

ANGRY BIRDS™ POP THOSE PIGS!



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RULEBOOK

ANGRY BIRDS™

Help! The piggies have stolen the birds' eggs, and carried them off to Piggy Island. Now the birds are angry! With the help of slingshots, they launch themselves from Bird Island to Piggy Island to retrieve the eggs.

Each player controls a part of Piggy Island, and each player will attack the Piggy Island buildings of other players, in order to reclaim their eggs. Use the slingshot to launch your favourite characters to the piggies, get help from Mighty Eagle, or use a shield to protect your eggs. Remember where to attack with which character and rescue as many Hatchlings as possible!

CONTENTS

20 Piggy cards

(numbered 1, 2, 3, and 4, in five different colours)



40 Character tokens

(8 characters, in five different colours)



20 Egg tokens

(1 to 4 Hatchlings, in five different colours)



49 Attack cards:

20 Slingshot cards (numbered 1, 2, 3, and 4)



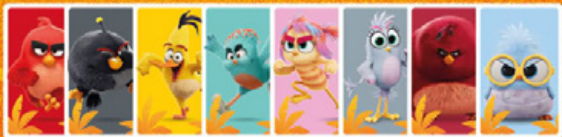
3 Mighty Eagle cards



2 Shield cards



24 Angry bird cards (3 of each)



RED

BOMB

CHUCK

GLIDER

JUNE

SILVER

TERENCE

OLLY

OVERVIEW

Each player has 4 Piggy cards, each paired with 2 face down Character tokens and 1 Egg token. Together, these cards and tokens form that player's part of Piggy Island. On your turn, choose a row or column of 3 cards from the grid. The Slingshot cards show which Piggy cards you can attack, and the Angry bird cards show which character(s) you can launch. When you attack another player's Piggy card, the 2 Character tokens in front of that Piggy card are revealed. If one of the revealed characters matches one of your attacking characters, the attack is a hit. Take the Egg token from the Piggy card you attacked. The revealed Character tokens remain face up. If none of the revealed characters match your attacking characters, the attack is a miss. Turn the Character tokens face down again. Try to remember where each character is for your next attack! The retrieved Egg tokens show 1 to 4 Hatchlings on the back side. The first player to collect 9 or more Hatchlings wins immediately.

SETUP

- 1 Each player chooses a player colour. Take the **4 Piggy cards**, **4 Egg tokens**, and **8 Character tokens** of your chosen colour. Put the unused cards and tokens back in the box. For the 2-player rules, see page 12.
- 2 Place your **Piggy cards** in order 1-2-3-4 in front of you on the table, readable for the other players.
- 3 Randomly place **1 Egg token** (egg-side up) below each **Piggy card**.
- 4 Randomly place **2 Character tokens** face down above each **Piggy card**.

NOTE! You may look at your own tokens at any time, but you must keep them secret from other players until instructed otherwise.

- 5 Shuffle the **Attack** cards to form a face down draw pile. Randomly place the 9 top cards to form a 3x3 grid of face up cards in the middle of the play area.
- 6 Determine a starting player.



GAMEPLAY

Players take turns clockwise, starting with the first player. Continue until one player wins the game. During your turn, perform the following actions:

1. Choose one row or one column from the grid

2. Attack or pass

3. End your turn

1. Choose one row or one column from the grid

You must choose either one row or one column of 3 cards from the grid (you may not choose a diagonal). All 3 cards may be used this turn.



2. Attack or pass

ATTACK

To attack, your chosen cards must include at least 1 Slingshot card and at least 1 Angry bird card. The Slingshot card(s) show which Piggy card you may target. The Angry bird card(s) show which character(s) you attack with.

Resolve the attack as follows:

Select a target

- If you have 1 Slingshot card + 2 Angry bird cards, you can attack 1 Piggy card (numbered equal to the number on the Slingshot) with both Angry bird cards.
- If you have 2 Slingshot cards + 1 Angry bird card, you can attack 1 Piggy card (numbered equal to either one of the Slingshots, or you can combine them together or subtract them from each other) with the Angry bird card.

Example: Lea chooses a row with Slingshot 1, Slingshot 2 and Attack card *Terence*. She can now attack any other player's Piggy card 1, 2, 3 (1 plus 2) using *Terence*.



Reveal Character tokens

The target player must reveal the Character tokens above their targeted Piggy card for everyone to see.

Compare Character tokens and Angry bird cards

The attack is either a hit or a miss.

