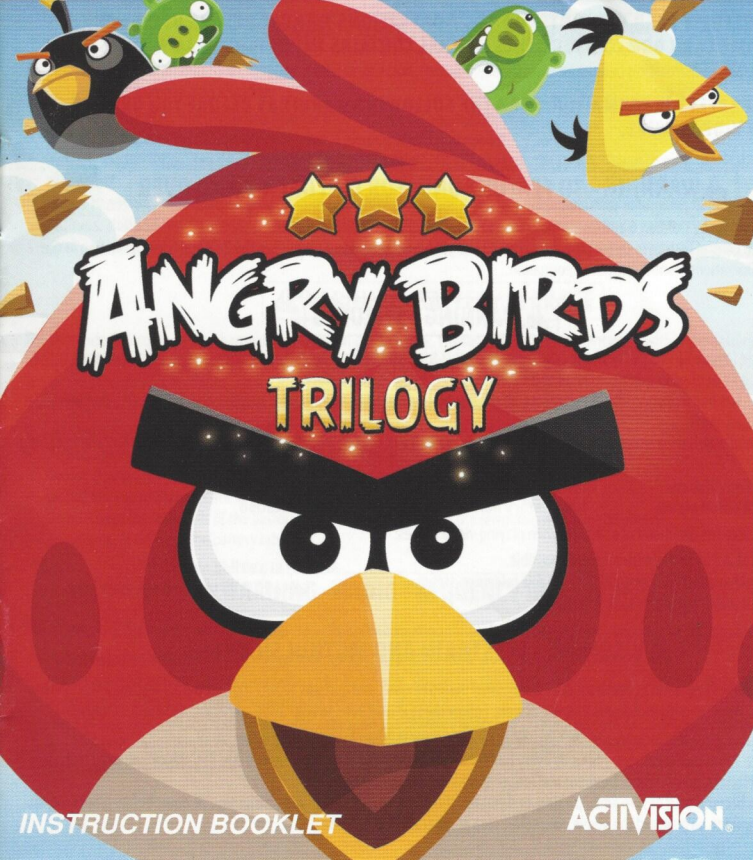
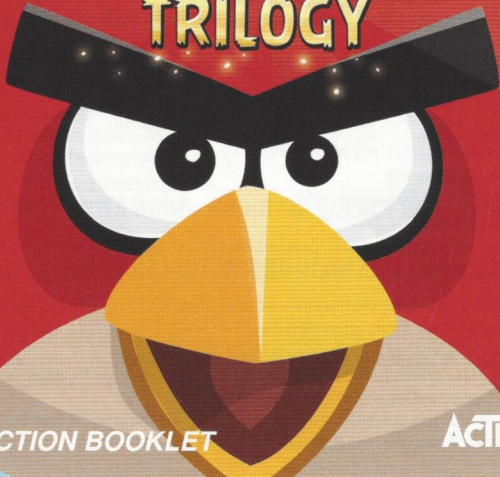




ANGRY BIRDS

TRILOGY



INSTRUCTION BOOKLET

ACTIVISION.

NINTENDO 3DS™

PLEASE CAREFULLY READ THE NINTENDO 3DS™ OPERATIONS MANUAL BEFORE USING YOUR SYSTEM, GAME CARD OR ACCESSORY. THIS MANUAL CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.

WARNING - 3D FEATURE ONLY FOR CHILDREN 7 AND OVER

Viewing of 3D images by children 6 and under may cause vision damage.

Use the Parental Control feature to restrict the display of 3D images for children 6 and under. See the Parental Controls section in the Nintendo 3DS Operations Manual for more information.

WARNING - SEIZURES

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, and this may occur while they are watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch their children play video games. Stop playing and consult a doctor if you or your child has any of the following symptoms:

**Convulsions
Altered vision**

**Eye or muscle twitching
Involuntary movements**

**Loss of awareness
Disorientation**

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

WARNING - EYESTRAIN AND MOTION SICKNESS

Playing video games can result in eyestrain after a sustained period of time, and perhaps sooner if using the 3D feature. Playing video games can also result in motion sickness in some players. Follow these instructions to help avoid eyestrain, dizziness, or nausea:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, or every half hour when using the 3D feature, even if you don't think you need it. Each person is different, so take more frequent and longer breaks if you feel discomfort.
- If your eyes become tired or sore while playing, or if you feel dizzy or nauseated, stop and rest for several hours before playing again.
- If you continue to have any of the above symptoms, stop playing and see a doctor.

WARNING - REPETITIVE MOTION INJURIES

Playing video games can make your muscles, joints, or skin hurt. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome or skin irritation:

- Avoid excessive play. Parents should monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- When using the stylus, you do not need to grip it tightly or press it hard against the screen. Doing so may cause fatigue or discomfort.
- If your hands, wrists, or arms become tired or sore while playing, or if you feel symptoms such as tingling, numbness, burning or stiffness, stop and rest for several hours before playing again.
- If you continue to have any of the above symptoms or other discomfort during or after play, stop playing and see a doctor.

WARNING - BATTERY LEAKAGE

The Nintendo 3DS contains a rechargeable lithium ion battery pack. Leakage of ingredients contained within the battery pack, or the combustion products of the ingredients, can cause personal injury as well as damage to your Nintendo 3DS. If battery leakage occurs, avoid contact with skin. If contact occurs, immediately wash thoroughly with soap and water. If liquid leaking from a battery pack comes into contact with your eyes, immediately flush thoroughly with water and see a doctor.

