**Set up:**
- Decide who will build the castle on the planet base and who will launch birds to the castle. 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.
- 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!
-¼ inch openings in wall. Mounting with Command® Strips is the best way to mount on a wall or paper. Mounting on the wall to remove, see below.
- Attach the Planet Base back onto the bracket. Use the arrows on the sides of the Planet Base to make sure the Planet Base is facing downward.
- Mounting Bracket to the house: 1. Clean surface with an alcohol wipe. 2. Peel the strip backing from the Command® strip. 3. Align the strip tab on the Command® strip with the arrow on the bracket. 4. Press firmly at the top and let dry for 1 hour. 5. Pull strip towards you in a straight line. 6. Place the Planet Base on top of the brackets. 7. Wait 1 hour. 8. Remove Planet Base from bracket.

**Contents:**
- 1 Handheld Launcher (4 parts)   1 Lazer Bird 6 Long Building Blocks (3 wood pattern/3 stone pattern)
- 1 Super Red 3 Pig Adapters 2 Command® Strips
- 1 Planet Base Station 3 Minion pigs 2 Bonus Pieces (Golden Egg, Star)
- 1 Lunar Launcher & Planet Base GAME
- 11 Tides
- 6 Girders
- 3 Bases
- 3 Building Blocks
- 3 Pigs
- 1 Handle
- 1 Metal Bracket
- 1 Mounting Bracket
- 1 Launcher Ring
- 1 Skid Plate
- 1 Handle Base
- 1 Casting Base
- 2 Command® Strips
- 1 Planet Base Station

**OBJECT:**
- Build the castle on the planet base and one member of Team 1 launches 3 birds to try and score points. Team 2 adds up their points and 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.
- Build the castle on the planet base and one member of Team 2 launches 3 birds to try and score points. Team 1 adds up their points and then the players on Team 2 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.
- First player to win 2 rounds is the winner!

**Level 1**
- Everyone agrees on a theme and the team with the theme can build a castle and a bird in 10 minutes. The other team then builds a castle and a bird. The team with the theme can score points. The first team to win two rounds wins the game.
- For example: Team 1 builds the castle on the planet base and one member of Team 2 launches 3 birds to try and score points. Team 2 adds up their points and 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.

**Level 2**
- First player to win 2 rounds is the winner!
- 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.
- Pigs are worth 75 points, Long Blocks are worth 50 points, Short Blocks are worth 25 points and Bonus Pieces are worth 10 points. Everything else 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.

**CHARGES TO LEARN:**
- 6 Pigs
- 3 Building Blocks
- 1 Handle
- 1 Metal Bracket
- 1 Mounting Bracket
- 1 Launcher Ring
- 1 Skid Plate
- 1 Planet Base Station

**CHARGES TO LEARN:**
- Build the castle on the planet base and one member of Team 2 launches 3 birds to try and score points. Team 1 adds up their points and then the players on Team 2 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.

**WARNING:**
- Please punch out all “Sticky Points”, remove tubes and pull out all “Sticky Points”. If the paper becomes too sticky, do not play with it. If it is too old, it will not stick. Make sure you parents approve of the place you plan to play!
- First player to win 2 rounds is the winner!
- 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!
Read these instructions for future references as they contain important information.

Please check the list of contents:

- Angry Birds Space Lunar Launcher & Planet Base
- 1 Planet Base Station
- 3 Minion pigs
- 2 Bonus Pieces (Golden Egg, Star)
- 1 Planet Base Mounting Bracket
- 1 Ice Bird
- 4 Short Building Blocks (2 wood pattern/2 stone pattern)

Level 1

1. Build a castle on the Planet Base. You may design your castle any way you want, try and knock it down!
2. To score points by knocking down pigs, blocks and bonus pieces to score points.
3. Launch the birds at the castle. You get three tries, one for each bird.
4. Remove the Planet Base from the Launcher when not in use.

Level 2

1. Build another castle on the Planet Base. You may design your castle any way you want, try and knock it down!
2. To score points by knocking down pigs, blocks and bonus pieces to score points.
3. Launch the birds at the castle. You get three tries, one for each bird.
4. Remove the Planet Base from the Launcher when not in use.

