



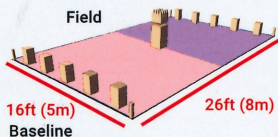
www.kubbempire.com

Kubb (kuh-ō-ō-b) is a game of mysterious origin. Whether it hails from 1900's Sweden or the age of Vikings, one thing is certain; kubb is one of the greatest lawn games ever conceived. Gather up your friends on a pitch of grass, dirt, snow, or sand and start throwing some timber!

To Win...

Be the first team to knock over all the opponents kubbs, and then finish the game by toppling the king!

Setup



Start by placing 4 corner marker stakes.



The King block rules the land from the center.



Kubb blocks (5 per side) are placed evenly between your corners.



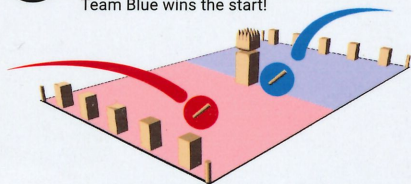
Each team throws 6 batons per turn.

Sample Game

1

Who goes first?

Each team throws one baton and the closest to the king without touching it starts the game. Team Blue wins the start!

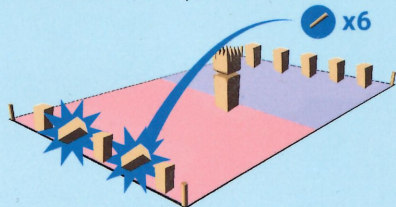


Turn 1

2

Knock over opposing kubbs

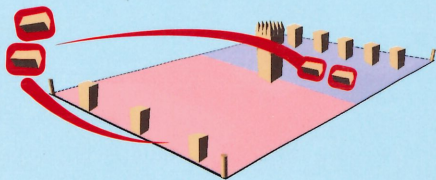
Blue Team throws all 6 batons (from behind their baseline) and knock over as many opposing baseline kubbs as possible.



3

Toss back fallen kubbs

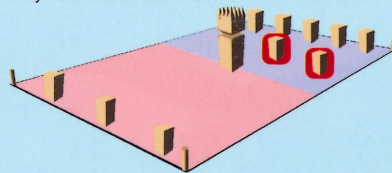
Red Team now throws any fallen kubbs over to the other side. These kubb blocks are now "field kubbs." Any baseline kubbs knocked over accidentally should be reset.



4

Prop up field kubbs

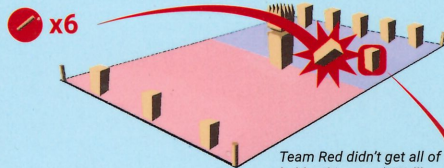
Blue Team now has to prop up the field kubbs where they lie and allow Red Team to resume their turn.



5

Knock down field kubbs before baseline kubbs

Red Team throws batons, but they **must knock over the field kubbs before the baseline kubbs**. Any baseline kubbs knocked over while field kubbs are standing **do not count** and should be reset.

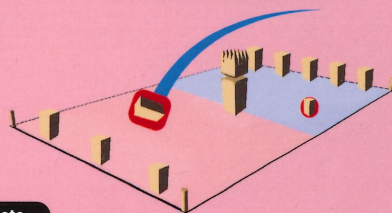


Team Red didn't get all of the field kubbs this round! We'll see what this means soon...

Turn 2

6

Blue Team now throws the fallen kubb back over.



Note

If the blue team throws a kubb out of bounds then they get one retry....if they miss, Red Team can place the kubb anywhere on their field as long as it's one block length away from the king.

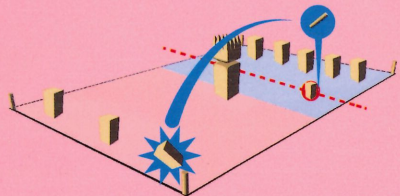
Red Team now props up the field kubbs and allows Blue team to resume and throw their batons.

7

Adjust the Throw-Line if needed.

Remember how Red Team didn't knock over all the field kubbs on the blue team side last round?

Blue Team now gets to step up to the line of the closest field kubb on their side still standing and throw their batons. Big advantage for the blue team.

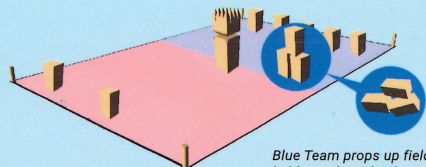
**Turn 3**

8

Throw back fallen kubbs again.

Red Team now repeats the process of throwing the kubb's back over.

OPTIONAL: If Red team contacts a kubb with another kubb in this phase, Team B must stack those kubbs making them easier to hit. (speeds up game play)

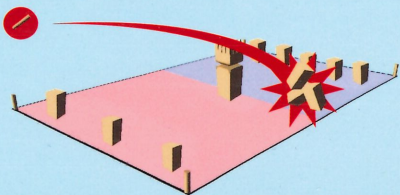


Blue Team props up fallen kubbs and stacks them.

9

Throw batons again.

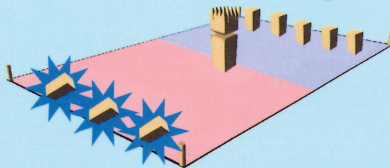
Red Team now throws their batons, taking out field kubbs first, like before.

**Later...**

10

Let's fast forward a few turns now...

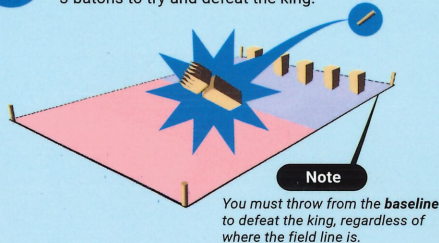
Blue Team knocks over all of Red teams remaining kubbs with just 3 shots, Leaving them with 3 batons.



11

Attempt to win!

Blue Team now must throw their remaining 3 batons to try and defeat the king.

**Note**

You must throw from the baseline to defeat the king, regardless of where the field line is.

Blue team hits the king .**Blue Team Wins!****Optional**

*If blue team misses the king red team gets one free shot. (speeds up game play). If Red team hits the king **they win!***

Red Team now continues game play by throwing the field kubbs...and the game goes on until one team or the other gets the king.

Note

*If the King is knocked over **prior** to all of the kubbs on the opponents side being toppled. The offending team **automatically loses the game.***

Throwing**Throw underhand!**

No sideways/helicopter style throws.

Game Flow**Game Phases:**

1. Baton to Kubb throw
2. Field Kubb throw
3. Kubb setup
4. Baton to Kubb throw (*knock down field kubbs first though*)
5. Baton to King throw (*if enemy kubbs are down*)
6. WIN or REPEAT 1-4

Official Rules

Please visit www.kubbempire.com for links to in-depth official Kuub rules.

Beginner Rules

If you want to make the game a little easier feel free to shrink the pitch to 20ft x 13ft (6m x 4m). Implement the optional beginner rules, which are listed online.

Please do not hesitate to contact us first if you have any issues with your set. Also we appreciate your feedback and reviews.

Contact information can be found at www.kubbempire.com

Copyright © 2016 Okwuzano LLC. All rights reserved.