

KUBB

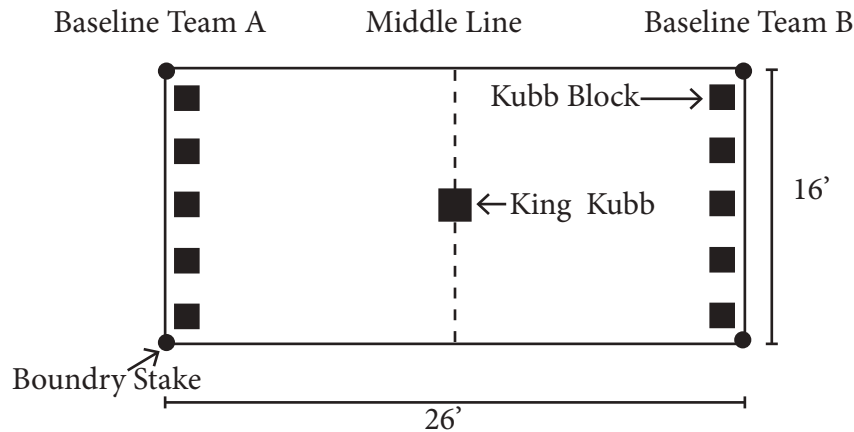
SET INCLUDES

Carring Case 10 Kubb pieces 1 King 6 Batons 4 Boundary Stakes



FIELD SET UP

Kubb can be played on any surface that is level such as short grass, sand, dirt, concrete or snow. There is no standard size field but the official playing field is 5m wide and 8 meters long (16' x 26"). This playing area can be adjusted for recreational play and children, mostly depending upon skill level.



Mark the outside corners of the field with the boundary sticks included in your set. This will establish the baselines. The direct center of the field will be your mid line where the king is placed in the center of the middle line. Place 5 of the Kubbs on each baseline evenly placed between the boundary lines.

GAME OBJECTIVE

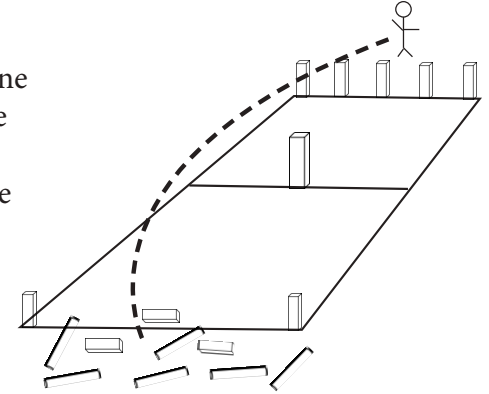
The ultimate objective to win the game is to knock over the king. This is obtained by first knocking over all the kubbs in their opponent's half of the field. Knocking over the king before knocking over all of the opponent's kubbs will result in an automatic loss.

GAME PLAY

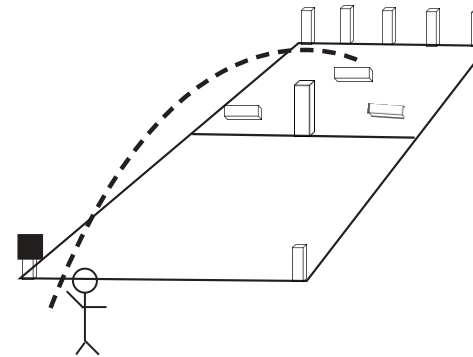
Kubb can be played with 2 to 12 players divided into 2 teams. Sticks must always be thrown vertically and underarm. "Helicopter" and side arm throws are not allowed.

To decide which team starts, one person from each team throws a stick as close to the king as possible, but without hitting it. The team with the stick closest to the king starts.

