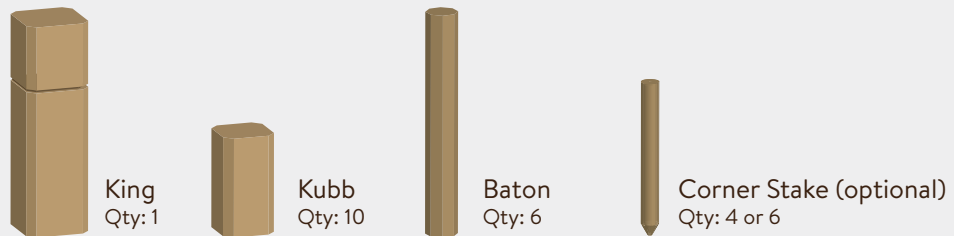




THE GAME OF KUBB

Kubb is a Swedish lawn game that dates back to the Viking Ages. It is a game of strategy, skill (and a little luck!) and can be enjoyed by people of all ages.* It is typically played on a field measuring 8x5 meters (roughly 26x16 feet), however, the field size can be adjusted to accommodate the skill level of the players. Kubb can be played on a variety of surfaces such as grass, sand, concrete, or even snow.

KUBB CONSISTS OF THE FOLLOWING PIECES:



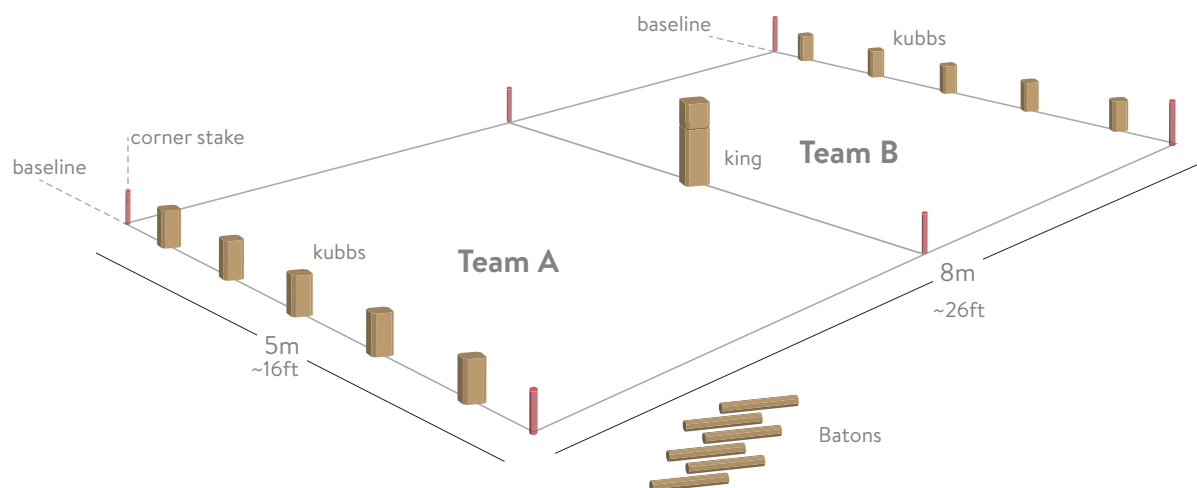
THE RULES OF KUBB

There are many variations to playing Kubb. At Valhalla Games, we play by our rules. If you wish to play by the official rules of the Kubb World Championship in Sweden or the U.S. National Kubb Championship, please visit www.valhalla-games.com/rules.

Setup and Start

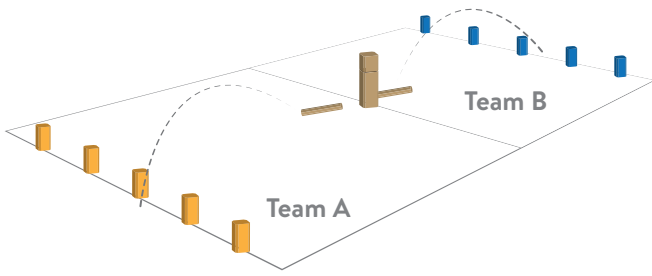
- 8x5 meter (roughly 26x16 feet) field, divided into two sides
- 5 kubbs are placed on each baseline
- The king is placed in the center of the field
- 2 teams - 1 to 6 players per team

*Children should be closely supervised by a responsible adult while playing Kubb.



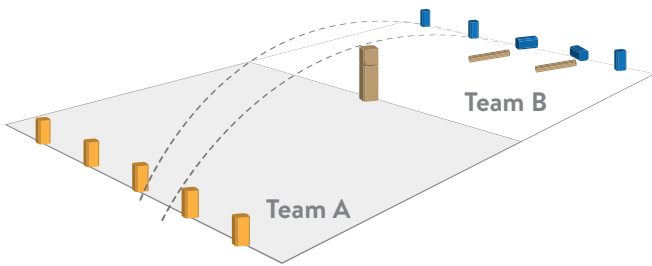
1. King Toss

Team A & B each throw one baton toward the king at the same time from opposite baselines. The team closest to the king without toppling it decides whether to throw first or select a side of the field to play from. If the king is toppled by either team, the opposing team selects.