Moving on the Wall

1. Choose a location away from breakable objects or other obstructions.
2. Clean the adhesive strips thoroughly with water and alcohol, wipe gently, let dry. Do not use household cleaners. Separate the yellow strips. Clean the adhesive strips thoroughly with water and alcohol, wipe gently, let dry. Use a dry cloth to remove any dust or other obstructions.

Assembly of the Launchers

1. Hangs With the handle in the same manner.
2. Assemble the launcher by lining up the hook on the Maneuvering block with the notch on the launcher base. Then, attach the handle to the Maneuvering block to line up with the hole on the base. Then, attach the handle to the Maneuvering block to line up with the hole on the base. Insert a hand in the corner to pull it down! Girders snap into planet base or into block. You can attach them any way you want. Put them together to form a castle.
3. Attach the pig to the planet base or into block. You can attach them any way you want to form a castle.
4. Attach the pig with the adaptor to the planet base or into block. You can attach them any way you want to form a castle.

ATTACH THE BLOCKS TO THE PLANET BASE

1. Choose a location away from breakable objects or other obstructions.
2. Assemble the launcher by lining up the notch on the Maneuvering block with the notch on the launcher base and insert a hand in the corner to pull it down! Girders snap into planet base or into block. You can attach them any way you want to form a castle.
3. Attach the pig to the planet base or into block. You can attach them any way you want to form a castle.
4. Attach the pig with the adaptor to the planet base or into block. You can attach them any way you want to form a castle.

Launching

1. When launching a bird, hold the handle in the same manner. Finger in the launcher ring to pull it down! Girders snap into planet base or into block. You can attach them any way you want to form a castle.
2. Launch the birds at the castle. You get three tries, one for each bird.
3. Remove the Planet Base from the launcher when not in use.

To Remove

1. Wait 1 hour.
2. Press the bracket firmly for another 30 seconds.
3. Release the bracket.
4. Repeat step 4 on the right side of the bracket.
5. Repeat step 4 on the left side of the bracket as indicated.
6. Remove RED liners. Press adhesive to chosen surface for 10 seconds.
7. Press to chosen surface for 10 seconds.
8. REMOVE Planet Base from bracket.
9. REMOVE the Planet Base from the Launcher.
10. REMOVE the Planet Base from the Launcher.
11. REMOVE RED liner. Press adhesive to chosen surface for 10 seconds.
12. Release the bracket.
13. Repeat step 4 on the right side of the bracket.
14. Repeat step 4 on the left side of the bracket as indicated.
15. Remove RED liners. Press adhesive to chosen surface for 10 seconds.
16. Release the bracket.

CAUTION:

- Never pull strip towards you.
- NEVER pull strip towards you.
- CAUTION:

- service.mattel.com or call 1-800-524-8697.
FRONT

LEVEL 1
• Launch the birds at the castle. You get three tries, one for each bird.
• Build a castle on the Planet Base. You may design your castle any way you want, sideways or even upside down! Girders snap into planet base or into whatever you want, on the base.
• The team to win two rounds wins the game.
• Any pig you knock off is worth 2 points, and any bonus piece you knock off is worth 10 points. If a pig is still attached to a block when you knock it off, it still counts.
• 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! Blocks are worth 25 points, and other pieces worth 10 points.

LEVEL 2
• 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.
• Pigs are worth 75 points, Long Blocks are worth 50 points, Short Blocks are worth 25 points and Bonus Pieces are worth 10 points. Also, EVERYTHING is worth 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! Blocks are worth 25 points, and other pieces worth 10 points.
• 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 and score the points. If a pig or bonus piece is still attached to a block when a member of a team knocks it off, it is still worth points.

TEAM
• 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 and score the points. If a pig or bonus piece is still attached to a block when a member of a team knocks it off, it is still worth points.

DIAGRAM

BACK

SET UP:
You can also use the Lunar Launcher & Planet Base™ together. You can mount the Lunar Launcher on any wall in your room for more hours of fun!

ATTACHING PIGS TO THE PLANET BASE
You can use the Lunar Launcher & Planet Base™ together. You can mount the Lunar Launcher on any wall in your room for more hours of fun!

