

Kubb is a 1,000 year old Viking game that originates from Sweden. new to the Australia, but is a massive hit over in Europe, the U.K and the USA.

Kubb is pronounced (K-oo-B) like the 'oo' in wood. Kubb is a game that can be played on either grass, gravel or the beach as long it is a flat playing surface.

An incredibly addictive game that is perfect for playing with friends and family.

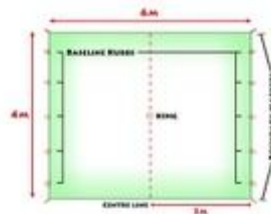
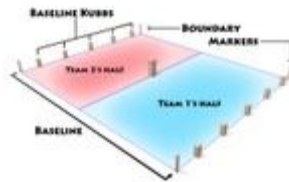
Take it on your picnic, or BBQ, as a day is not complete without a cracking good game of Kubb. It can be played with as few as 2 people

Object of the game

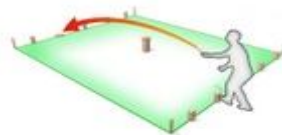
The object of Kubb can basically be described as being the first to knock down the other teams wooden blocks by throwing wooden sticks at them. Sounds simple huh?

Well one of the great things about this game is the tactics that can be used each time you play. One of the challenges is deciding how YOU best play the game, and preventing your opponent from knocking your blocks down first!

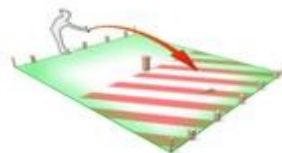
The aim of the game is to be the first to knock down all the opposing team's Kubbs and then knock over the King. To decide who throws first simply flip the King in the air, and whatever end the crown is pointing to throws first.



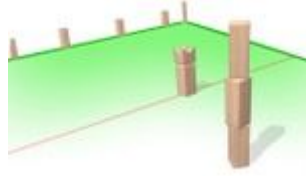
Rules



The game is played in turns. The starting team throws the batons underarm at the opponents Kubbs, aiming to knock them down. All throws MUST be underarm, and the baton must spin vertically, otherwise it will be deemed an illegal throw. The starting team stands behind the baseline and tosses the batons under-arm at the opponents Kubbs, with the aim to knock them down. After all 6 batons have been thrown it becomes Team B's turn.

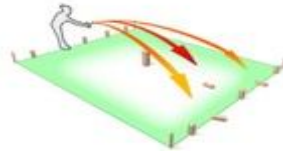


The Kubbs that are knocked over with the batons are never eliminated from the game. They are thrown back into the opposing teams half at the start of each turn. Once a Baseline Kubb has been knocked down it is known as a Field Kubb.

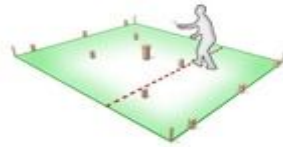


If a Field Kubb is thrown and it goes outside the playing Field, then it must be re-thrown. You can re-throw a maximum of 2 times per Kubb. If after the 3rd throw it still fails to land within the playing field, then the opposing team are allowed to place this Field Kubb anywhere in their half. This can be no closer than 20cm from the King.

If throwing multiple Field Kubbs, every block that makes contact with another Field Kubb must be stood on top of each other to make a tower. Once all Field Kubbs have been thrown, they are stood up on their ends, and it becomes that teams turn to throw their batons.



Field Kubbs must always be knocked over first before being allowed to attack the Baseline Kubbs. If a Baseline Kubb is accidentally knocked over before all Field Kubbs, then it is automatically placed back in it's original position.



All Field Kubbs knocked down during the course of the game are to be thrown at the start of each turn, by both teams, before any batons are tossed. If the opposing team doesn't manage to knock down all the Field Kubbs by the end of their turn, then instead of throwing the batons from the Baseline, you are temporarily allowed to throw the batons from the closest Field Kubb to the King that was left standing.

The game continues to be taken in turns until one team has knocked over all the opposing Baseline Kubbs. Only then are they allowed to have a shot at the King. All shots at the King must be taken from the original Baseline. If the King is knocked over during any previous stage of the match, the offending team loses. You can never finish your turn on the King. If you have knocked over all the Baseline Kubbs and don't manage to knock over the King by the end of your turn, then you lose!