

Kubb

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

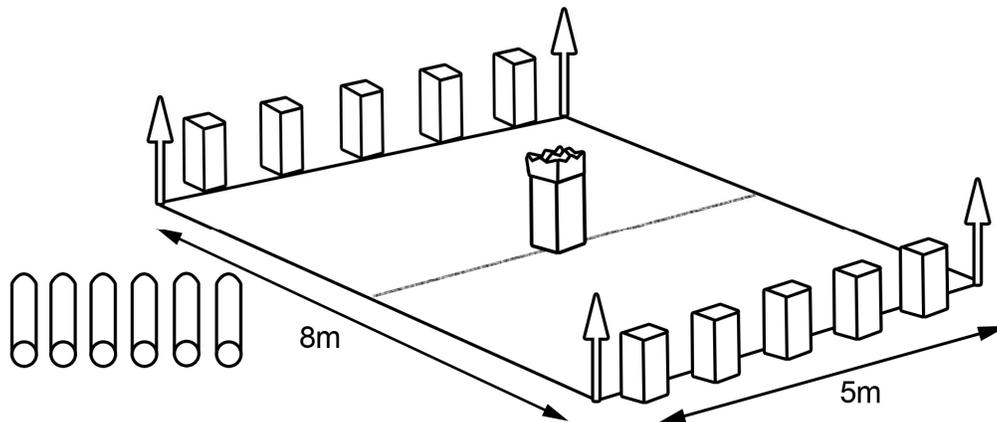
The purpose of the game is to knock over the King. This can be attempted only when you have knocked down all of your opponent's Kubbs using the throwing Batons. But beware, knock over the King before all of the Kubbs and you have lost the game!

Contents

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

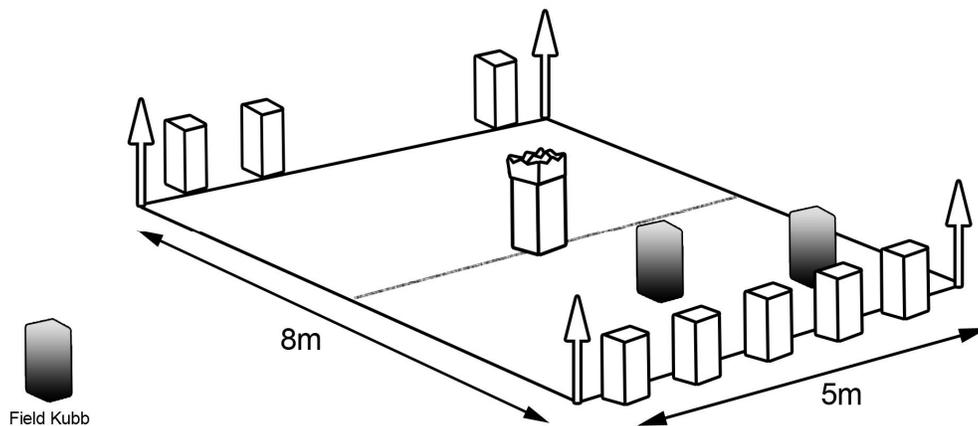
Setting Up The Game

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 or if space is more limited. Use the Corner Markers to indicate the edges of the Arena.



How To Play

- 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.
- One player from each team throws a baton from behind one baseline. The team whose player gets their baton closest to the King becomes Team A and starts the game.
- Team A stand 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.
- When Team A have thrown all 6 batons, play passes to Team B.
- 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 re-thrown 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 Kubbs become Field Kubbs as shown in the diagram below:



- 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 Kubb closest to the centre line on their next turn.
- 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.
- 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.
- The team with no more Baseline Kubbs to knock down can now attempt to knock down the King from their Baseline. This will make them the winner of the set
- The winner of 2 out of 3 sets wins the match!

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.

Rules

- Any Kubbs which have been knocked down must be thrown from your own Baseline.
- You can only attempt to knock down the King from your Baseline, not from the line level with a Field Kubb.
- 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.
- Any 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.
- Batons must be thrown underarm and straight on (not spun). Batons must be held at one end.
- Kubbs may be spun in any direction.
- 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.
- A Baton may knock over more than one Kubb at a time.

Safety

Suitable for 2 – 12 players Aged 3 and over.

Children 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.

Always throw underarm.



Please retain these details for future reference.

Garden Games Ltd

Holly House, Pine Woods Road, Longworth, Oxfordshire, OX13 5HG, England

Tel + 44 (0)1865 391060 Fax + 44 (0)1865 392800

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