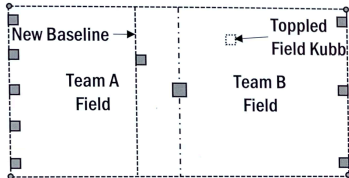


OPTIONAL RULE – SPEED PLAY:

Once a field kubb block is toppled it is removed from the game to speed up game play.

Once Team A topples all of Team B's field kubbs, they can go for the baseline kubbs and if Team B left any field kubbs on Team A's field, then this block becomes the new temporary baseline.



Play goes back and forth in this fashion until one team topples all field and baseline kubb blocks then the king in one turn. If the team's baseline had moved up, they need to move back to the original baseline to toss at the king.

OPTIONAL RULE – STEALING THE GAME:

If Team A is tossing for the king with their remaining dowels and they miss, Team B gets one shot at the king from their baseline. If Team B topples the king, they win.

USE AND CARE:

YardGames.com Kubb sets are made with quality kiln-dried hardwood and are not water proof. To prevent damage and wear, store the game indoors in a dry area.

Adult supervision is required for children playing this game.

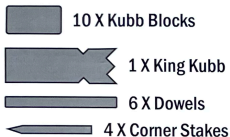
AGES 8 + | 2 TEAMS

KUBB

Instructions

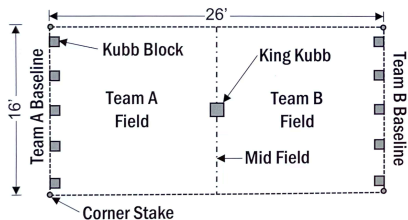


SET INCLUDES:



GAME SETUP:

Kubb is typically played on a rectangular pitch approximately 16' x 26' (8m x 5m). Baseline kubb blocks are set up evenly between the corner stakes with the king in the middle of the pitch. The pitch is split up into halves, each team with their respective fields. Teams can consist of 1-6 players each.



OBJECTIVE:

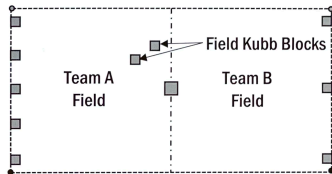
The object of the game is to topple as many of your opponent's kubb blocks over as you can by tossing the dowels. The dowels **MUST** be tossed underhand, end-over-end, no helicopters. To win, a team must knock all of their opponent's blocks over and successively knock over the king. However, if the king is knocked over any time during play, the offending team loses.

GAME PLAY:

Each team tosses one dowel and whoever gets their dowel closest to the king without touching it, goes first.

Team A tosses first one dowel at a time trying to knock over as many baseline kubb blocks as they can.

Once all dowels have been tossed, Team B tosses back toppled kubb blocks underhanded on to Team A's field. Team A sets up the blocks where they lie, in either direction but they must be facing Team B. These now become field kubb blocks.



OPTIONAL RULE - STACKING:

If two or more of the field kubb blocks come into contact with one another from Team B's tosses, Team A has to stack them like a 'T' or vertically one on top of the other. This only applies to every two kubb blocks thrown. For example blocks 1,2 and 3,4 may be stacked, but blocks 2,3 may not.

If kubb blocks tossed onto the opposing team's field do not make it within the field boundary in two tries, the opposing team may put the blocks where ever they want within their field. For instance, they could put the field kubb a minimum of one block length from the king or they can put them just in front of their baseline kubb blocks.

Team B now tosses back the dowels. They must knock over the field kubb blocks before the baseline kubb blocks. Once all dowels are thrown, Team A tosses back toppled kubb blocks onto Team B's field including field kubb blocks