



Official Gameplay & Rules Guide | MiniKubb.com

Mini Kubb is a finger flickin' fun tabletop version of the Nordic lawn game. Players use catapults to precisely launch little sticks at opposing Kubb blocks standing across the playing field in attempts to knock them down. First team to topple all opposing Field & Baseline Kubbs before finally clobbering the King Kubb at the center of the field is the winner! Skol!

FINGER FLICKIN' FUN!

Players
2-4

All
ages

Equipment:

- Felt-covered Board
- 10 Baseline & 1 King Kubb
- 2 Finger Catapults
- 6 Launching Sticks
- 1 Bean Bag
- 2 Backboard Fences

Setup:

- Stand Baseline Kubbs at dots ● (5/side)
- Stand King Kubb at center dot ●
- Mount catapults at desired hole positions as shown below
- Insert fences into slots cut behind baseline to corral bouncing sticks (optional)

Starting the Game:

Both teams launch a stick towards the King Kubb - closest to the center starts (Team A). Team A takes 2 shots their first turn. Turns alternate between teams. Team B then takes 4 shots. Each team subsequently launches 6 sticks per turn for the rest of the game. Each turn has 4 phases as described below. Team A skips to Phase III on their first turn.

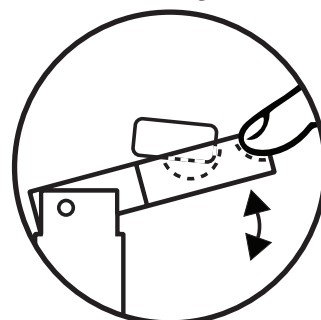
Phase I:

Team picks up all Field & Baseline Kubbs toppled by opponent in their previous turn. For each, they launch a Bean Bag onto opponent's (far) side of field & stand a Kubb upright at that spot to become their new Field Kubbs.

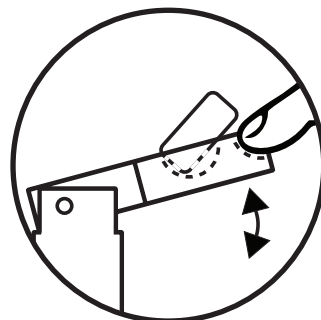
Phase II:

Team attempts to topple all far side standing Field Kubbs. Re-stand any accidentally toppled Baseline Kubbs.

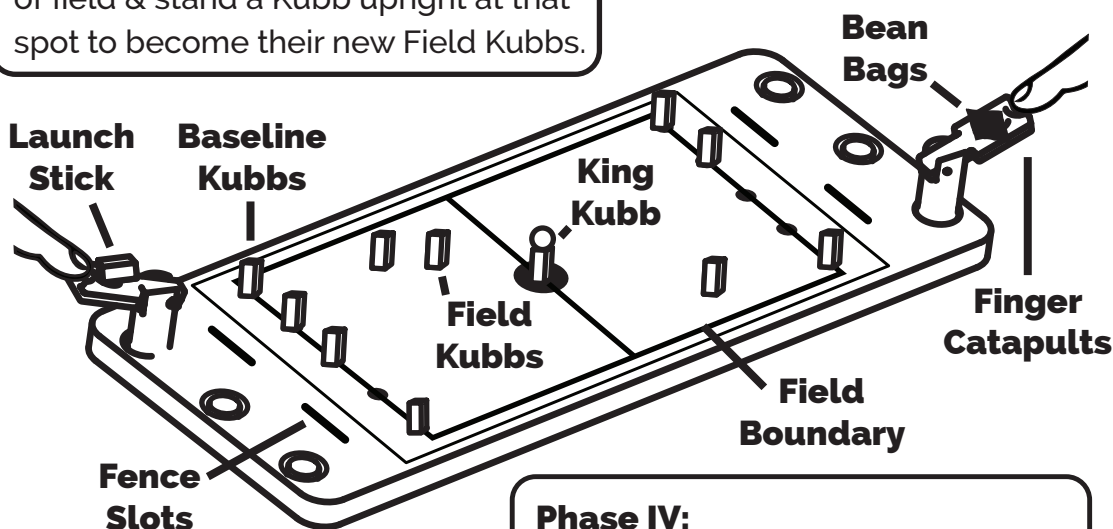
Techniques:



Line Drive Shot



Loft Shot



Phase III:

Team then attempts to topple all standing far side Baseline Kubbs.

Phase IV:

Once all Baseline Kubbs have been toppled, Team attempts to topple King Kubb at center for the win! :) If King Kubb is toppled prematurely, the culprits automatically lose! :(



Patents Pending.
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