

# Battle Rules

Release Your Inner Viking



## Objective

Capture the King after defeating your enemy's army of Kubbs (soldiers).

## Number of Players

For 2 to 12 players. Each battle is contested between two teams. Each team has 1 to 6 players. It is best (but not necessary) if each team has the same number of players.

Where there is more than one player in each team, the team must share its throws equally between all team members.

## Kubb Terminology

**Baseline Kubbs:** Kubbs that are in their original position on the baseline and have never been captured (knocked down).

**Field Kubbs:** Kubbs that have been captured and are located within the boundaries of the battlefield. At the start of the game, there are no Field Kubbs.

## Your Kubb Set

Each set of Kubb consists of 1 King, 10 Kubbs, 6 throwing batons and 4 corner posts.

Kubb By Planet Finska has been crafted from quality hardwood known for its shock resistant properties.

Given the nature of the game, minor damage and dents can be expected, however these should not impact your enjoyment of Kubb. We recommend that your Kubb is kept in a dry place as extended exposure to moisture may cause deterioration.

## Kubb Safety

Kubb is recommended for ages 7 and up.

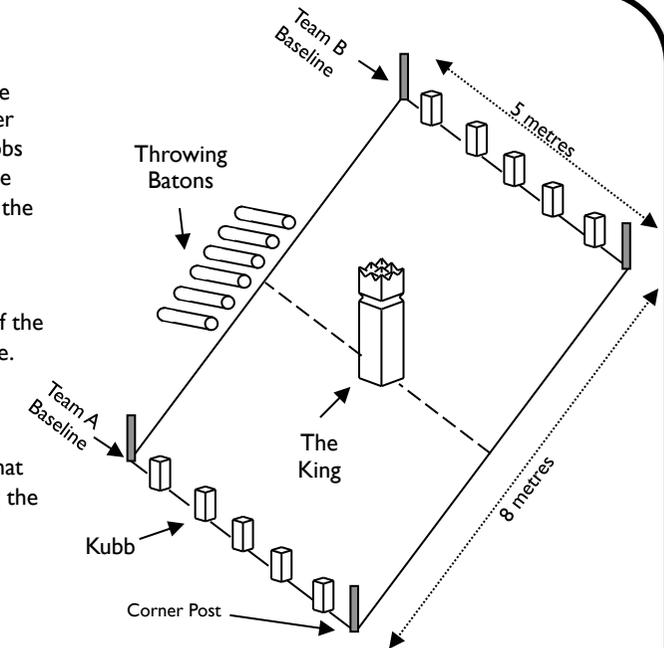
Kubbs and throwing batons must never be thrown directly towards people or animals. Before any throw, other players and spectators must stand well to the side and out of potential harm's way. Throws must always be underarm. Please ensure younger players are always adequately supervised.

## Preparing For Battle

Stake out a 5 metre by 8 metre battlefield using the four corner posts. Each team places 5 Kubbs evenly along their baseline. The King is placed in the centre of the battlefield.

The two teams position themselves at opposite ends of the battlefield behind their baseline.

A player from each team tosses a throwing baton towards the King. The team that lands closest without touching the King will attack first.



## Throwing Technique

The throwing batons must be held at either end (not in the middle) and thrown UNDERARM and end over end. NO HELICOPTERS! Sideway throws that spin the batons horizontally like a helicopter are not permitted. Kubbs must also be thrown underarm but they can be spun in any direction. A player must have both feet within the sidelines defined by the corner posts when throwing.

## Tips and Other Stuff

Kubb can be played on grass, sand or snow and the selected area is ideally flat.

For an easier game the battlefield can be made smaller e.g. 4m x 6m.

When tossing Kubbs back into your opponent's half, try to cluster them to increase your chances of knocking down multiple Field Kubbs with a single throw.

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## Battle Procedure

### The First Attack – Team A

Team A stands behind their baseline, and because it is the first attack of the game, only FOUR batons are tossed one at a time towards Team B's Kubbs - the aim being to capture (knock down) as many Kubbs as they can.

After the four batons have been tossed, Team A's turn is over.

