

Kubb

Instructions

What's in the Box?

- 1 x King
- 10 x Kubbs
- 6 x Batons
- 4 x Corner Markers



Suitable for
2+ players
Aged 3 and over

A Little History

As an ancient Scandinavian game KUBB is thought to have originated over 1000 years ago. Legend has it the Vikings used to while away hours on end playing the game during the long light evenings of the northern summers.

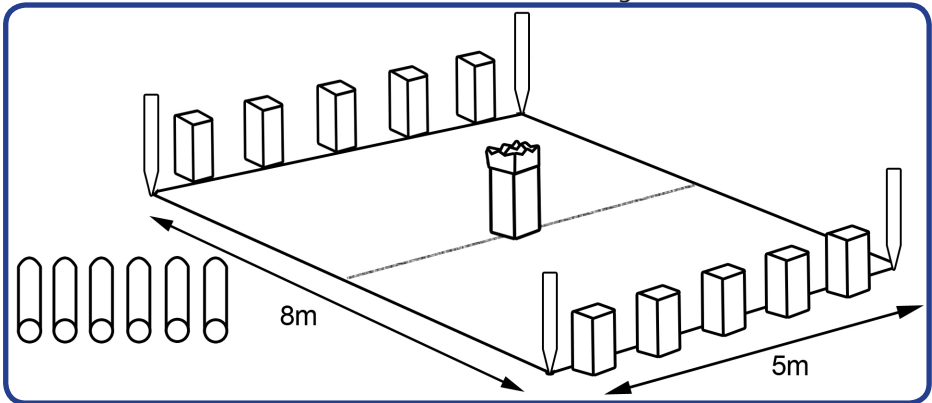


Aim of the Game

The purpose of the game is to knock over the King. This can be attempted only when you have knocked down all of your opponent's 'Guard Kubbs' using the throwing Batons. But beware, knock over the King before all of the Guards and you have lost the game!

Setting Up The Game

Set out the pieces as shown in the diagram below. An Arena of 8m x 5m is recommended, but can be reduced to 6m x 4m for an easier game of if space is more limited. Use the Corner Markers to indicate the edges of the Arena.



Divide the players into 2 teams of between 1 and 6 players per team. Teams do not need to have the same number of players.

Deciding Who is 'Team A'

One player from each team throws a baton from behind a baseline. The team whose player gets theirs closest to the King becomes Team A and starts the game.

First Play - Team A

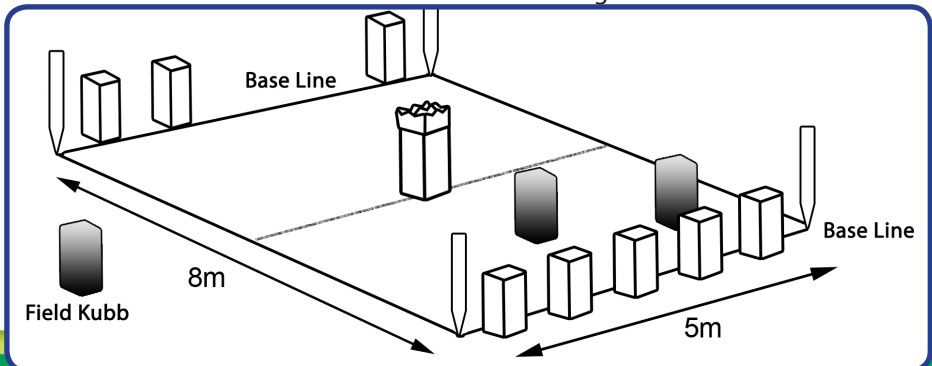
Team A stands behind the baseline of Kubbs at one end of the Arena. They throw the 6 batons at Team B's Kubbs at the other end of the Arena to try to knock them down. If in doing so, the King is knocked down, Team A loses the game.

Creating the Field Kubbs/Guards for Team A

Team B must stand behind their baseline of Kubbs at the other end of the Arena. Firstly they throw any Kubbs, which have been knocked down by Team A into Team A's half of the Arena.

Team A stand the Kubbs up where they have landed. Any Kubbs landing outside of the Arena or not passing the centre line can be rethrown by Team B. If they still land in the wrong place, Team A can place them wherever they choose in their half of the Arena at least one baton length away from the King. These provide 'protection' for the King as they all have to be knocked down before the King can be...

These Kubbs become Field Kubbs as shown in the diagram below.



First Play - Team B

Team B must now throw the 6 batons and knock down all of the Field Kubbs before they then attempt to knock down Team A's Baseline Kubbs.

Any Baseline Kubbs knocked down before all of the Field Kubbs are knocked down can be stood up again by Team A.

If any Field Kubbs are still standing after Team B have thrown the 6 batons, Team A can throw the batons from a line level with the Field Kubbs closest to the centre line on their next turn.

Creating the Field Kubbs/Guards for Team B

Any Kubbs knocked down by Team B must now be thrown back into the Arena by Team A to land in Team B's half of the Arena. Team B stand them up where they land.

Second Play - Team A

Team A now throw the 6 batons again, knocking down any Field Kubbs before attempting to knock down any more Baseline Kubbs.

Play alternates between the two teams until all of one team's Baseline Kubbs have been knocked down.



Rules During Play

Batons must be thrown underarm and straight on (not spun) - they must be held at one end. A Baton may knock over more than one Kubb at a time.

If a Kubb topples but does not fall over completely, it can remain standing.

If one Kubb falls so that it is resting on another Kubb or a throwing stick, it is deemed to have been knocked over.

Baseline Kubbs knocked down whilst Field Kubbs are still standing can be stood up again.

Any Kubb which lands on top of another Kubb when it is thrown back into the Arena must be stood on top of the other Kubb to form a tower.

Any Kubbs which have been knocked down must be thrown from your own baseline.

Kubbs may be spun in any direction.

You can only attempt to knock down the King from your Baseline, not from the line level with a Field Kubb. If you knock down the King when Kubbs remain standing you lose the game.

The King can only be attacked once both teams have had one complete turn.

Playing Tips

When throwing any Baseline Kubbs, which have been knocked down, back into your opponent's half of the Arena, aim for them to land as near to your opponent's Baseline as possible and as close together as possible.

If you have the opportunity to place your opponent's Kubbs in the Arena, place them as close to the King as possible – they are most difficult to knock over again if they are directly behind the King.

Safety

Players under 8 should be supervised by an adult.

All players should stand clear of the Arena when it is not their turn to throw.

Do not throw playing pieces at other players.

Make sure the playing area is clear before throwing your next piece.

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Look after your game!



This game is played outdoors but should be stored indoors in a cool dry place when not in use.

As this item is made of wood, it should not be played in the rain or left outside in the rain.

If it does get damp or wet, make sure you dry it out well before storing.

CE Please retain for future reference

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