

Black Plate
Prints
Black

INSTRUCTION SHEET SPECS:

Toy: Angry Birds Space 2 1L Inst

Part No.: Y2556

Part No.: -0920

Trim Size: 11" W x 8.5" H

Folded Size: 5.5" W x 8.5" H

Type of Fold: 2 panel / 2 sided

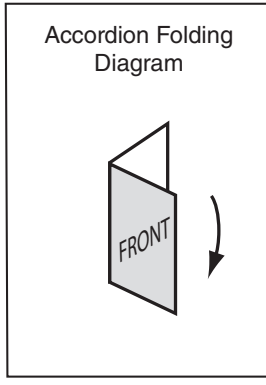
colors: 1 Black

Colors: White Offset

Paper Stock: 70 lb.

Paper Weight:

EDM No.:



Y2556-0920_Angry Birds Space Planet Block Version_1L Instructions

Back

Front

Inside Left

Inside Right

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

If you've knocked over ALL of the pigs, you may also collect points if you also knocked OFF the pigs' satellite space helmet. Take a 100 point card for each bonus earned.

(Remember, you only get to take the bonus points if you also destroyed all the pigs on the Space Mission card!)

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

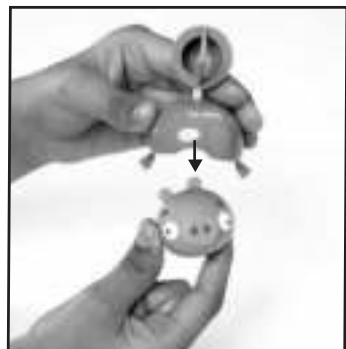
Note: Don't move any of the castle pieces or pigs from the playing area until ALL the pigs are knocked down or until you're out of birds to launch.

WINNING THE GAME

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

SPACE SATELLITE HELMET

The satellite helmet slips right onto the pig's head.

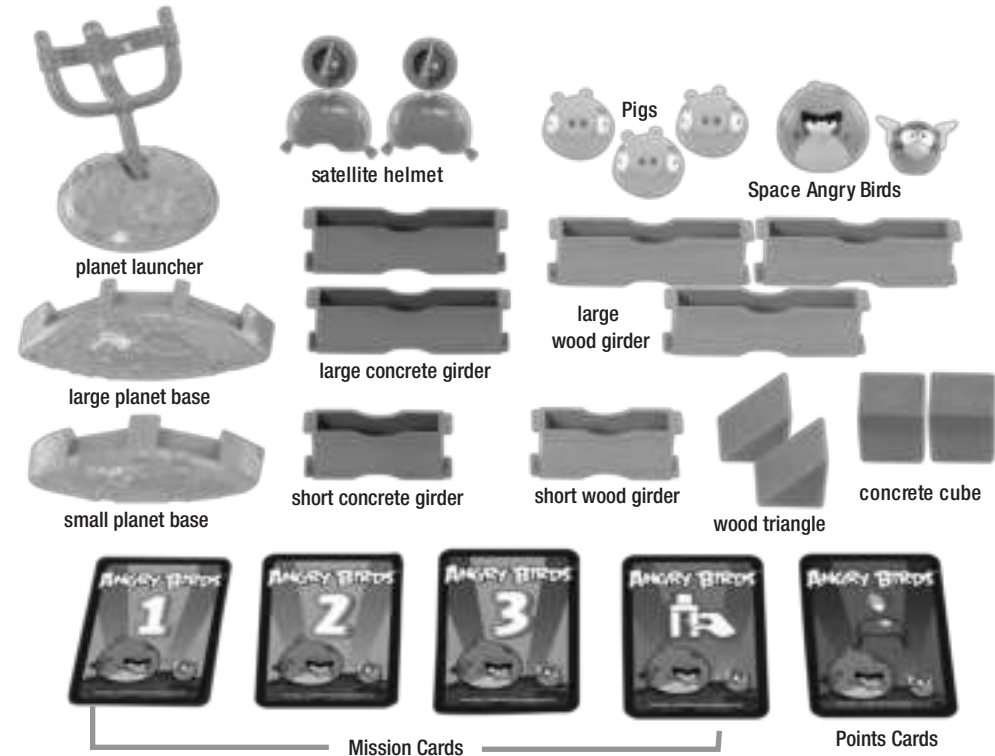


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Y2556-0920



CONSUMER INFORMATION
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SERVICE.MATTEL.COM



- CONTENTS**
- 2 Space Angry Birds
 - 3 Pigs
 - 2 satellite helmets
 - 1 large planet base
 - 1 small planet base
 - 3 large wood girders
 - 2 large concrete girders
 - 1 short wood girder
 - 1 short concrete girder
 - 2 concrete cubes
 - 2 wood triangles
 - 1 planet launcher
 - 32 Space Mission Cards
 - 8 Points Cards

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

OBJECT:
Be the first person to get 1000 points.

SET UP:
Shuffle each level of Space 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 Space Mission cards.

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

SPACE MISSION CARDS:

Space 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. Space 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.

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.



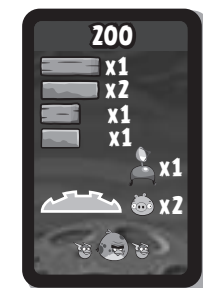
Incorrect



Correct

- You MUST use all of the pieces shown on the card.
- no piece may be farther than 4 inches away from any other piece of the castle.
- Pigs must be ON a building piece. They can't rest on the playing surface.

Freestyle Card



Now, go crazy!

LET'S PLAY!

The youngest player goes first. Play moves clockwise.

On your turn, choose a Space 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.



SNAPPABLE BLOCKS
Girders snap into planet base.

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 Space 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.)