

## The story

In PIRATE KUBB™ the playing field represents a sea. You sail across the sea with your PIRATE SHIPS. You sail from your own "shore" (your backline) to the "opponent's shore" (their backline).

**PIRATE KUBB™**

Game time:

 2 - 6+ players 15 - 40 minutes

## THE PIRATE KUBB™ ELEMENTS

**ISLAND ROPE:** Create a unique island in the middle of the playing field.

**PIRATE KING:** The PIRATE KING must be placed on the island. To win the game you need to hit and tip it over with one of your BATTLE STICKS.

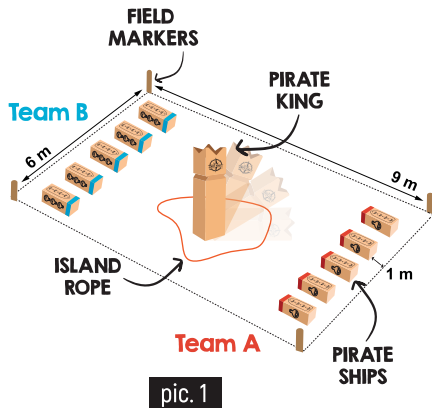
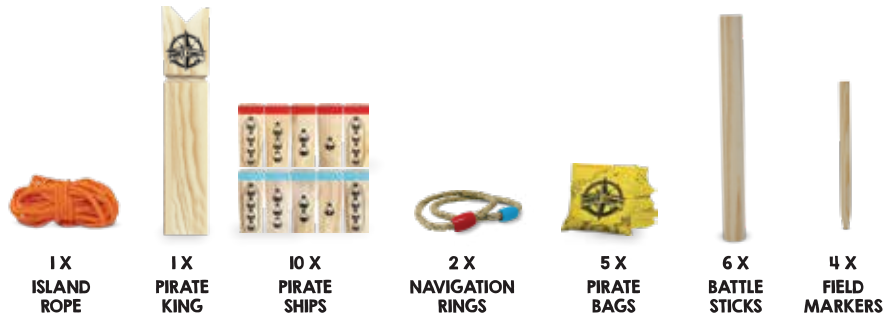
**PIRATE SHIPS:** Loaded with bottles (4-3-2-1) for the journey.

**NAVIGATION RINGS:** Throw them to set a new destination.

**PIRATE BAGS:** Throw them to sail. Exchange for BATTLE STICKS. Exchange for close combat.

**BATTLE STICKS:** For battle and to defeat the PIRATE KING.

**FIELD MARKERS:** For each corner of the playing field.



pic. 1



pic. 2



pic. 3



pic. 4



pic. 5

## BEFORE YOU PLAY

**SETUP** (see pic. 1)

**PLAYING FIELD:**

- Best played on a playing field measuring 6 meters in width by 9 meters in length.
- Mark the playing field with the 4 FIELD MARKERS.

**THE ISLAND:**

- Create the PIRATE ISLAND in any shape, ensuring both rope ends meet, using the provided ISLAND ROPE.
- Place the PIRATE KING at the center of the island.

**PIRATE SHIPS:**

- Each team has 5 PIRATE SHIPS with 4 bottles (endurance points).
- Place the ships 1 meter from your backline, evenly spread across the field.
- The PIRATE SHIPS must be placed with the 4 bottles facing up.

**A ship loses 1 bottle when:**

- Each time it sails (successful or not).
  - It is hit by a BATTLE STICK.
  - It loses in CLOSE COMBAT.
- When a PIRATE SHIP loses a bottle turn the PIRATE SHIP to reflect the new endurance level (see pic. 2).
  - When a PIRATE SHIP loses its final bottle, it sinks and must be removed from the playing field.

## WINNING THE GAME

**You win by:**

1. Landing a PIRATE SHIP on the opponent's shore and following up by toppling the PIRATE KING with a BATTLE STICK.
2. Sinking all opponent PIRATE SHIPS.
3. If the PIRATE KING is accidentally toppled during the game, the player or team responsible for the action immediately loses the game.

**TEAMS:**

If more than two people are playing, each team can distribute their throws/actions as they like.

**STARTING THE GAME:**

- Each team throws a PIRATE SHIP as if it were a die. The team with the highest number of bottles starts.
- The opposing team shapes the PIRATE ISLAND.

**BATTLE STICKS:**

Always throw the BATTLE STICK using an underhand motion, not an overhand motion. This ensures a fair and controlled throw, maintaining the safety of all players and the integrity of the game (see pic. 3).

## HOW TO PLAY

### SAILING

**Each turn the team gets:**

- 2 NAVIGATION RINGS
- 5 PIRATE BAGS

**Sailing explained in 3 steps:**

1. Start by selecting the PIRATE SHIP you want to sail and place your front foot on the rear of that ship (see pic.4).
2. Throw the NAVIGATION RING as far as you like to set your new desired destination.
3. Use your PIRATE BAGS to hit the NAVIGATION RING. The PIRATE BAG must touch the NAVIGATION RING, when the throw is done and the PIRATE BAG is laying still: (see pic. 5).