To avoid battery leakage:

- Do not expose battery to excessive physical shock, vibration, or liquids.
- Do not disassemble, attempt to repair, or deform the battery.
- Do not dispose of battery pack in a fire.
- Do not touch the terminals of the battery or cause a short between the terminals with a metal object.
- Do not peel or damage the battery label.

WARNING - RADIO FREQUENCY INTERFERENCE

The Nintendo 3DS can emit radio waves that can affect the operation of nearby electronics, including cardiac pacemakers.

- Do not operate the Nintendo 3DS within 9 inches of a pacemaker while using the wireless feature.
- If you have a pacemaker or other implanted medical device, do not use the wireless feature of the Nintendo 3DS without first consulting your doctor or the manufacturer of your medical device.
- Observe and follow all regulations and rules regarding use of wireless devices in locations such as hospitals, airports, and on board aircraft. Operation in those locations may interfere with or cause malfunctions of equipment, with resulting injuries to persons or damage to property.



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CAUTION - STYLUS USE

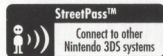
To avoid fatigue and discomfort when using the stylus, do not grip it tightly or press it hard against the screen. Keep your fingers, hand, wrist and arm relaxed. Long, steady, gentle strokes work just as well as many short, hard strokes.

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THIS GAME CARD WILL WORK ONLY WITH THE
NINTENDO 3DS™ VIDEO GAME SYSTEM.



ALLOWS AUTOMATIC SEARCH AND INFORMATION
EXCHANGE WITH OTHER NINTENDO 3DS SYSTEMS.

ANGRY BIRDS TRILOGY

AT THE MAIN MENU

Start the game by touching the branch on the Touch Screen, dragging it down, and then releasing it to fling the birds up to the 3D Screen.

Navigate the menu by using the +Control Pad and buttons or use the Touch Screen to aim and throw birds from the bottom screen to the 3D Screen in order to choose menu items. All menu items start behind a barrier. Throw a bird at the barrier via the Touch Screen or traditional menu navigation to crack it. Throw a bird at it precisely to immediately break barriers and free the Angry Birds to go on migration!

CONTROLS

Circle Pad
(touch bird and
drag stylus)

AIM SLINGSHOT

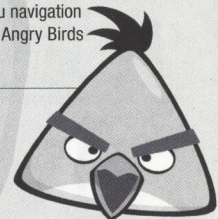
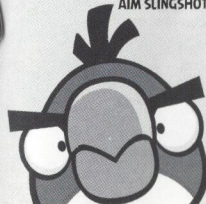
L Button and R Button
(drag stylus left and right)
SCROLL CAMERA

X Button and Y Button
(drag stylus up and down)
ZOOM IN/OUT

A Button
(release stylus from Touch Screen/
touch bird in flight with stylus)
RELEASE BIRD/SPECIAL ABILITY

B Button
BACK

START
PAUSE MENU



INTRO

Angry Birds Trilogy is the definitive Angry Birds experience. Addictive gameplay meets critical mass as Angry Birds, Angry Birds Seasons, and Angry Birds Rio all combine to form the ultimate package. You must slingshot birds into pigs to destroy them. The pigs are scattered amongst structures built out of destructible physics objects. The less birds and more destruction you do, the more points you'll earn. There are over 700 unique levels with leaderboards to compare scores with friends. Now get out there and get those pigs!

MAIN MENU

In this menu, you can select any of the Angry Bird Games from the Trilogy Collection, as well as continue a game in progress.

- **Angry Birds Classic** – Select this option to start or resume an Angry Birds Classic game.
- **Angry Birds Rio** – Select this option to start or resume an Angry Birds Rio game.
- **Angry Birds Seasons** – Select this option to start or resume an Angry Birds Seasons game.
- **Leaderboards** – Select this to view High Scores.
- **Achievements** – View locked and unlocked achievements available in the game
- **StreetPass** – Unlock birds, earn rewards, create and share songs!

Earning Stars – Earn stars in any of the three games to unlock new episodes where you can unlock new stars and unlock new levels.

Golden Eggs and Golden Fruit – Find Golden Eggs and Golden Fruit for achievements and new levels!

Leaderboards – Leaderboards are based per episode and the following information is displayed:

- Total Score
- Friend Ranking
- World Ranking

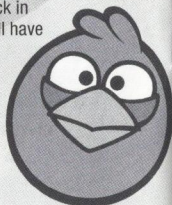
STREETPASS

It's time for the Angry Birds to go on Migration with a robust StreetPass feature complete with unique user created content. Simply break barriers over unplayed levels to unlock new birds. Not only does Migration have unique content, it is also fully incorporated and enhances other features such as:

- **The Front End Mini-Game** – Creating a truly exciting reason to break barriers and complete it.
- **User Created Content** – Create and earn unique content with a sweet tune!
- **The Achievement System** – Earn achievements to complete the experience!
- **New Content** – Birds returning from Migration might find something interesting on their route.

BIRDS

There are 7 potential birds to unlock in StreetPass Migration. Each bird will have 3 specific sequential items it can bring back. Birds are unlocked by breaking barriers in the front end. Aim precisely to activate the light rays and break barriers faster.



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