
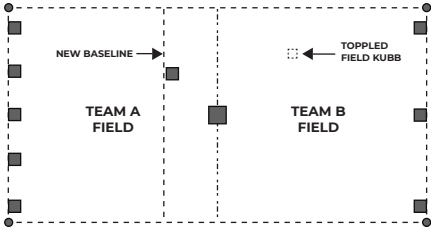


THE RULES

- The batons must be thrown underhand, end-over-end. Helicopter throws are forbidden. A helicopter throw is when the baton rotates more than 90 degrees (a quarter turn) horizontally before it hits something—even the ground.
 
- A team gets to throw the baton from the closest missed field kubb. For example, a field kubb is in the middle of the field near the king kubb. This field kubb was not knocked down during the previous opponent team's throw. So this field kubb's position on the field becomes the new temporary baseline to throw from.
 
- A player must always stand on the baseline when throwing knocked-down kubbs to the other side of the field. If a kubb is thrown out of bounds, past the baseline of the opponent team, it is known as a fault. If there are 2 fault throws for one kubb, the opposing team will place this kubb anywhere on their half of the field. A field kubb must be set at least 1 baton away from the king kubb.
- Field kubbs must be knocked down before baseline kubbs. If a baseline kubb is knocked down before a field kubb, the baseline kubb is stood back up.
- When attacking the king kubb, throwing batons must be done while standing on the baseline.
- If a king kubb is knocked down before all the other kubbs are knocked down, the team that knocked down the king kubb early immediately loses the game.

WINNING

Once a team has all the kubbs knocked down from the opposing side of the field, the king kubb can be attacked. The team who knocks down the king kubb wins the game.

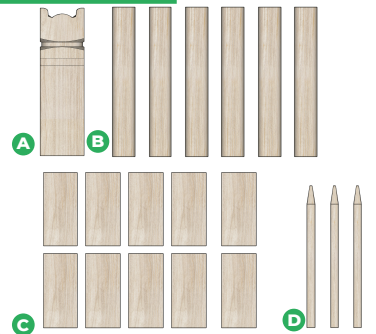
USE & CARE

The game parts are made of rubberwood (hardwood). For cleaning, wash them with a small amount of soap and water, and dry them thoroughly with a clean cloth.

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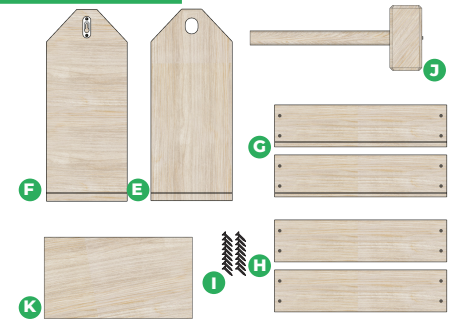
INCLUDES

FOR THE GAME



- A 1 KING KUBB
- B 6 BATONS
- C 10 KUBB BLOCKS
- D 4 BOUNDARY STAKES

FOR THE CRATE



- E 1 HOLED END PANEL
- F 1 BRACKETED END PANEL
- G 2 SLOTTED SIDE BOARDS
- H 2 PLAIN SIDE BOARDS
- I 16 SCREWS
- J 1 MALLET
- K 1 BASE BOARD

NOTE

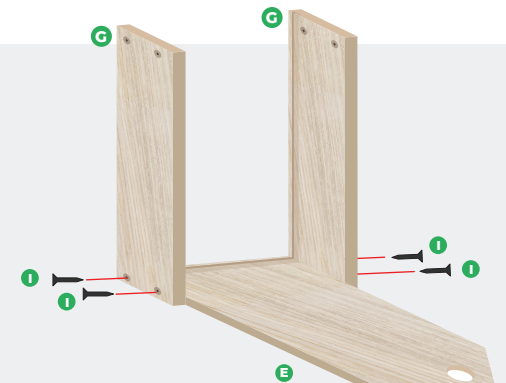
The mallet is used both for driving the boundary stakes into the ground and as a handle for the crate.

SIMPLE CRATE ASSEMBLY

CRATE ASSEMBLY TIME : 5 MINUTES

STEP 1

Lay the holed end panel **E** flat on the ground. This panel has pre-drilled holes on its sides. Get a slotted side board **G** and align its 2 holes and slot with that of the end panel's. Insert a screw **I** into each hole and tighten them fully. Place the other slotted side board across the other side of the end panel and apply the same procedure.



KUBB

AGES 6+ | 2-12 PLAYERS

WARNING:
Toy must be assembled by adult before use.

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We Can Restore The Planet, Help Farmers,
And Have A Blast Doing It.

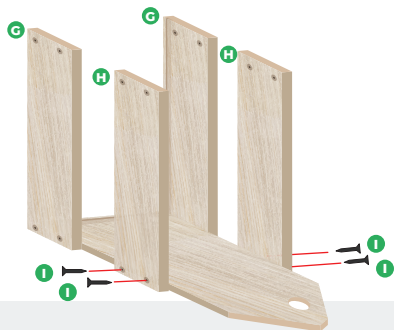
They smile. We smile. #everybodywins

Splinter Woodworking Co. was born out of a garage in Delray Beach, FL in 2015. Originally a home woodshop, we have become one of the fastest-growing game companies in the US. Our passion for new games and designs led us to expand from wooden games to awesome games of any material.

