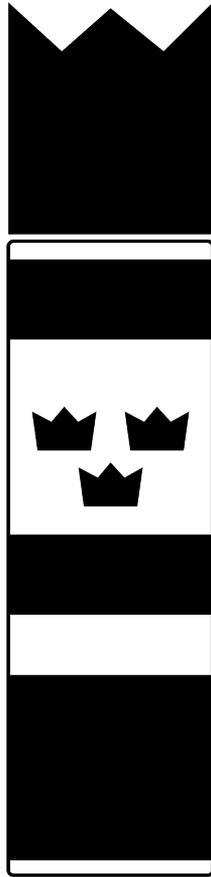


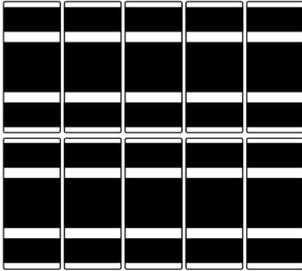
AGES 8+
2 TEAM PLAY

KUBB

PREMIUM GAMEPLAY INSTRUCTION MANUAL



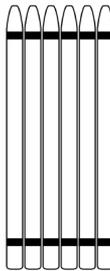
KUBB



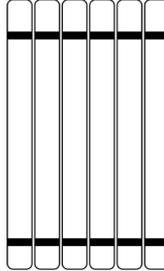
10 KUBB PIECES



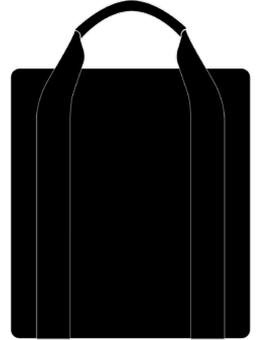
1 KING



6 BOUNDARY STAKES



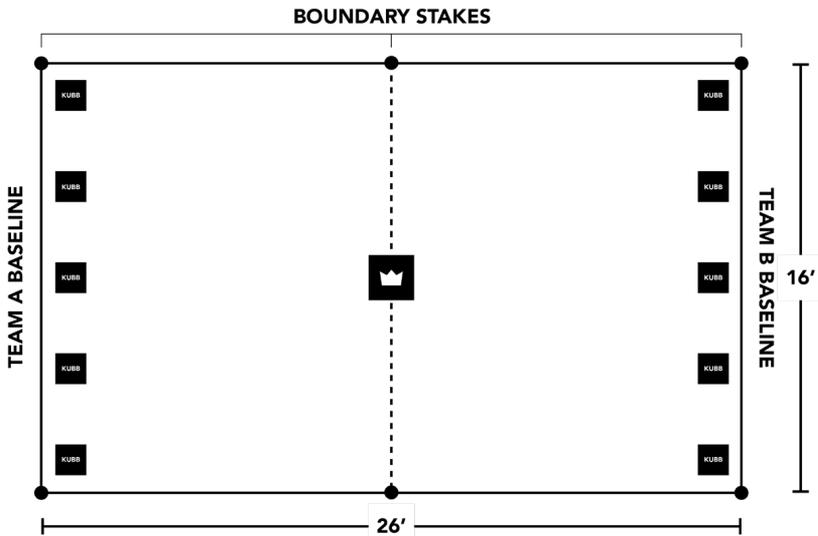
6 BATONS



CARRY CASE

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 16 feet wide and 26 feet long (5m x 8m). This playing area can be adjusted for recreational play and children, mostly depending upon skill level.



Mark the outside corners of the field with 4 boundary sticks. This will establish the baselines. The direct center of the field is the mid line. Use 2 boundary sticks to mark the mid line and place the king kubb in the center of the line. Place 5 of the kubbs on each baseline evenly placed between the boundary line.

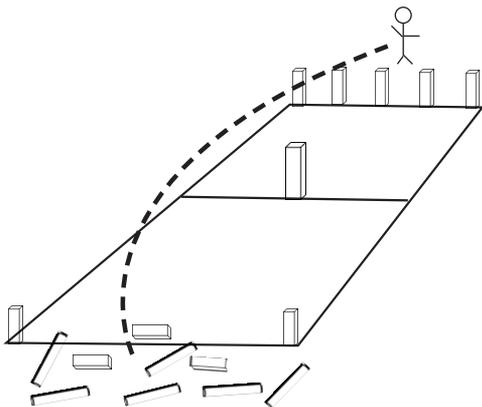
GAME OBJECTIVE:

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:

