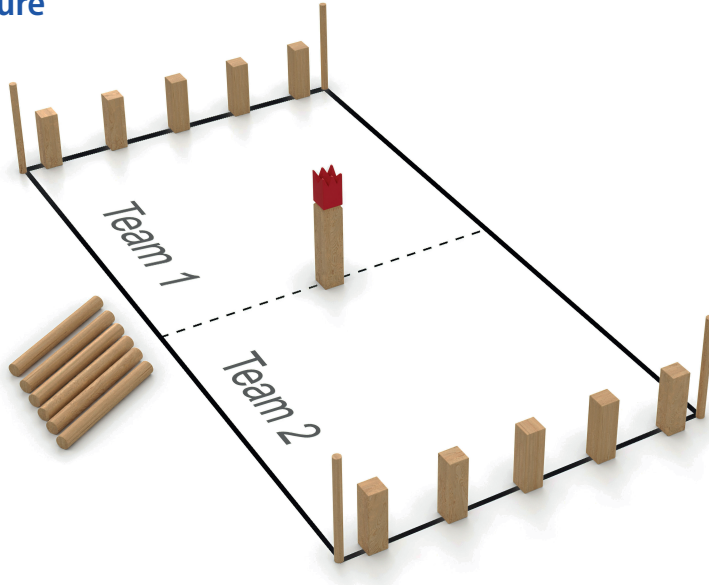


## Game structure



## Game preparation

- 2-12 players form two teams A and B, which compete against each other in the game.
- On a flat surface, a playing field of 5x8 or 8x10 metres is marked with the four pegs.
- On both baselines, each team places its 5 kubbs at equal distances. The king is placed in the middle of the field.

## Game target

The aim of the game is to knock down all the kubbs in the opponent's half with the throwing sticks. If this succeeds in one round, the team may throw at the king. If the king falls over, the game is won.

## Who starts?

At the same time, one player per team throws his throwing stick from his baseline as close as possible to the king. The team whose baton comes closer to the king may start. But be careful. The king may be touched, but if it falls, then the opposing team starts in any case.

## Rules of the game

- At the beginning of the game, team A divides the 6 throwing sticks among themselves. The throwing sticks may only be grasped at the end and only thrown straight from the bottom to the front. The throwing sticks must be held at one end, not in the middle. So-called helicopter or slingshot throws are not permitted.
- Team A now tries to hit the kubbs of the opposing team B from the baseline.
- When all the bats have been thrown, team B throws the bats over the centre line into the opponent's half of the field and places them where they land (so-called field bats). The field cubes may be placed in any direction. If a kubb lands outside the opponent's playing area when it is thrown in, it must be thrown again. If it misses the opponent's half of the field this time, it becomes a penalty kubb, which the opponent may place wherever he wants, but not closer than one throwing stick length to the king. (Alternative game variant: If two field kubbs touch each other when thrown in, they may be placed on top of each other to form a tower).
- Team B must now first knock down the field kubbs that have been thrown in before they are allowed to throw at the kubbs on team A's baseline (these kubbs are called base kubbs). If a kubb on the baseline is knocked down before the other kubbs are knocked down, this kubb is put back in place.
- Team B must now first knock down the field kubbs that have been thrown in before they are allowed to throw at the kubbs on team A's baseline (these kubbs are called base kubbs). If a kubb on the baseline is knocked down before the other kubbs are knocked down, this kubb is put back in place.
- Team A must now throw all the field kubbs that have been hit, as well as any new base kubbs that have been hit, into the opponent's half. Then the game continues as before. The game is repeated until one of the teams has knocked down all the opposing kubbs. The remaining bats may now be used to try to hit the king. The king may not be hit at any time beforehand, otherwise the team that has hit it loses.

### Scope of delivery:

1x King  
10x Kubbs  
6x throwing sticks  
4x field markers  
Carrying bag  
Game instructions

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