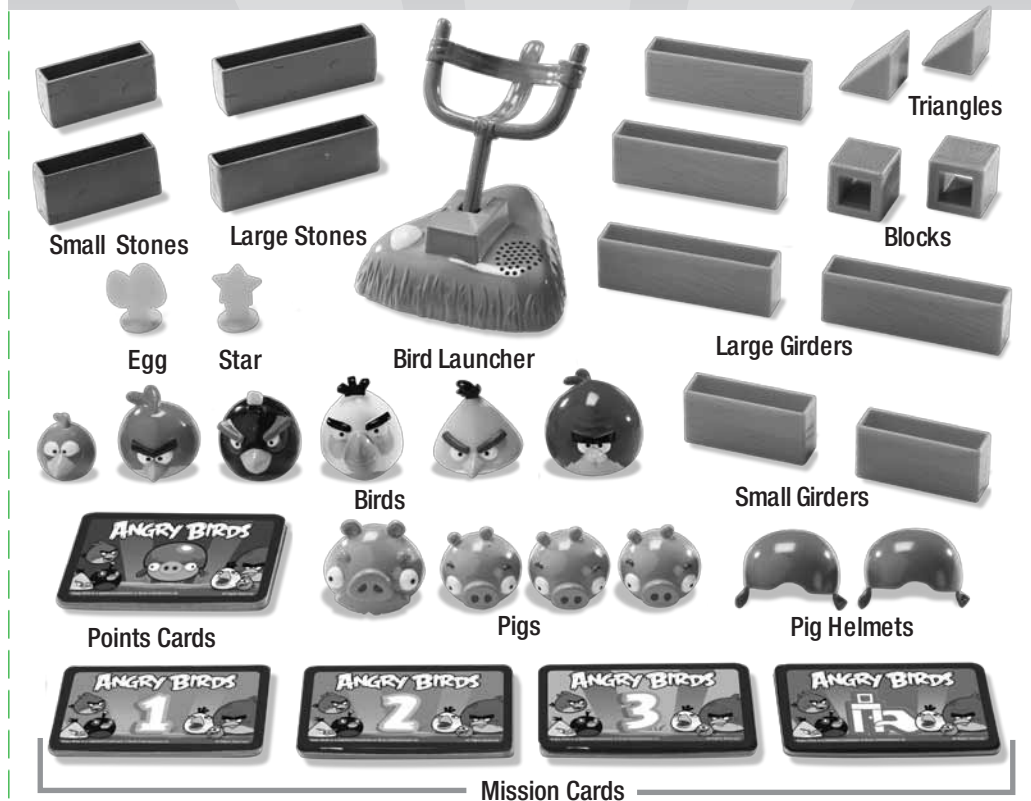
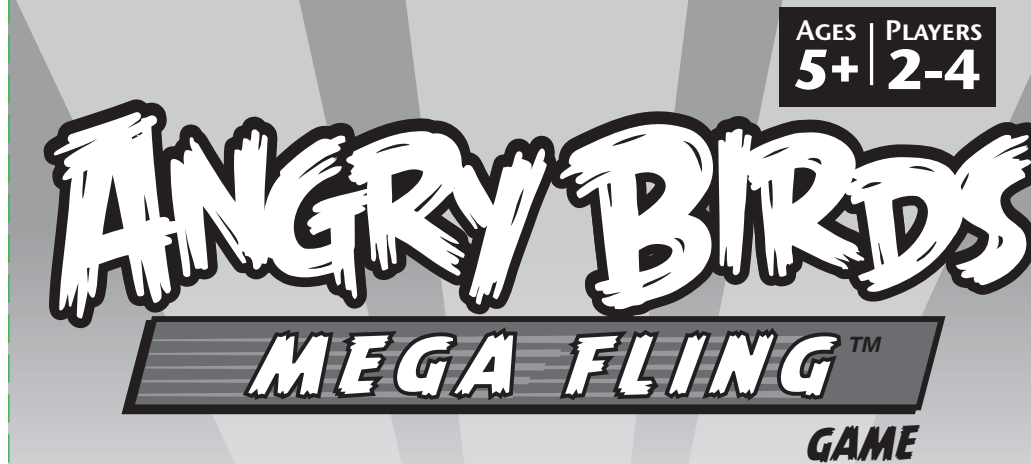
The first person to get to 1000 points after an equal number of turns wins!

HELMETS

The helmets slip right onto the pig's heads!



Front Panel 1



CONTENTS		
6 Angry Birds	4 Large Girders	2 Small Stone
4 Pigs	2 Small Girders	1 Bird Launcher
1 Bonus Points Star	2 Triangles	32 Mission Cards
1 Bonus Points Egg	2 Blocks	8 Points Cards
2 Bonus Points Pig Helmets	2 Large Stone	

