

AGES | PLAYERS
5+ | 2-4

ANGRY BIRDS™

ADVENT CALENDAR GAME



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

CONTENTS:

1 Launcher
40 Game Cards
1 Red Bird
1 Blue Bird
2 Pigs
1 Santa Hat

1 Reindeer Hat
1 Red Nose
3 Long Snow Blocks
2 Long Stone Blocks
1 Long Ice Block
2 Short Snow Blocks

2 Short Wood Blocks
2 Stone Cubes
1 Ice Cube
1 Wood Triangle
4 Player Score Clips

OBJECT:

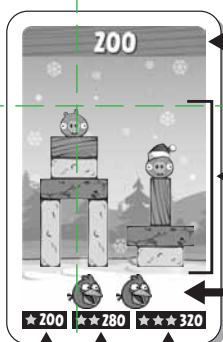
Be the first player to get 10 stars.

SET UP:

Each player takes their own Star card.

Shuffle the Mission cards and place, facedown, into a pile to the side of the playing area. You'll need the main area for building and shooting down castles and pigs!

Mission Card



← Score if you knock down all of the pigs

← Castle to build

← Birds to shoot

← Stars earned by total score

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

LET'S PLAY!

The youngest player goes first. Play moves clockwise.

On your turn, choose a Mission Card from the pile. Give the card you chose to the next player. They're going to build this castle and you're going to shoot it down.

The castle should be built as shown on the card - though any side of a block can face forward.

Build the castle to face the player trying to knock it down.

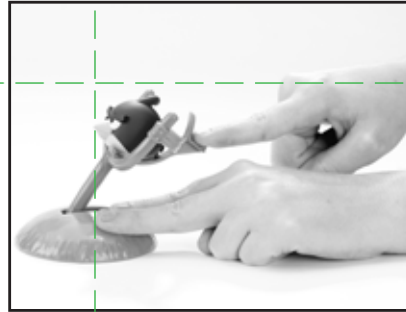
With the castle built, it's time to try to shoot it down!

Place the launcher at least 1 foot away from the FRONT of the castle. (Experiment with an OK 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.

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!

Warning: 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.)

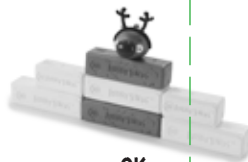
FREESTYLE:

Some Mission Cards don't show a built castle. They show building blocks, pigs, and birds. These are Freestyle cards and you get to build what you want! There are a few rules about what you can build (but not many!):

- You can build your castle up and out. You cannot add pieces in front or behind.



Incorrect



OK

- 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.

SCORING:

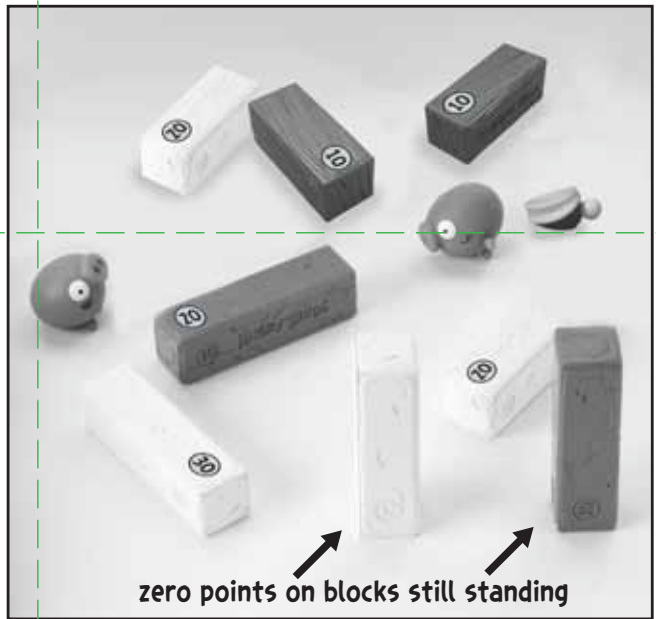
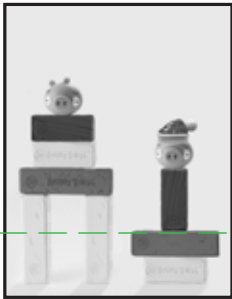
ALL of the pigs must be knocked over before you can start adding your points together:

If you knock over all the pigs, you get the score on the top of the card.

Now, look at any blocks that you **KNOCKED DOWN**. Add all the numbers together from the side of the blocks that are facing **UP**. Add this number to your score for a total.



2 stars

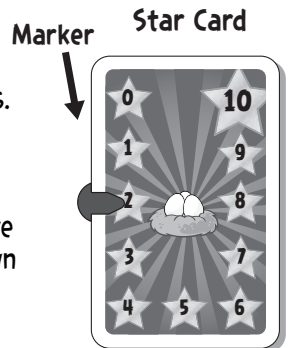


zero points on blocks still standing

Numbers shown on blocks are enlarged for instruction purposes.

For example, the blocks shown would be worth 110 points. Add the score of 200 (from the top of the card) for a total of 310 points.

Now, read the card to see how many stars your points are worth. You must get **AT LEAST** the number of points shown to get that many stars.



Place the marker on your score card and slide it until it points to that many stars on your card. As you keep earning more stars, add them to the stars you already have and keep track with the marker on your score card.

Note: If you've knocked down all of the pigs but still have birds left over, you can keep shooting to try to knock down more blocks for more points!

WINNING THE GAME

The first player to get a total of 10 stars wins the game!

Note: Don't move any of the castle pieces or pigs from the playing area until ALL the pigs are knocked down.

Option: Younger kids don't need to use the Star card. They can collect the Mission Cards and add the SCORES at the TOP together. The first player to 1000 points wins the game!

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