Hit ✓

If one of the Character tokens matches with one of the attacking characters, the attack is a hit! Take the Egg token from below the targeted Piggy card as your reward and check how many Hatchlings are shown on the back. If you now have a total of 9 or more Hatchlings, you win the game, and the game ends immediately. Otherwise, place the Egg token face down in front of you. If a Piggy card has no Egg token below it, immediately flip that Piggy card face down.

NOTE! Egg tokens you have taken can't be stolen again. You may look at your retrieved Egg tokens at any time, but keep the number of Hatchlings on them secret from the other players.

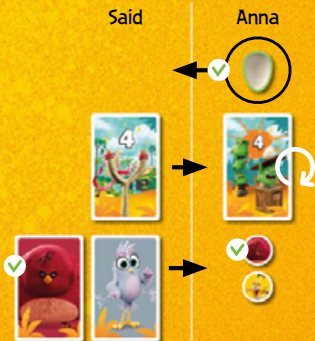
Miss ✗

If none of the Character tokens match any of the attacking characters, the attack is a miss. The Character tokens are turned face down again (all players should try to remember them for later attacks!).



Hit

Example: Said has taken Slingshot card 4 plus Angry bird cards *Terence* and *Silver*, and attacks Anna's Piggy card 4. Anna reveals her *Chuck* and *Terence* Character tokens above her 4 card. *Terence* is a match, so the attack is a hit. Said takes the Egg token that was below Anna's Piggy card 4. Anna's *Chuck* and *Terence* Character tokens stay face up, and Anna's Piggy card 4 is turned faced down.



Miss

Example: Anna has taken Slingshot cards 3 and 1 with Angry bird card *June*, and attacks Martin's Piggy card 2 (3 minus 1 is 2). Martin reveals his *Bomb* and *Chuck* Character tokens. *June* does not match, therefore the attack is a miss. Martin turns his Character tokens face down again.



Mighty Eagle cards

The Mighty Eagle card is a special Attack card. If you select a Mighty Eagle card as an Angry bird card, you may name any two characters to use for this attack. A Mighty Eagle card can be used with another Angry bird card, giving three characters in total. If you use a Mighty Eagle card together with 2 Slingshot cards, you must still target only 1 Piggy card with both characters.

Example: Martin chooses a row with Slingshot 2, Slingshot 3, and a Mighty Eagle. He chooses to attack Said's Piggy card 3, naming two different characters: *Chuck* and *Ollie*.



Shield cards

Shield cards work differently to other Attack cards. If you choose a row from the grid that includes a Shield card, you may immediately place the Shield card on top of any set of Character tokens above 1 of your Piggy cards. Those Character tokens are now protected. You may never have more than 1 Shield card. If you take a second one, you must immediately discard one of them. The Shield card is not discarded at the end of your turn. To remove the Shield card, another player has to attack that Piggy card with one character. It does not matter which character is used and the only effect is to remove the Shield card and place it in the discard pile.

NOTE! When attacking with multiple characters, you have to name which character is used to remove the shield and which character attacks the Piggy card straight after. If attacking with 2 Angry bird cards or a Mighty Eagle card, you may use the second character (which you have to name before the attack) to attack as normal as the first one is used to remove the shield.

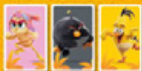
Example: Lea has placed a Shield card over her Piggy card 2. Anna chose a row with Slingshot 2 and *Glider* and *Red*. She attacks Lea's Piggy card 2 with *Red* to remove the Shield card. She then uses *Glider* to attack the Piggy card again, now with the shield removed.



PASS

If you select 3 cards in the grid that are all Slingshots or all Angry bird cards, then you must pass. This can be a useful defensive choice, as it may let you remove cards that another player could use to attack you. Discard all 3 cards with no effect.

Example: Martin cannot choose a row or column that would allow him to attack another player, so he instead chooses a row with three Angry bird cards that match Character tokens he still has face down, to prevent other players using these Angry bird cards against him.



3. End your turn

After you have resolved your actions, place all 3 used or unused cards (except a placed Shield card) in a face up discard pile next to the draw pile and reveal the next 3 cards from the deck. Place them into the grid from left to right or from top to bottom to fill the empty row or column. If the draw pile is empty, the discard pile will form the new draw pile.

END OF THE GAME

As soon as a player has collected 9 or more Hatchlings, that player immediately wins the game!

2-PLAYER VARIANT

Set up the game as if there are 3 players. Use any unused colour as a dummy player. You may attack the dummy player on your turn, but the dummy player does not take turns. All other rules stay the same.

ADVANCED MODE

All rules of the base game apply, with some alterations explained below.

