

space **essentials**

Assembly Instructions

Thank you for your purchase.

Please follow the instructions below for correct assembly.

rupuda

Kubb game rules

Contents of the game

- 1 king (30x7.5x7.5cm)
- 10 kubbs (15x6x6cm)
- 6th throwing sticks (30 cm long, 38 mmφ)
- 4 marker stakes (4 corner)

Purpose of the game

The purpose of the game is to knock over all kubbs on the half of the opponent, and finally to knock over the king.

Number of players

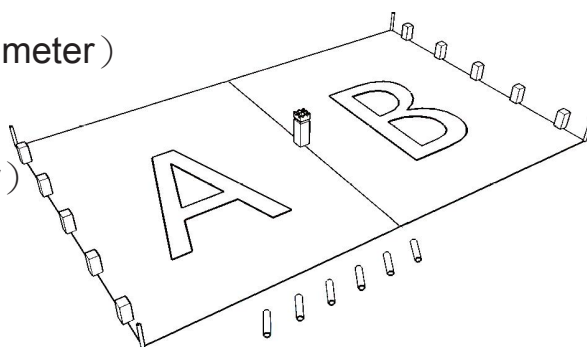
At least two players are needed. There is no limit to the number of players. The game can be played one to one, or in teams. In the following rules two teams are used: Team A and Team B.

Preparation

Set up a field of 8 x 5 meter using the measuring tape and the marker stakes. Measure the field as following:

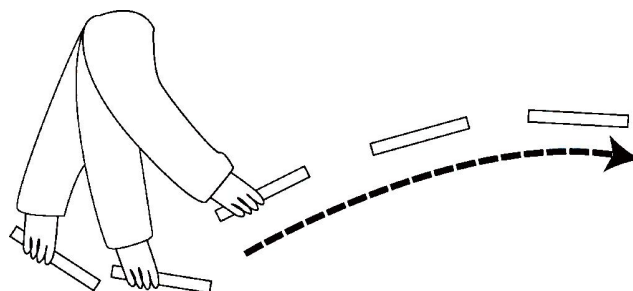
- Length: the full length of the measuring tape (8 meter)
- Middle line markers: halfway the length of the field (transition red - yellow)
- Width : red and yellow part combined (5 meter)

Position five kubbs on each base line. These are the baseline kubbs. Position the king in the centre of the field.



Throwing technique

The throwing sticks are to be thrown underhand lengthwise. Throwing sideways is not allowed.



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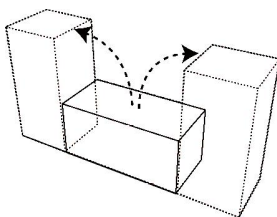
Start of the game

To determine which team opens, both teams throw a stick at the king. The team whose throwing stick is closest to the king, begins. When a team knocks over the king, the opposing team gets to open the game.

Game progress

Team A begins by taking turns at throwing the six sticks from the baseline at the kubbs on the baseline of Team B. After Team A has thrown all six sticks, it's Team B's turn. This turn consists of three steps:

1. Team B takes all knocked down kubbs and throws them back on Team A's playing half.
2. Team A puts the thrown kubbs in upright position, by rolling them over either to the left or to the right (see figure). These kubbs are now called field kubbs.



3. Team B throws the six throwing sticks at the kubbs of Team A. Team B must first knock over Team A's field kubbs, before attempting to knock over any baseline kubbs. When a baseline kubba is knocked over before all field kubbs are knocked down, it must be put back in upright position. Next up is Team A again. Steps 1 through 3 are repeated. Team A throws back all knocked down kubbs, both field kubbs and baseline kubbs. Knocked down kubbs never leave the game.

Self-defining throwing dice rules

1. Compared to other normal Kubb game set, we add a throwing dice and a rule board to add the fun of game. For example, from number 1 to number 6, you can give each number a definite rule. Such as throwing the dice number 2 is two chances of throwing a stick, number 5 is to drink half cup of beer, then write it on the rules of board. During each round of games, everyone who throwing the dice must complete corresponding action according to the dice figures.
2. If you don't want to mess with an already great set of rules. No problem! Leave the dice out and save them for another day.



Awesome! **You did it!**

We'd love to see how it looks in your space—share your setup and tag us on

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