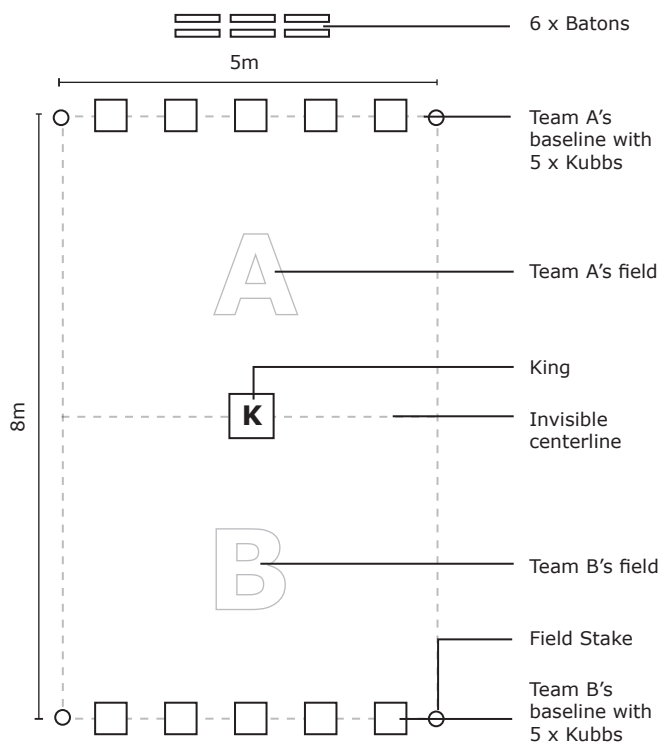


Kubb (pronounced koob) is a fun backyard game that can be played almost anywhere! From the backyard, to the beach or even at the snow, this versatile game will bring hours of fun!

## Your game includes:

- 1 x King, a large piece with a crown design
- 6 x Batons or throwing sticks
- 4 x Field stakes for the corners of the pitch
- 10 x Kubbs - rectangular wooden blocks

## How to set up your pitch:



## How to play:

**Objective:** Be the first team to knock over all the other team's kubbs, followed by the King.

Kubb is played between two teams with 1-6 players per team. Batons are divided equally between players.

### Set up you Kubb pitch as shown.

The starting team is decided by each team tossing a baton towards the King. The closest baton to the King without touching it goes first (if you touch the King the other team starts).

### There are two phases for each team's turn:

1. Team A throws the six batons from their baseline, at their opponent's lined-up kubbs. These are called Baseline kubbs.
2. Kubbs that are successfully knocked down by Team A are then thrown by Team B onto Team A's half of the pitch, and stood on end. These newly thrown kubbs are called field kubbs.
3. If the field kubbs don't land in the pitch then a second attempt is allowed. If the second attempt is also thrown out of play then the opposing team can place the kubb anywhere on the pitch, as long as it is at least one baton length from a corner marker or the King.
4. If a thrown kubb knocks over an existing baseline or field kubb, then the field kubbs are raised at the location where they rest, and baseline kubbs are raised at their original location.
5. Play then changes hands, and Team B throws the batons at Team A's kubbs, but must first knock down any standing field kubbs. Once a field kubb is knocked down it is removed from play.
6. If a baseline kubb is knocked down before all remaining field kubbs, the baseline kubb is returned to its upright position.
7. Again, all baseline kubbs that are knocked down are thrown back over onto the opposite half of the field and then stood up.
8. If either team does not knock down all field kubbs before their turn is over, the kubb closest to the centreline now represents the opposite team's baseline.
9. Then the throwers may step up to that line to throw at their opponent's kubbs.
10. This rule applies only to throwing the batons at the opposite team's field and baseline kubbs; fallen kubbs are thrown from the original baseline, as are attempts to knock over the king.
11. Play continues in this order until a team is able to knock down all kubbs on one side, from both the field and the baseline.
12. If that team still has batons left to throw, they now attempt to knock over the King. If a thrower successfully topples the King, their team has won the game.

**Note:** If at any time during the game the King is knocked down by a baton or kubb, the throwing team immediately loses the game.

## Tips and Rules:

Throws must be under-handed.

The batons must spin end over end.

Throwing batons overhand, sideways or spinning them side-to-side (helicopter) is not allowed.

Try to throw the field kubbs close together when thrown back to their side, it makes it easier to knock multiple kubbs down.

Field kubbs that right themselves due to the momentum of the impact are considered knocked down.

Kubbs are considered knocked down if they end up tilting and relying on a game piece for support.

## For fast play or variety, follow these optional rules:

**6m x 4m pitch:** This makes Kubbs easier to hit.

**Stacking:** If any Kubbs hit each other when tossed, they are stacked in towers to make them easier to overturn with a single baton.

**Resurrection King:** If the King is accidentally overturned, the team only loses their turn, not the game.

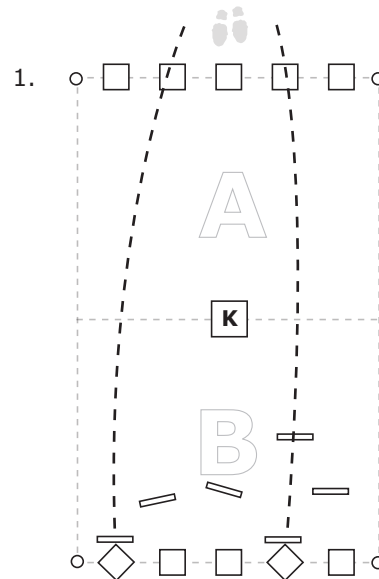
**Mortal Kubbs:** Kubbs that are knocked over once in the field are tossed out of the game. With this fast variation, each team is only allowed one King shot per turn.

