



LEGEND HAS IT THE VERY FIRST KUBB PLAYERS LIVED IN SCANDINAVIA. IN FACT, IT IS SAID THAT VIKINGS THEMSELVES PLAYED KUBB MORE THAN 1,000 YEARS AGO WITH STICKS AND FIREWOOD GATHERED THROUGH THEIR WORLDLY VOYAGES.

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YOUR KUBB SET INCLUDES:

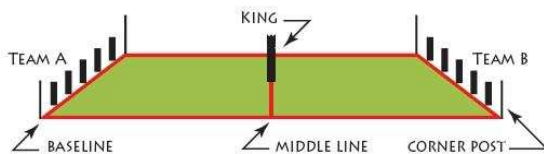
- 1 KING, 9 x 9 x 30 CM
- 10 KUBBS, 7 x 7 x 15 CM
- 6 BATONS, 4.4 DIAMETER X 30 CM
- 6 FIELD MARKING STICKS

THE PLAYING FIELD

KUBB CAN BE PLAYED ON ANY LEVEL GRASS, SAND OR EVEN SNOW. THE OFFICIAL SIZE OF THE FIELD IS 5 X 8 METERS. THE FIELD IS MARKED BY THE FIELD MARKING STICKS. THE LINES AT EITHER END OF THE FIELD ARE CALLED THE BASELINES. THE IMAGINARY LINE IN THE MIDDLE OF THE FIELD IS CALLED THE MIDDLE LINE.

SETTING UP

SET UP THE FIELD AS SHOWN IN THE DIAGRAM. ONE FIELD MARKING STICK IS PLACED IN EACH CORNER AS WELL AS ON THE MIDDLE LINE. THEN PLACE THE KING IN THE CENTER OF THE MIDDLE LINE. FINALLY PUT 5 KUBBS AT REGULAR INTERVALS ON EACH TEAM'S BASELINE.



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HOW TO WIN

THE AIM OF THE GAME IS TO CONQUER THE KING! THE TEAM WHICH CAN KNOCK OVER ALL THE KUBBS (SOLDIERS) ON THE OPPONENT'S SIDE OF THE FIELD AND THEN KNOCKS OVER THE KING WINS.

HOW TO PLAY

KUBB CAN BE PLAYED WITH 2 TO 12 PLAYERS DIVIDED INTO TWO TEAMS, TEAM A AND TEAM B.

STEP 1

TO DECIDE WHICH TEAM STARTS, ONE PERSON FROM EACH TEAM THROWS A BATON AS CLOSE TO THE KING AS POSSIBLE WITHOUT HITTING IT. THE TEAM THAT GETS THE CLOSEST TO THE KING WITHOUT TOUCHING IS TEAM A AND THEY GO FIRST. THE SIX BATONS ARE THEN DISTRIBUTED AMONGST TEAM A.

STEP 2

EACH PLAYER ON TEAM A POSITION THEMSELVES BEHIND THEIR BASELINE AND TAKE TURNS TRYING TO KNOCK OVER THE KUBBS ON TEAM B'S BASELINE.

STEP 3

ONCE TEAM A HAS THROWN ALL ITS BATONS, TEAM B TAKES ITS TURN. STANDING BEHIND ITS OWN BASELINE, TEAM B THROWS ANY KUBBS THAT TEAM A KNOCKED OVER ONTO TEAM A'S HALF OF THE PLAYING FIELD.

ONCE ALL THE FALLEN KUBBS HAVE BEEN THROWN ONTO TEAM A'S HALF, THEY ARE PLACED UPRIGHT WHEREVER THEY LANDED. THESE KUBBS ARE KNOWN AS FIELD KUBBS. TEAM B NOW HAS MORE KUBBS TO KNOCK OVER.