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

Panel 2

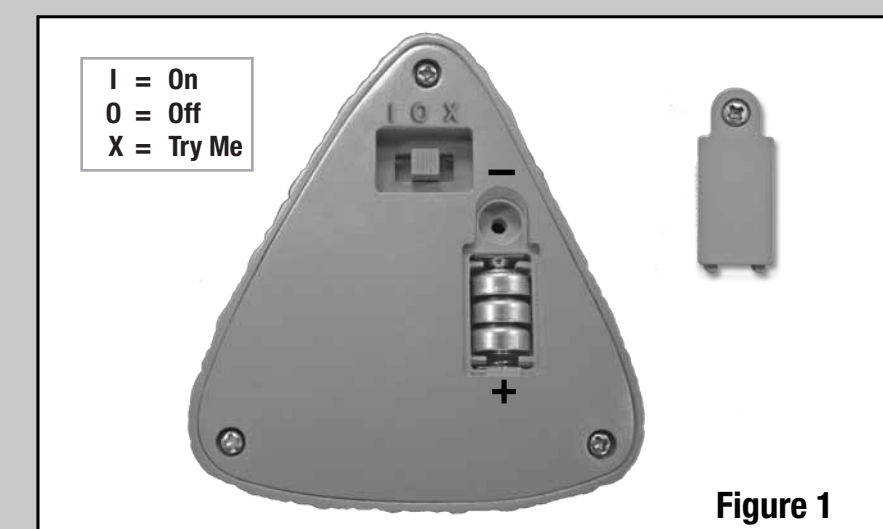


Figure 1

HOW TO REPLACE BATTERIES

Bird launcher requires 3 button cell AG13 (LR44) batteries. Toy may not function with other types of batteries.

1. Unscrew battery compartment cover with a Phillips screwdriver (not included) and lift open.
2. Install 3 button cell batteries in compartment as shown. (See Figure 1.)
3. Replace cover by slipping tabs into place, pressing cover down and screwing shut.

BATTERY SAFETY INFORMATION

In exceptional circumstances batteries may leak fluids that can cause a chemical burn injury or ruin your product. To avoid battery leakage:

- Non-rechargeable batteries are not to be recharged.
- Rechargeable batteries are to be removed from the product before being charged (if designed to be removable).
- Rechargeable batteries are only to be charged under adult supervision (if designed to be removable).
- Do not mix alkaline, standard (carbon-zinc), or rechargeable (nickel-cadmium) batteries.
- Do not mix old and new batteries.
- Only batteries of the same or equivalent type as recommended are to be used.
- Batteries are to be inserted with the correct polarity.
- Exhausted batteries are to be removed from the product.
- The supply terminals are not to be short-circuited.
- Dispose of battery(ies) safely.
- Do not dispose of this product in a fire. The batteries inside may explode or leak.

Protect the environment by not disposing of this product with household waste (2002/96/EC). Check your local authority for recycling advice and facilities.



Panel 3

This device complies with Part 15 of the FCC rules. Operation is subject to the following two conditions:

(1) This device may not cause harmful interference, and (2) this device must accept any interference received, including interference that may cause undesired operation.

- This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.

NOTE: Changes or modifications not expressly approved by the manufacturer responsible for compliance could void the user's authority to operate the equipment.

OBJECT:

Be the first person to get 1000 points.

SET UP:

Shuffle each level of Mission cards individually and place, facedown, into separate piles to the side of the playing area. You'll need the main area for building and shooting down castles and pigs!

Set the Points cards near the Mission cards.

Place all of the birds, pigs, bonus pieces, bird launcher, and building blocks within easy reach of all players.

MISSION CARDS:

Mission cards have 4 levels. The first 3 levels correspond to difficulty. Level 1 is easier to shoot down than Level 2 and Level 2 is easier to shoot down than Level 3.

The point values go up as the difficulty does. Level 1 is worth 100 points. Level 2 is worth 200 points and Level 3 is worth 300 points.

Freestyle is the 4th level. Mission Cards in this level show the building blocks, pigs and bonus pieces that are to be used in creating a castle and they also show what birds may be used to knock that castle down.

Freestyle Card



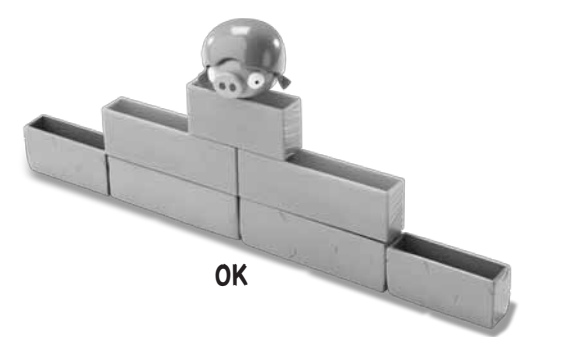
Panel 4

The point values for the Freestyle level differ. Again, the higher the difficulty, the higher the point value. They are worth 200 or 300 points.

There are a few rules about what you can build in the Freestyle (but not many!):



Incorrect



OK

- You can build your castle up and out. You cannot add pieces in front or behind.
- You MUST use all of the pieces shown on the card.
- No piece may be farther than 2 inches away from any other piece of the castle.
- The castle can't be more than 1 foot long. (The longer girders are about 3 inches in length if you don't have a ruler handy!)
- Pigs and bonus pieces must be ON a building block. They can't rest on the playing surface.

Now, go crazy!

LET'S PLAY!

The youngest player goes first. Play moves clockwise.

On your turn, choose a Mission Card from ANY of the 4 levels. (You need to get 1000 points to win so you can choose how fast you want to get there. Remember, the more points the cards are worth, the harder they are to shoot down.)

Give the card you chose to the next player. They're going to build this castle and you're going to shoot it down.

For the first 3 levels, the castle should be built EXACTLY as shown on the card. For Freestyle, build what you want as long as it's within the guidelines above.

Build the castle to face the player trying to knock it down. Any side of a girder can face forward.

With the castle built, it's time to try to shoot it down!

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X2972-0920



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