



Kubb

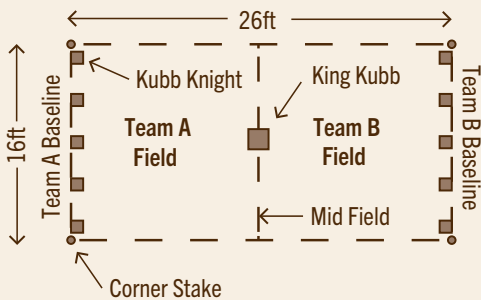
MANUAL

Setup

1. Remove 1 king, 10 knights, 6 throwing dowels, and 4 corner stakes from the carry bag.
2. Find a flat open space and set up the 4 corner stakes in a 16' by 26' rectangle.
3. Next set up the 10 knights and 1 king (recommended on sand or grass to protect the equipment).
4. Games can be played with 2-12 players (maximum 6 players per team).
5. Now you are ready to play Elakai Kubb!

The Playfield

- 5 knights should be set up on each baseline (5 knights per team placed about 3' apart)
- The King Kubb should be placed in the center of the play area
- The recommended play area is 16' by 26'
- See diagram



The Rules

- The objective of the Kubb is to knock down as many of your opponent's Kubb Knights as you can by tossing the dowels underhand. To win, a team (1-6 players per team) must knock all of their opponent's knights over and successively knock over the King Kubb. However, if the king is knocked over any time during play before the knights are all knocked down, the offending team loses
- To start the game, each team chooses one player to toss one throwing dowel at the king to get closest to it without touching it. Whichever player gets their throwing dowel closest to the king without touching it, goes first. This team becomes Team A.
- Team A tosses one throwing dowel at a time to knock over as many Team B's Kubb Knights as they can. Once all throwing dowels have been tossed, Team B tosses back all toppled Kubb Knights underhanded on to Team A's field. Team A sets up the knights where they lie, in either direction but they must be facing Team B. These now become Field Kubb Knights and help protect Team A's playing pieces.
- When Kubb Knights are tossed towards the opposing team's field but do not land within the field boundary in two tries, the opposing team may put the Kubb Knights where ever they want within their field. These baseline Kubb Knights now become Field Kubb Knights.
- There are two strategies when a team has the opportunity to place the Field Kubb Knights wherever they want and they are;
 1. To put the Field Kubb Knights a minimum of one block length from the King Kubb.
 2. To put the Field Kubb Knights just in front of their Baseline Kubb Knights.
- Team B now tosses back the throwing dowels. They must knock over the Field Kubb Knights before they can knock over the Baseline Kubb Knights. Once all throwing dowels are thrown, Team A tosses back toppled Field Kubb Knights onto Team B's field including the Baseline Kubb Knights if they were knocked down.
- The team to knock all the other team's knights down and also knock down the King Kubb wins the game.

House Rules

- a. Rules not found in a game's manual
- b. Made-up rules followed within one's specific household, party, or event

Care and Maintenance

Keep it Clean

Use a damp cloth to wipe off dust and dirt after every use. If it is a bigger job that requires something more heavy duty, use warm, soapy water. Cleaning your equipment will keep it from deteriorating over time.

Update the Coat

Our games come pre-coated with a high-grade sealant that protects not only the aesthetic of the wood but also, it's integrity. Different climates, weather, and playing surfaces can change the length of the protection you get from our original process, so if you start to see some wear you should simply add another layer of sealer to extend the life of your game. This game is recommended for use on grass or sand.

Mind The Elements

Hail, rain, snow, mud, and heat can damage your game. Protect your game from extreme weather and do not play in harsh conditions.

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