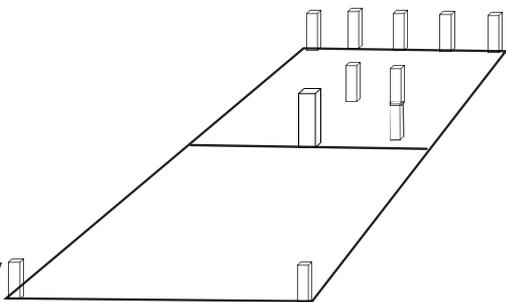
Kubb can be played with 2 to 12 players divided into 2 teams. Sticks must always be thrown vertically and underarm. "Helicopter" and side arm throws are not allowed. To decide which team starts, one person from each team throws a stick as close to the king as possible, but without hitting it. The team with the stick closest to the king starts.

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

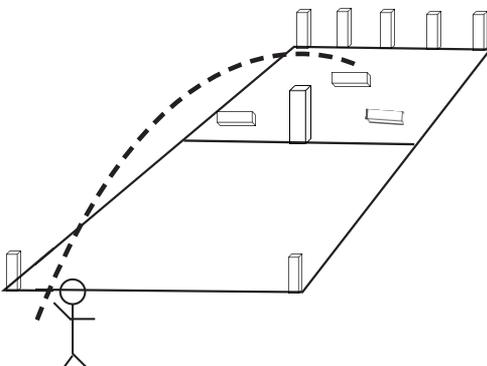


STEP 2: When Team A is finished, Team B stands at their baseline and throws underhand any knocked down kubbs back into the other half of the field.

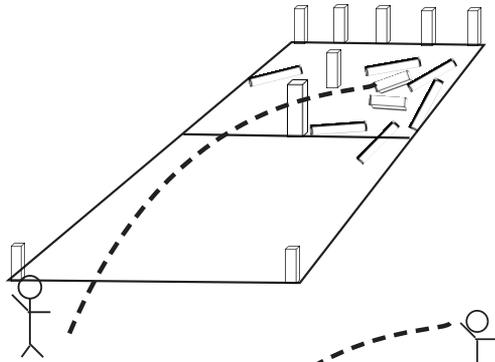
The kubbs are placed upright where they land and become known as "field kubbs". Team B has two chances to throw each kubb into the opposite half of the field. If they throw the kubb out of bounds twice in a row, the opposing team may put the blocks wherever they want within their field. They could put the field kubb a minimum of 1 baton length away from the king.



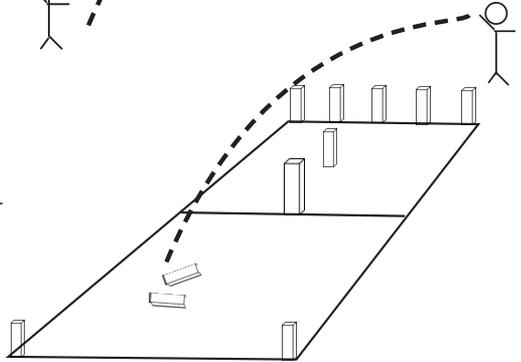
STEP 3: Once all the field kubbs have been thrown, Team A stands them up. If a kubb was thrown into the field and it hit another field kubb, team A has to stack them like a "T" or one on top of another. This applies to every two blocks tossed, block 1 and 2 can be stacked, or block 3 and 4 on each other,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



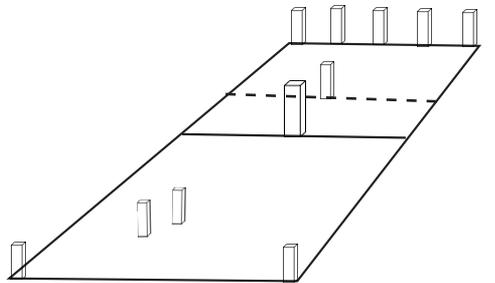
STEP 4: Team B must knock down all the field kubbs before throwing at the baseline kubbs. Any baseline kubbs that are knocked down before the field kubbs do not count and are placed back upright.



STEP 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.



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



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 rubberwood. It is eco-friendly, sustainable and high quality wood. It is very strong and resistant to fungus, bacteria and mold. To clean use a dry cloth to wipe of dust and dirt before packing away game pieces. If necessary use a damp cloth to remove stains and dirt but be sure to wipe completely dry before storing. Never immerse the pieces in water as the wood could absorb amounts of water and warp.