

# KUBB

## CONTENTS:

1 King, 10 basic towers, 6 sticks, 4 pegs to mark the playing field and a bag

## GAME RULES:

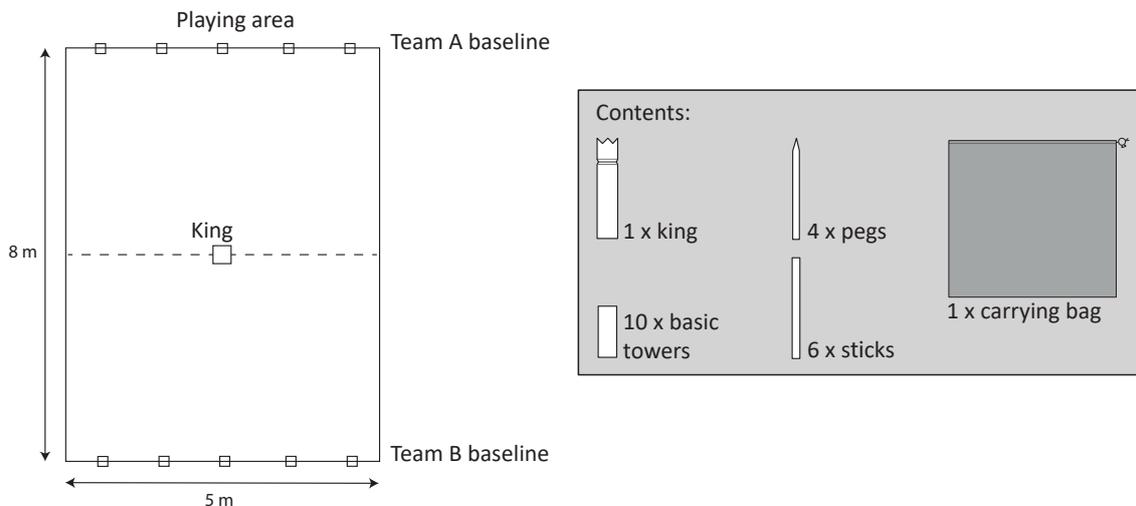
The Kubb game can be played either one against one or by two teams (maximum 6 persons). The game can be played anywhere, e.g. on grass, gravel or sand.

## OBJECTIVE:

Use the sticks to firstly knock over your opponent's basic towers and then its king.

## PREPARATIONS:

Mark out a playing area measuring 5 x 8 metres using the 4 pegs. Place the king in the middle of the playing area. The basic towers are placed on each team's baseline (see illustration below).



## THE GAME:

To decide who will start, each team throws one stick as close as possible to the king without actually touching it. The team that gets the closest to the king can start the game (and becomes Team A). The player whose turn it is always stands behind his or her team's baseline and throws the sticks underhand. You are not allowed to throw overhand or sideways. Nor are you allowed to spin the stick like a helicopter.

The objective now is to knock over as many as possible of the other team's (B) basic towers with the 6 sticks. Once Team A has thrown all 6 sticks, the basic towers which have fallen are thrown by Team B onto Team A's half of the playing area. You can then stand them up at their landing position. If after two attempts Team B does not manage to throw the fallen basic towers onto Team A's half of the playing area, then Team A can place them wherever it wishes as long as they are at least as far away from the king as the length of a stick.

It is now the turn of Team B. Before Team B can try to knock over Team A's basic towers, it must first knock over its own basic towers which are now standing (and are now field towers) in Team A's half of the playing area. If Team B does not manage to knock over all the field towers, then the opponent can move its baseline (from where the throwing is done) up to the level of the field towers that are still standing. As soon as these field towers are knocked over, the baseline returns to its original position.

Once Team B has thrown its 6 sticks, it is Team A's go again and play continues in turn. If a team accidentally knocks over a basic tower before all the field towers are knocked over, this does not count and such towers are stood up again.

Once a team has knocked over all the opponent's basic towers and field towers, then this team can try to knock over the king. This must always be done from the original baseline.

The first team to knock over the king is the winner of the game. If by accident the king is knocked over too early, the opponent wins immediately!