ATTACHING BLOCKS TO THE PLANET BASE
You can use the Lunar Launcher & Planet Base™ together. You can mount the Lunar Launcher on any wall in your room for more hours of fun!

ATTACHING THE LAUNCHER TO THE PLANET BASE
You can use the Lunar Launcher & Planet Base™ together. You can mount the Lunar Launcher on any wall in your room for more hours of fun!

ATTACHING THE PLANET BASE TO THE WALL
You can use the Lunar Launcher & Planet Base™ together. You can mount the Lunar Launcher on any wall in your room for more hours of fun!

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Visit service.mattel.com or call 1-800-524-8697

Keep these instructions for future reference as they contain important information.

Contents
"Assemble the Launcher"
"Attaching Blocks to the Planet Base"
"Attaching Pigs to the Blocks"
"Mounting on the Wall"
**LET'S PLAY**

**Level 1**

1. Decide who will build the castle on the planet base and who will launch birds to try and knock it down!
2. Take turns, building the castle, and the person who tries to build the castle, and the person who
3. Enables the birds to fly! Then let go and watch it fly!
4. When launching a bird, hold the
5. To score points by knocking down pigs, blocks and bonus pieces to score
6. To score points by knocking down pigs, blocks and bonus pieces to score
7. Each team to win two rounds wins the game.
8. 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
9. Assemble the Launcher

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**ATTACHING BLOCS TO THE PLANET BASE**

1. Attach the Planet Base to the planet base or into
2. Assemble the Launcher (3 parts)
3. Hangs With
4. Strips
5. CONTENTS
6. Launcher Base (4 parts)
7. Chums Pig
8. Attach the Planet Base back onto the
9. CONTENTS
10. Match the launch level to the Planet Base's target area!

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**ASSEMBLE THE LAUNCHER**

1. Hook up the pig to the pig antenna using the swivel arms. Then, turn on the push button to
2. Hook up the pig to the pig antenna using the swivel arms. Then, turn on the push button to
3. To remove the Planet Base from the bracket.
4. Assemble the launcher bottom to
5. Assemble the launcher bottom to
6. Assemble the launcher bottom to
7. Assemble the launcher bottom to
8. Assemble the launcher bottom to
9. Assemble the launcher bottom to
10. Assemble the launcher bottom to

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**MOUNTING ON THE WALL**

1. Place the strips on the wall. Then, press the rounded end of the strip against the wall and hold for
2. Place the strips on the wall. Then, press the rounded end of the strip against the wall and hold for
3. Place the strips on the wall. Then, press the rounded end of the strip against the wall and hold for
4. Place the strips on the wall. Then, press the rounded end of the strip against the wall and hold for
5. Place the strips on the wall. Then, press the rounded end of the strip against the wall and hold for
6. Place the strips on the wall. Then, press the rounded end of the strip against the wall and hold for
7. Place the strips on the wall. Then, press the rounded end of the strip against the wall and hold for
8. Place the strips on the wall. Then, press the rounded end of the strip against the wall and hold for
9. Place the strips on the wall. Then, press the rounded end of the strip against the wall and hold for
10. Place the strips on the wall. Then, press the rounded end of the strip against the wall and hold for

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**CHOKING HAZARD**

Toy contains small balls! If you put a small ball in the mouth or nose, it can cause a choking hazard. Always supervise children and keep small balls away from babies.

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**TO REMOVE**

1. Remove the Planet Base from the bracket.
2. Remove the Planet Base from the bracket.
3. Remove the Planet Base from the bracket.
4. Remove the Planet Base from the bracket.
5. Remove the Planet Base from the bracket.
6. Remove the Planet Base from the bracket.
7. Remove the Planet Base from the bracket.
8. Remove the Planet Base from the bracket.
9. Remove the Planet Base from the bracket.
10. Remove the Planet Base from the bracket.

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**CONSUMER INFORMATION**

Keep these instructions for future reference as they contain important information.

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**NEED ASSISTANCE?**

Visit service.mattel.com (US and Canada only).

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**WARNING:**

Black Plate

EDM No.:

Paper Weight:

Paper Stock:

Colors:

# colors:

Type of Fold:

Trim Size:

Part No.:

Toy No.:

Toy: