## **RULES OF THE GAME**



- 1. Each group must design 5 target layouts, one for each round of play.
- 2. Triangle and square blocks are used for support and do not count for points.
- 3. A minimum of 4 blocks must be placed in each of 9 building sections.
- 4. A minimum of one 3 level tower must be built, with and item placed on top
- 5. A minimum of two 2 level towers must be built, with items placed on top.
- 6. Square blocks do not count as a level.
- 7. Rectangle blocks cannot be placed flat on the ground layer of a building section.
- 8. One Angry bird, Gold Star or Gold Egg must be placed in each of the 9 building sections. They cannot be placed on the ground level.
- 9. Points are scored for each item that is knocked from its original position and lands flat on the ground.
- 10. You have 300 points to purchase weapons. You may use any combination of weapons, but at least one weapon must be fired in each of 3 turns.
- 11. The winning team wins a PIG-OUT lunch courtesy of MR. NOACK.