Now known as SWOOC, we deliver original designs, premium quality, award-winning customer service, and our commitment to giving back. Play with us today and see the SWOOC difference!

STEP 2

Adjacent to the attached slotted side boards, align the 2 plain side boards **H** into the other pre-drilled holes on each side of the holed end panel. Insert a screw into all 4 holes and tighten them.

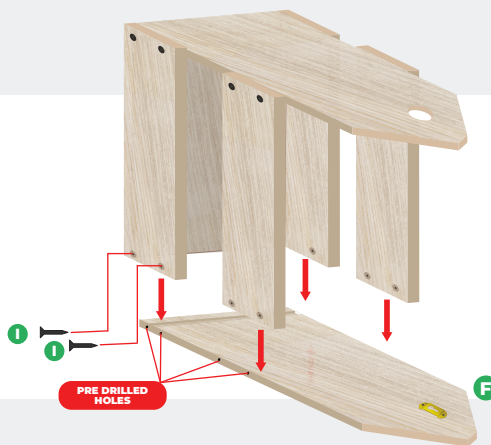


STEP 3

Slide the base board **K** into the slots of the side boards. Its bottom will fit into the slot of the end panel.

STEP 4

Lay the bracketed end panel **F** flat on the ground. Flip the half-assembled crate and place it over this bracketed end panel. Align the holes of the side boards with the pre-drilled holes on the sides of the bracketed end panel. The base board also fits into the bracketed end panel's slot. Insert screws on all 8 holes of the side boards and tighten them fully.



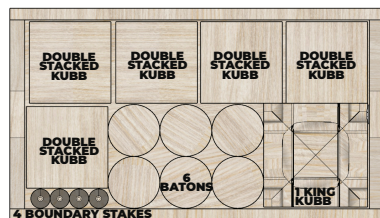
STEP 5

Stand the crate upright with the base board flat on the ground. Insert the stem of the mallet into the end panel's hole. Slide the screw on top of the mallet into the other end panel's bracket to hold the mallet in place.



STEP 6

The crate is ready to go! Arrange the game parts in this order:



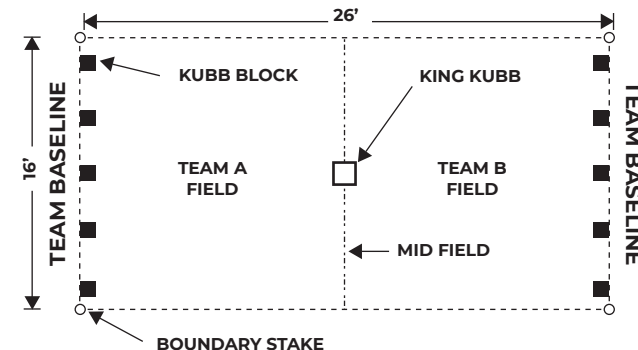
SETTING UP THE GAME

Pitch/Playing Field Dimensions: approximately 16' x 26' (8mx5m).

Set up the kubb playing area by using the hammer to drive the 4 boundary stakes on each corner. The lines at either end of the court are called the "Baselines", and the imaginary line through the middle of the court is called the "Middle Line".

Place 5 kubb blocks on each baseline at regular intervals between the corner stakes, and put the king kubb in the middle of the pitch. Based on the Middle Line, each team—consisting of 1-6 players—will occupy a 1/2 side of the pitch.

To decide which team starts, one person from each team stands at their baseline and throws a baton as close to the king as possible, but without hitting it. The team with the baton closest to the king goes first.



OBJECTIVE

Knock down all the kubbs on the opponent's side of the field and then knock down the king kubb to win.

HOW TO PLAY

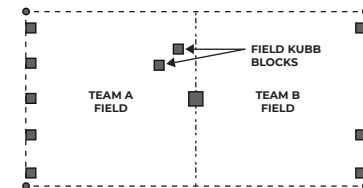
In this instruction, we will assume that Team A will be the team to start the game.

1. Team A will throw all 6 batons with the goal of knocking down as many kubbs/blocks on the other side of the playing field as possible.

NOTE

If it is a one-on-one game, the player will throw all 6 batons one at a time in one turn. If there is more than 1 player for each team, the 6 batons will either be divided into each player of the team as evenly as possible in each turn, or take turns playing.

2. Kubbs that are knocked over are thrown by Team B to the opponent's side of the field. Team A will then set the thrown kubbs upright in the place where they have fallen. Any kubb thrown is known as a "field kubb". All field kubbs must be knocked over before knocking over the kubbs on the baseline.
3. The thrown batons are picked up when it is the next player's or team's turn to throw.
4. Teams will take turns tossing batons and throwing knocked-down kubbs to the opponent's side of the field. This continues until one team topples all the field and baseline kubbs on the other side of the field, and then topples the king. This team becomes the winner.



Use the mallet as a handle to bring the fun on the run!