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IF TEAM B THROWS A KUBB OUTSIDE OF TEAM A'S HALF OF THE PLAYING FIELD THEN TEAM B IS ALLOWED TO THROW THAT KUBB AGAIN, AFTER ALL KUBBS HAVE BEEN THROWN. IF TEAM B ONCE AGAIN THROWS THE KUBB OUTSIDE OF TEAM A'S HALF OF THE PLAYING FIELD, THE FIELD KUBB IS NOW CALLED A PUNISHMENT KUBB AND TEAM A CAN PLACE THAT KUBB WHEREVER THEY WANT ON THEIR OWN HALF PROVIDED IT IS AT LEAST ONE BATON'S DISTANCE AWAY FROM THE KING.

STEP 4

TEAM B NOW TAKES ITS TURN TO THROW THE BATONS. THE PLAYERS HAVE TO KNOCK OVER ANY POTENTIAL FIELD KUBBS BEFORE KNOCKING OVER THE BASELINE KUBBS.

STEP 5

ONCE TEAM B HAS THROWN ALL ITS BATONS, TEAM A TAKES ITS TURN TO THROW ANY FALLEN KUBBS INTO TEAM B'S HALF. TEAM A MUST REMAIN BEHIND THE BASELINE.

STEP 6

IF THERE ARE ANY FIELD KUBBS ON TEAM A'S HALF OF FIELD, TEAM A CAN NOW THROW FROM THE ADVANTAGE LINE. THE ADVANTAGE LINE IS AN IMAGINARY LINE RUNNING PARALLEL TO THE BASELINES AND THROUGH THE CENTER OF THE FIELD KUBB CLOSEST TO THE MIDDLE LINE. STANDING BEHIND THE ADVANTAGE LINE, TEAM A TRIES TO KNOCK OVER FIRST ANY FIELD KUBBS AND SUBSEQUENTLY THE BASELINE KUBBS.

STEP 7

THE TEAMS KEEP ALTERNATING UNTIL ONE TEAM HAS KNOCKED OVER ALL OF THEIR OPPONENT'S KUBBS AND THEN THE KING.

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WINNING

BEFORE STARTING THE GAME, PLAYERS MUST AGREE ON WHICH WAY TO WIN:

1: A FALLEN KUBB IS A DEAD KUBB

AFTER A FIELD KUBB HAS BEEN KNOCKED OVER, THE FIELD KUBB IS OUT OF THE GAME. PLAY CONTINUES UNTIL ONE TEAM MANAGES TO KNOCK OVER ALL OF THE OPPOSITION'S KUBBS. THEY MUST THEN KNOCK OVER THE KING TO WIN THE GAME.

2: ALL OR NOTHING

TO WIN THE GAME, A TEAM HAS TO KNOCK OVER FIELD KUBBS, BASELINE KUBBS, AND THE KING IN ONE TURN. IF A TEAM FAILS TO DO THIS BUT OVERTURNS FIELD KUBBS, THESE FIELD KUBBS GO BACK INTO PLAY AS FIELD KUBBS THE SAME WAY AS IF THEY HAD BEEN BASELINE KUBBS.

IF SOMEBODY KNOCKS OVER THE KING WITHOUT FIRST KNOCKING OVER ALL OF THEIR OPPONENT'S KUBBS THEIR TEAM LOOSES THE GAME INSTANTLY.

PLAY SAFE

ALWAYS PLAY SAFE! IN ORDER TO MAKE SURE NO VIKINGS ARE INJURED, YOU NEED TO FOLLOW THESE SIMPLE RULES:

- NEVER ENTER THE PLAYING FIELD WHEN IT IS THE OPPONENT'S TURN
- NEVER PICK UP A BATON FROM THE GROUND UNTIL ALL OF THEM HAVE BEEN THROWN BY THE OPPOSING TEAM
- ONLY VERTICAL UNDERHAND THROWS ARE ALLOWED. YOU CANNOT THROW OVERHAND OR IN A SIDEWAYS MOTION

OFFICIAL TOURNAMENT RULES

FOR MORE INFORMATION ABOUT TOURNAMENT RULES:

WWW.VMKUBB.COM

WWW.KUBBCANADA.COM

WWW.USAKUBB.ORG

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