## METAI **KUBB**



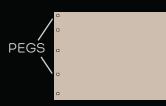
This game uses all of the aluminum components and the king pin.







Split into two teams. Place 5 of the aluminum square pegs on the back line of the table closest to your team evenly spaced, so that you will have two lines on opposite sides of the table. Place the king pin in the very middle.



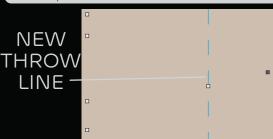
KING PIN

Using the 6 cylindrical throwing batons, your team will throw from behind their line of pegs, in an attempt to knock over pegs on the other side of the table. Note that if you accidentally knock over the king pin at any point, your team will lose immediatly.

After your team has thrown all 6 batons, any pegs on the back line that were knocked over will be thrown back by the other team, onto their own side, and stood up. On your next turn, you will have to knock over all of these pegs before you can knock over any new pegs on the back line. Pegs that are knocked over for the second time are removed permanently.



The next team to throw may now throw from further forward if they have any pegs thrown on their side. Be careful when you throw pegs, if you knock over the king pin you will lose, and if you throw outside of the red line box shown above, the other team will get to place the peg wherever they want



Continue alternating back and forth throwing the 6 batons until one team has knocked over all of their 5 pegs twice, at which point they will attempt to knock over the king pin. The first team to knock over the king pin wins the game!

There are many variations and ways to play Kubb, why not look some up online and try them!