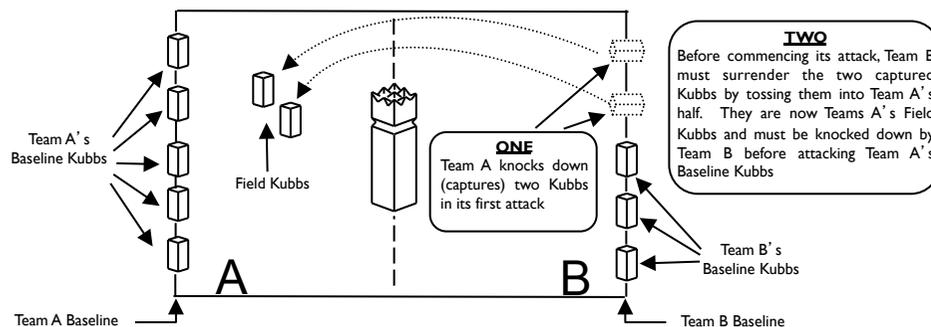
### The First Attack – Team B

Before commencing its own attack, Team B must surrender any Kubbs that were captured by Team A. Team B does this by throwing them one at a time (from the baseline) into Team A's side of the battlefield. They are placed upright in the spot they come to rest by Team A. These Kubbs now form Team A's frontline defence and are known as Field Kubbs. If any Kubb thrown by Team B does not land within the boundaries of Team A's half, Team B is allowed a second attempt. If the second attempt also misses, Team A may place the Kubb wherever they wish within their own half of the battlefield (but not closer than one baton length from the King).

After surrendering any captured Kubbs to Team A, Team B may now attack. Standing behind their baseline, Team B tosses SIX throwing batons one at a time towards the Kubbs located on Team A's side of the battlefield...the aim being to knock down as many Kubbs as they can.

If there are any Field Kubbs on Team A's side of the battlefield these must all be captured BEFORE ATTACKING ANY BASELINE KUBBS. If a Baseline Kubb is knocked over before all Field Kubbs have been captured, it does not count and the Baseline Kubb must be put back up in its original position.

After SIX batons have been tossed, Team B's turn is over.



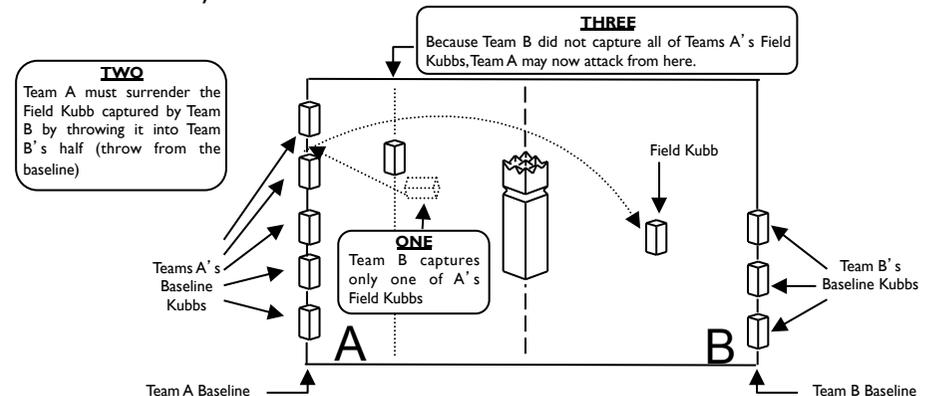
### Subsequent Attacks by Either Team

The process continues as described for "The First Attack – Team B".

1. Any Kubbs captured during your opponent's previous attack are surrendered by tossing them into their half of the battlefield as Field Kubbs.
2. Attempt to capture as many Kubbs in your opponent's half provided that Baseline Kubbs can only be captured if there are no Field Kubbs standing.

### Advancing your Position of Attack

If on your opponent's previous attack they were not successful in capturing all of your Field Kubbs then (as shown below) your team may advance down the battlefield and ATTACK FROM A POSITION IN FRONT OF THE BASELINE. The new point of attack (for throwing batons) is a line parallel to the baseline that passes through your Field Kubb that is closest to the enemy. Note: Kubbs must always be surrendered by throwing them into your opponent's half from BEHIND your own baseline.



### Winning the Battle

When a team has defeated (knocked down) all of their opponent's Kubbs (any Field Kubbs followed by any remaining Baseline Kubbs), that team may attack the King. When attacking the King, a team must stand behind their baseline when tossing their remaining throwing batons. A successful knock down of the King will result in a glorious VICTORY!

Note: If at any stage a team knocks down the King while their opponent still has Kubbs standing, THEY IMMEDIATELY LOSE THE BATTLE !!