OVERVIEW

Retrieve as many Hatchlings (hidden in the eggs) as possible while protecting the Egg tokens on your own Piggy Island. The player with the most remaining Hatchlings plus retrieved Hatchlings at the end of the game, is the winner.

SETUP

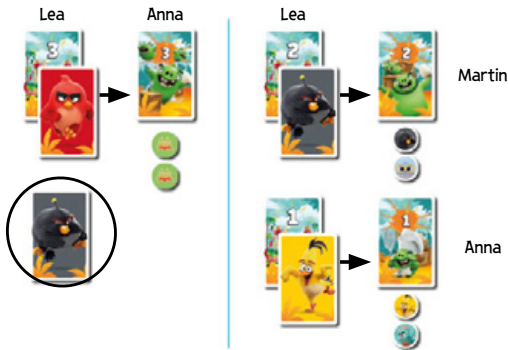
1. Instead of giving players Character tokens in their chosen player colour, mix all 40 Character tokens face down together and let all players choose **8 Character tokens** each.
2. Instead of placing your Character tokens at random, you may look at them first and decide where you wish to place them. Each Piggy card must have at least 1 Character token above it but can have more than 2 if you wish. You may place identical Character tokens above the same Piggy card.
NOTE! The more different Character tokens above a Piggy card, the easier that card is to hit.
3. Instead of placing your **4 Egg tokens** at random, you may look at them first and decide where you wish to place them. Each Piggy card must have exactly 1 Egg token below it.

GAMEPLAY: RESERVE ACTION

Each player may keep up to 1 card from the grid at a time as a personal reserve. So, if you take a row from the middle and do not need or want to use one of those cards, you can keep it face up next to your Piggy cards, to be used in a later turn. A Shield card also counts as a reserved card. If you wish to replace the reserved card, you may choose to discard your reserved card before reserving a new one. You may use your reserved card on any turn in combination with any other cards. If you use it, you must discard it at the end of your turn as normal. Unlike in the basic game, in advanced mode it is possible to perform two attacks in a single turn.



Example: Lea chooses a row with Slingshot 3, *Red* and *Bomb*. She knows Martin's Piggy card 2 contains *Bomb*. She attacks Anna's Piggy card number 3 with *Red* and places *Bomb* in her personal reserve. On her next turn she picks up Slingshots 2, 1, and *Chuck*. She attacks Martin's Piggy card 2 with the reserved *Bomb*, claiming an Egg token, and then attacks Anna's Piggy card number 1 with *Chuck*. After this attack, she discards all 4 cards. In her next turn, she may want to keep a card in her personal reserve again.



END OF THE GAME

As soon as any player loses their final starting Egg token, the game ends. Add up the Hatchlings shown on all your Egg tokens: both the Egg tokens you claimed from other players and any starting Egg tokens you still have. The player with the most Hatchlings wins. In case of a tie, the tied player with the most Egg tokens wins. If there is still a tie, the tied player with the most claimed Egg tokens wins. If again tied, the tied players share victory.

▶ EXPERT MODE

All the rules of the advanced mode apply, with two alterations.

GAMEPLAY

Whenever you attack a Piggy card of another player, the Character tokens above that card are turned over for everyone to see. If one or multiple characters on the Attack card(s) matches with one or multiple Character tokens at the attacked Piggy card, only the Character tokens that are a hit will be removed! Any other token will be turned face down again. You receive the Egg token only when your attack removes the last remaining Character token above that Piggy card. Each Character token must be hit individually, and only the player who removes the last Character token receives the Egg token.

Example: Anna attacks Piggy card 4 of Said with Slingshot 4 plus *Bomb* and the *Mighty Eagle*, naming *Chuck* and *Silver*. Said turns over all 3 Character tokens: *Bomb*, *Chuck* and *June*. *Chuck* and *Bomb* are a hit, *June* is turned face down again. Martin in his turn attacks the same Piggy card with Slingshot 4 and *June*. He receives the Egg token for completing this Piggy card.



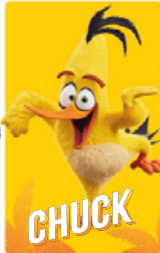
When you take a Shield card, you may place it on your own, or on another player's set of Character tokens. If this player has a card in their personal reserve at that time, they must discard that card.



RED



BOMB



CHUCK



GLIDER



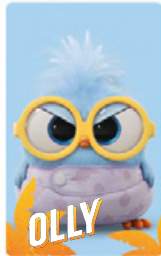
JUNE



SILVER



TERENCE



OLLY

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WARNING! Choking hazard. Not suitable for children under the age of 3. Contains small parts. Game components might deviate from the images used in the rulebook.

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