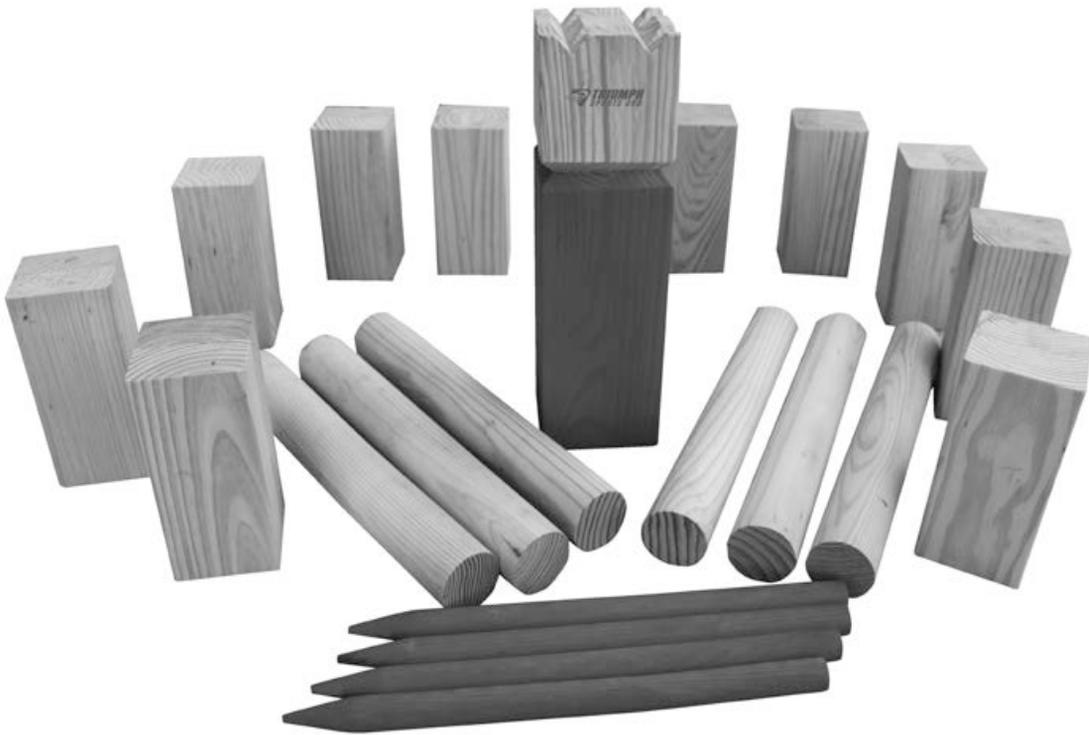




TRIUMPH

KUBB

INSTRUCTION MANUAL



PLEASE KEEP THIS INSTRUCTION MANUAL FOR FUTURE REFERENCE

If you have any concerns with your product please visit our website www.escaladesports.com for fastest service. Please have a copy of your receipt of purchase. For any technical support or warranty issues please contact Escalade Sports at 1-800-426-1421 or e-mail us at customerservice@escaladesports.com

Limited 90-Day Escalade Sports Warranty

All Escalade Sports games have a limited 90-day from date of purchase warranty. This warrants the retail purchaser for any Escalade Sports game purchased to be free from any defect in materials and construction for 90 days from the date of purchase. The only exceptions to the warranty include main frames, tabletops, playing surfaces, batteries or tools. Damaged main frames, tabletops, playing surfaces need to be returned to the store as we are unable to replace these parts. Normal play wear and usage is not covered under the warranty, nor is wear or damage due to improper use of the Escalade Sports game. This will void any and all Escalade Sports warranties.

A PURCHASE RECEIPT (or other proof of purchase date) will be required before any warranty service is initiated. All requests for warranty service can be submitted by email, in writing or by contacting our Customer Service Department at: 1-800-467-1421 or email us at customerservice@escaladesports.com

IMPORTANT NOTICE! Please contact us before returning the product to the store.

Warnings

Recommended for ages 8 and over.

Not for use by children without adult supervision.

This is not a child's toy. Adult supervision is required for children playing this game. Please read instructions carefully.