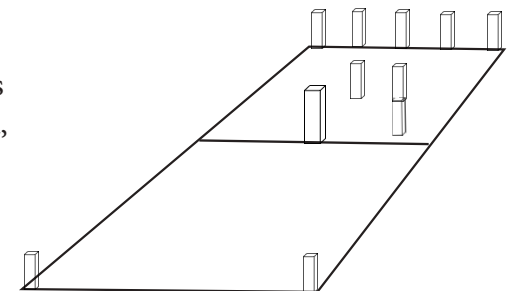
1. Team A throws it's batons one at a time at the kubbs on the opposite baseline trying to knock over as many baseline kubb blocks as they can.



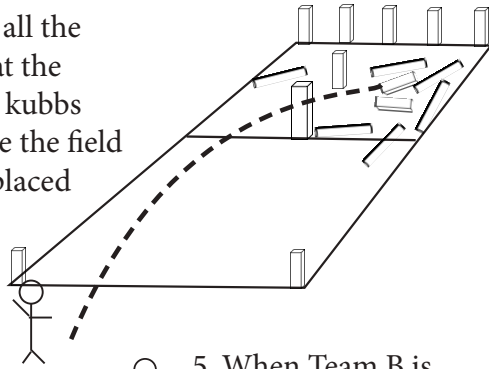
2. When Team A is finished, Team B stands at their baseline and throws underhand any knocked down kubbs back into the other half of the field. The kubbs are placed upright where they land and become known as "field kubbs". Team B has two chances to throw each kubb into the opposite half of the field. If they throw the kubb out of bounds twice in a row, the opposing team may put the blocks where ever they want within their field. They could put the field kubb a minimum of 1 baton length away from the King.



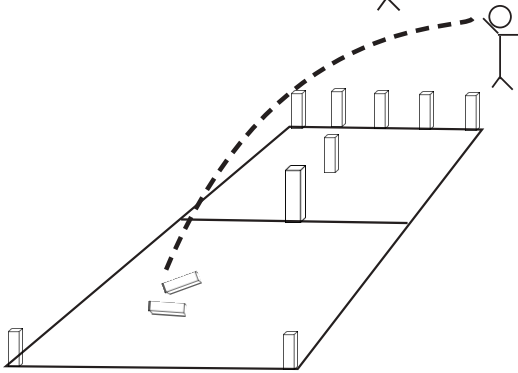
3. Once all the field kubbs have been thrown, Team A stands them up. If a kubb was thrown into the field and it hit another field kubb, team A has to stack them like a "T" or one on top of another. This applies to every two blocks tossed, block 1 and 2 can be stacked, or block 3 and 4 on each other, but if 2 and 3 touch, they cannot be stacked. You will have to decide what strategy works best for you.



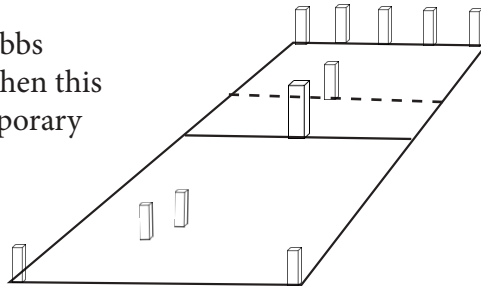
4. Team B must knock down all the field kubbs before throwing at the baseline kubbs. Any baseline kubbs that are knocked down before the field kubbs do not count and are placed back upright.



5. When Team B is done throwing, Team A picks up any knocked down kubbs (both field and baseline) and throws them back into the opposite half of the field for Team A to stand up.



6. If Team B left any field kubbs standing on Team A's field, then this block becomes the new temporary baseline.



Play continues on this way until one team knocks over all their field and baseline kubbs. That team may then attempt to knock down the king. All attempts on the king must be taken from the baseline. Once the king is knocked down, the game is over.

Optional Rule of stealing the game

An optional rule to finish the game is that if Team A is tossing for the king with their remaining batons and they miss, Team B gets one shot at the king from their baseline. If Team B knocks over the king, they win the game!

Care of your Kubb game

Your Kubb game is made from high quality hardwood. It is not waterproof, so please wipe down all pieces before replacing the pieces in the supplied carry bag. Store the bag in a clean, dry, indoor area.

KUBB

INSTRUCTION BOOK



RALLY
AND
ROAR