

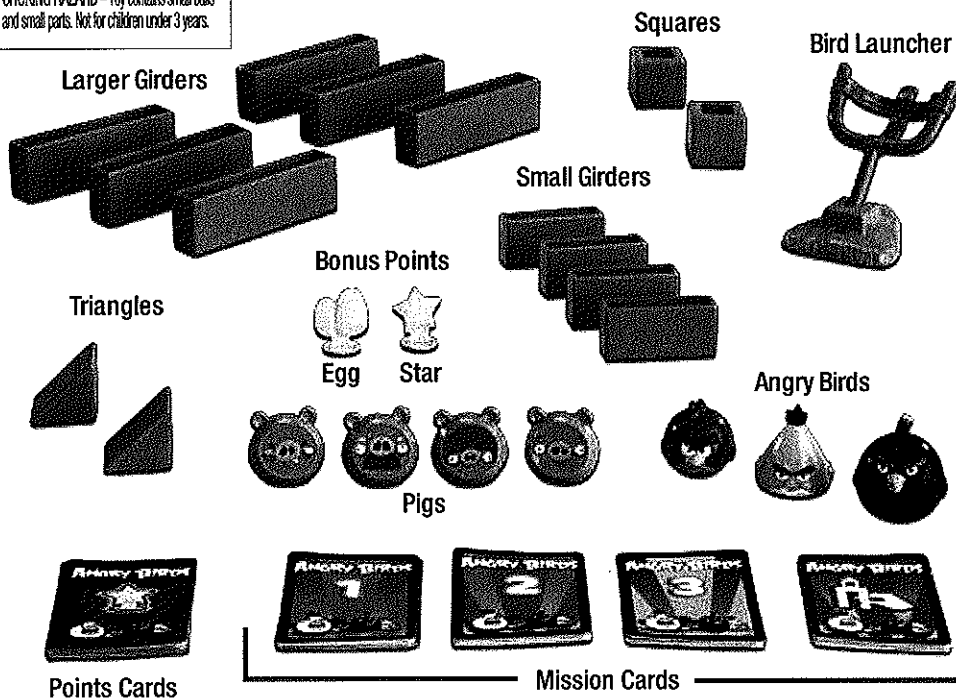
AGES | PLAYERS  
5+ | 2-4

# ANGRY BIRDS

## KNOCK ON WOOD

GAME

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



### CONTENTS

- |                     |                                    |
|---------------------|------------------------------------|
| 3 Angry Birds       | 14 Building Blocks                 |
| 4 Pigs              | (2 squares, 2 triangles,           |
| 1 Bonus Points Star | 4 small girders, 6 larger girders) |
| 1 Bonus Points Egg  | 40 Mission Cards                   |
| 1 Bird Launcher     | 16 Points Cards                    |

**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:

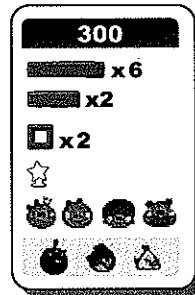
Mission cards have 4 levels. The first 3 levels correspond to difficulty. Level 1 is easier to shoot down than Level 2 and Level 2 is easier to shoot down than Level 3.

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.

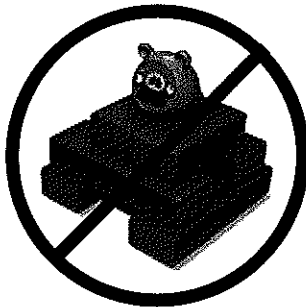
The point values for the Freestyle level differ. Again, the higher the difficulty, the higher the point value. They are worth 200 or 300 points.

### Freestyle Card

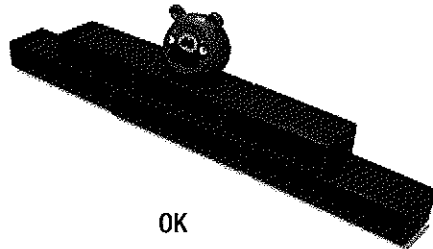


There are a few rules about what you can build in the Freestyle (but not many!):

- 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.

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.

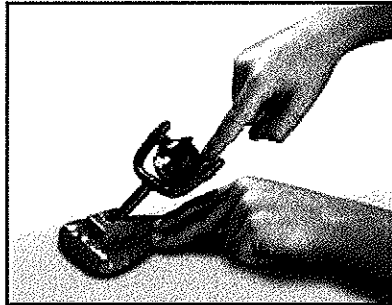
Build the castle to face the player trying to knock it down. Any side of a girder can face forward.

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

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.

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.)

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 for any bonus pieces you've knocked over. Take a 100 point card for each bonus piece. (Remember, you only get the bonus points if you also destroyed all the pigs on the Mission card!)

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

## WINNING THE GAME

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

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