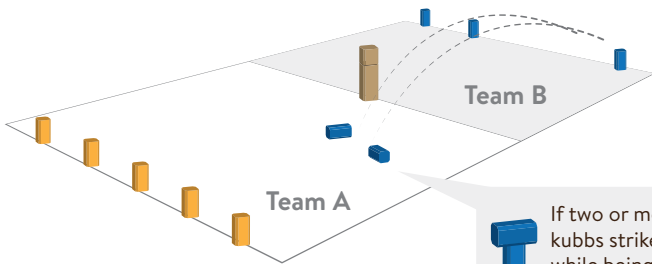
2. Team A Wins King Toss and Throws First


Team A throws their batons from behind their baseline and attempts to topple Team B's kubbs.



3. Team B Throws Back Toppled Kubb(s)

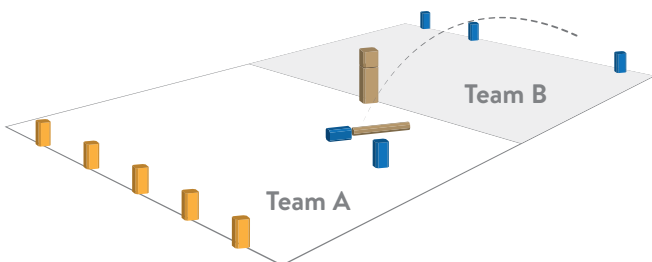
Kubb(s) must land on Team A's side. If kubb(s) land on Team B's side or out-of-bounds, Team B gets a second attempt. If Team B fails again, Team A places the kubb(s) upright on their own baseline.



 If two or more toppled kubbs strike one another while being thrown to the opponent's side, they can be stacked in a T formation.

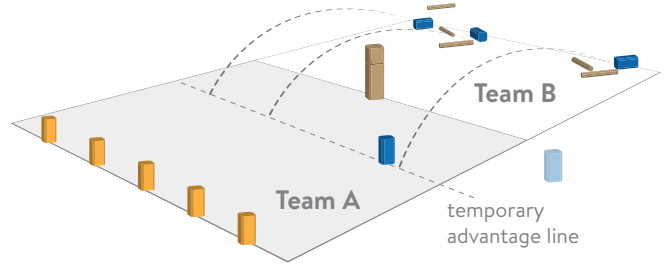
4. Team B Throws

Team B must topple all of Team A's field kubbs before toppling the baseline kubbs. Baseline kubbs toppled before field kubbs are placed upright. Toppled field kubbs are out of play and set aside.



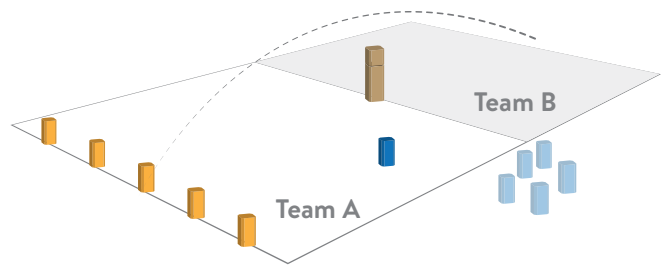
5. Team A Throws

If Team B fails to topple all field kubbs, Team A can throw from a temporary advantage line created by the closest remaining field kubb. If Team A topples all kubbs, play reverts to Team B, even if Team A has batons remaining.



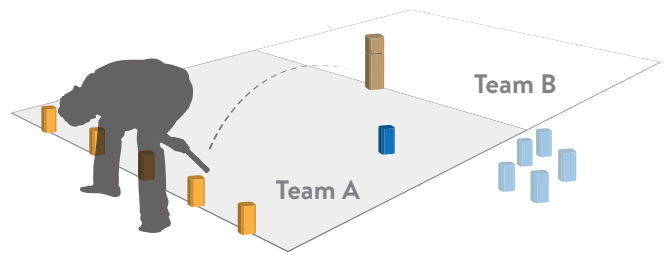
6. Team B Throws

To prevent Team A from attempting to topple the king during their next turn, Team B must topple at least one of Team A's baseline kubbs.



7. Team A Attempts to Topple the King

Team A only gets one chance to topple the king. All attempts to topple the king must be made from the baseline, even if there are field kubbs in play. The baton must be throw between the legs while facing away from the king.



If the king is toppled, the game is over and Team A wins. If Team A fails to topple the king, the game continues from step 6.

Batons must be thrown underarm. Sideways, horizontal tosses or "helicopter" spins are illegal.

If either team topples the king prior to toppling the opposing team's kubbs, that team automatically loses the game (similar to a scratch in billiards).