Be sure to check out all the exciting a games has to offer. Visit our web site at:



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BILLIARDS



DARTS



GAME TABLES



CASINO



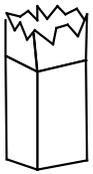
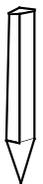
OUTDOOR GAMES



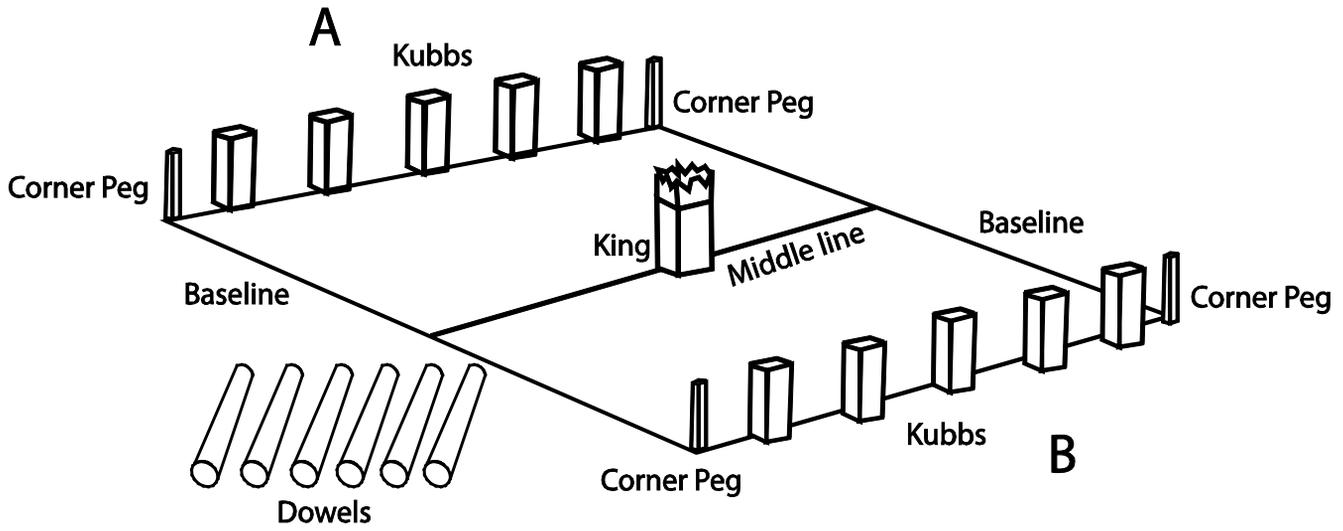
DARTBOARDS

Escalade Sports
817 Maxwell Avenue
Evansville, IN 47711
1-800-467-1421
www.escaladesports.com

Parts List

#1  King 1 pc	#2  Kubb 10 pcs	#3  Dowel 6 pcs	#4  Corner Peg 4 pcs
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Game Rules



Game Rules

2-16 players

Playing Field: 16 x 26 feet or less depending on the players' skill level. The playing area should be flat and preferably on grass.

Game Play Summary: The object of the game is to knock over the opposing team's Kubbs using the throwing dowels. When all of the Kubbs have been knocked over the King must be knocked over in order to win.

Note: Only underhand throwing is allowed; spinning the dowels like a helicopter blade is not allowed.

Base Kubbs: Kubbs that remain standing in their original position on the baseline are called Base Kubbs.

Field Kubbs: Kubbs that have come into play are called Field Kubbs.

How to play

1. Divide players into two teams of 1 – 8 players each. Players line up behind their team's baseline.

2. The team's take turns using the 6 throwing dowels to knock over the opposing team's Kubbs.

3. Teams are allowed 2 throws at each Kubb. If both throws fail to knock over a Kubb, the opposing team may place the Kubb wherever they want on their half of the playing area, but no closer to the King than the length of a corner peg or a throwing dowel.

4. Team A must try to knock over Team B's Base Kubbs first. If Team A knocks over one or more of Team B's Base Kubbs after throwing all of its dowels, Team B must then throw its fallen Kubbs into Team A's half of the playing area. Team A must then stand up the Kubbs where they land in their half of the playing area. These are called Field Kubbs.

5. Team B then must use their throwing dowels to first knock over the Field Kubbs (the thrown Kubbs) on Team A's side before they can begin throwing at Team A's Base Kubbs. If Team B does not knock over all the Field Kubbs during their turn and one or more are left standing on the playing area, Team A's players can then move forward and throw from the Kubb that is closest to the center line.

Note: If several Kubbs are to be thrown to the opposing team's playing area after being knocked down, players should throw them as close together as possible so that more than one can be knocked down with a single dowel. Thrown Kubbs cannot be stacked on top of one another.

6. Teams continue to take turns throwing and knocking over Kubbs until one of the teams knocks over all of the Field Kubbs and Base Kubbs on the opponent's half of the playing area. This team then needs only to knock over the King Kubb to win the game. Play continues until one team knocks over the King and wins.