**Friendly Kubb:** 8 x 5m pitch, 6 Batons, stacking or not

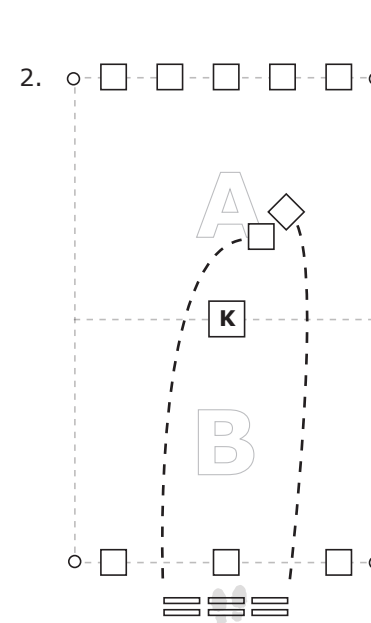
**Beginner Kubb:** 6 x 4m pitch, 6 Batons, stacking

**Kids Kubb:** 4 x 2m pitch, 4 or 6 Batons, stacking, 3 Kubbs per side

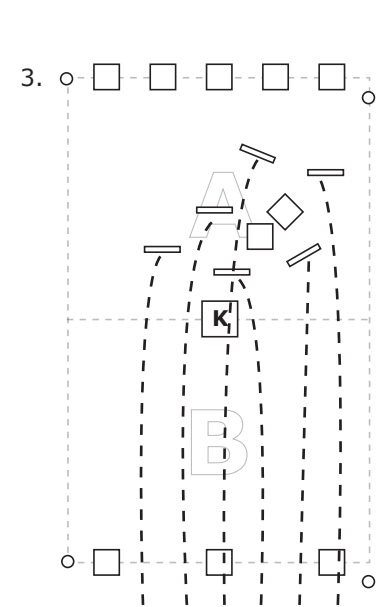
**Adults vs Kids Kubb:** 6 x 4m pitch, stacking. Adults get less batons, kids get more and everyone plays for real.



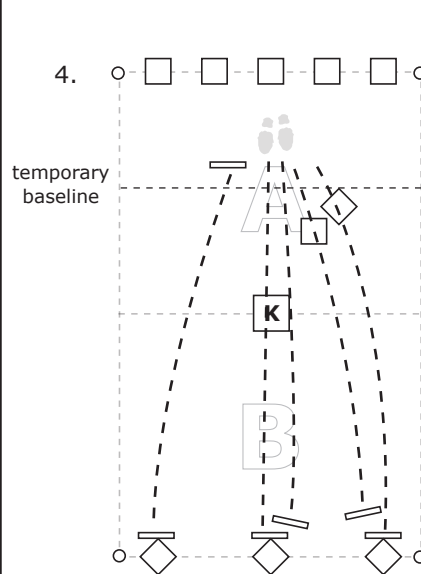
1. Team A throws batons to knock over Team B's the Kubbs.



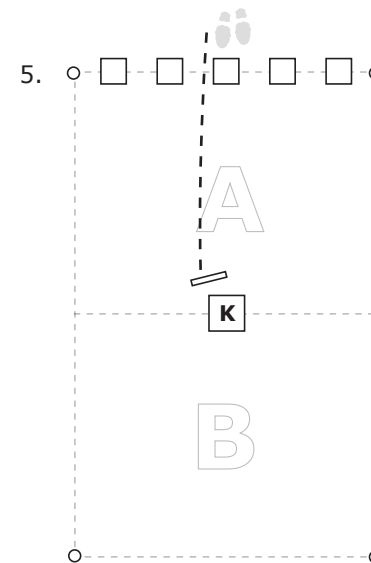
2. Team B throws knocked over Kubbs into team A's field.



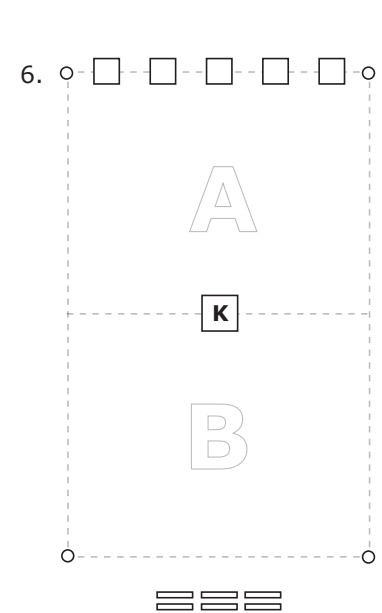
3. Team B has to knock over all field Kubbs before they can aim for baseline Kubbs. If they do not knock over the field Kubbs, this becomes Team A's temporary baseline.



4. Team A throws batons from temporary baseline. They have now knocked down all baseline Kubbs.



5. Team A has one remaining baton. This has to be thrown from the original baseline.



6. Each team takes turns and the game continues until all Kubbs and the King are knocked down.