

Introduction

Kubb (Viking Chess) is a skill and tossing game. The rules are rather simple and summarized here. Even though Kubb is a very emotional game, fair play is very important and expected from all players!

Preparation

Kubb is played with two opposing teams, each consisting of two to four players on a 5 × 8 m pitch. The following game pieces are used in Kubb:

- One king
- Five kubbs per team
- Six batons

The king is placed in the middle of the pitch before the match begins. Each team arranges their five kubbs (equally) among the base line. Every kubb has to touch the base line - best place them centered. The pitch should then look like this:



Goal

The goal is to use the batons to knock down the kubbs of the opposing team and then the king. The team that achieves this first wins the match. If the king is knocked down while the opposing team still has kubbs in their half of the pitch the game is over and the team which knocked down the king loses.

To decide which team begins, each team tosses three batons (take turns throwing) as closely to the king as possible. The team closer to the king begins. If the king is accidentally knocked down the other team begins.

Tossing Technique

A baton has to be thrown under-handed (from below) and is not allowed to rotate horizontally (helicopter-like). You have to stay upright behind the respective line (not leaning too much over the line).

First Round

One team tosses all six batons and tries to knock down as many kubbs of the opposing team as possible. The tosses should be evenly distributed among the players. You have to toss from behind the base line. Afterwards the opposing team collects all kubbs that were knocked down and throws them back into the other side. If a Kubb is thrown out of the pitch it's possible to throw it a second time. If it's again out of the pitch the other team can place wherever they want on their side of the pitch. The team now erects all these kubbs (the team on which side the kubbs lie). These kubbs are called *field kubbs*. If it's possible to erect a kubb such that it's in the field it has to be put up.

Consecutive Rounds

Now the other team performs their move. The game continues this way with the following rules:

- Before knocking down a kubb on the base line, all field kubbs must be knocked down. The knocked down field kubbs are thrown back as well.
- If a kubb at the baseline is knocked down while a field kubb is still standing it's put back to its place.
- If a team has a field kubb left on their side they're allowed to toss from the height of the *foremost* field kubb instead of the base line.
- Kubbs are always thrown from the base line.
- Field kubbs must always have one baton length distance to the king (move it back if required).

The King

A team is allowed to aim at the king if the opposing team has no kubbs left on their side. You must throw from the base line, facing away from the pitch and through your legs.

Variants

- Remove field kubbs after they're knocked down.
- If you hit an already existing field kubb with another kubb (while throwing them back in) you can stack the kubbs on top of each other. Also works by stacking all field kubbs that are "kissing".