**Success:** Move the PIRATE SHIP to the new destination.

**Fail:** The ship stays in place.

In both cases, the ship loses one bottle - remember to flip the ship to the side showing the new correct number of bottles.

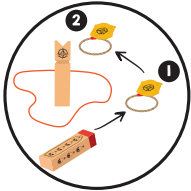
- You can decide how many of your PIRATE BAGS you want to use to sail successfully.
- At any point during the turn, you can give up trying to hit the NAVIGATION RING and do something else with your remaining PIRATE BAGS.
- Now it's time to use the 2nd NAVIGATION RING. Choose a new PIRATE SHIP and repeat the above.
- Both NAVIGATION RINGS must be used each turn on two different PIRATE SHIPS.

### Rules for sailing:

You may only sail in straight lines, not around the island in one go (see pic. 6).

You cannot sail backwards toward your own backline. Only forward or sideways moves are allowed and only within the playing field.

If you throw a NAVIGATION RING outside the sidelines, your throw is lost. (You can sail across your opponents backline though).



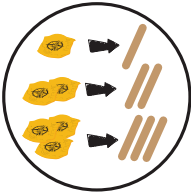
pic. 6

- If you accidentally throw the NAVIGATION RING in a forbidden direction, you lose the throw (along with 1 PIRATE BAG).
- Once you've thrown the NAVIGATION RINGS and PIRATE BAGS, they remain on the field until your turn is over.
- You may only sail the same PIRATE SHIP once per turn unless you only have 1 PIRATE SHIP left.
- With only 1 PIRATE SHIP remaining, you can use both NAVIGATION RINGS on the same ship in 1 turn.
- After you've thrown the first NAVIGATION RING and hit it with your PIRATE BAG, or you have given up on this action, you must throw the second NAVIGATION RING and try to hit it as well.

### Other ways of sailing:

You can choose to make a short move by moving a PIRATE SHIP within arm's reach:

- If you do this, you must discard a NAVIGATION RING and a PIRATE BAG from your turn.
- The PIRATE SHIP still loses 1 bottle as usual.
- If you choose not to sail with a ship, select a PIRATE SHIP and deduct 1 bottle from that ship. Then discard 1 NAVIGATION RING and 1 PIRATE BAG.



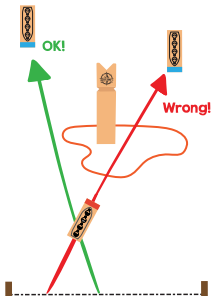
pic. 7

### Breaking down a turn:

- You must always start your turn by sailing with 2 ships. Throw the first NAVIGATION RING, followed by throwing PIRATE BAG(S), to sail the first ship. Then, throw the next NAVIGATION RING, followed by throwing PIRATE BAG(S), to sail the second ship.
- Any remaining PIRATE BAGS after sailing are exchanged for an equivalent number of BATTLE STICKS, which can then be thrown at the opponent's PIRATE SHIPS (see pic. 7).
- Ideally, you can have up to 3 PIRATE BAGS left after successfully sailing with 2 PIRATE SHIPS.
- After the turn is over, the opponent's team receives the 2 NAVIGATION RINGS and 5 PIRATE BAGS.

### Attacking:

- To attack a PIRATE SHIP, you must stand on your own backline and throw your BATTLE STICKS.
- A PIRATE SHIP is hit if you hear a "CLANK" from the BATTLE STICK hitting the PIRATE SHIP.
- When a PIRATE SHIP is hit, it loses 1 bottle and the ship is flipped over to the side showing the new correct number of bottles.



pic. 8

To be able to attack a PIRATE SHIP, you must have that ship in a line of sight:

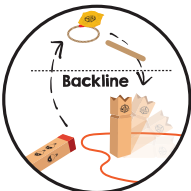
- The line of sight goes from any point on your own backline, through one of your own PIRATE SHIPS, and onto the opponent's PIRATE SHIP (see pic. 8).
- You can only move to the corners of your own backline when aiming at a PIRATE SHIP on the field.
- You cannot shoot over the PIRATE ISLAND in the middle.
- If you hit your own PIRATE SHIP, you damage it and it loses 1 bottle.
- If you hit multiple PIRATE SHIPS, you damage all of them and they all lose 1 bottle.

### Close Combat:

- If an opponent's PIRATE SHIP is within arm's length of one of your own PIRATE SHIP, you may attack it in a special way using the Rock-Paper-Scissors principle.
- The PIRATE SHIP that loses the battle loses 1 bottle.
- It costs one PIRATE BAG to initiate a Rock-Paper-Scissors battle.
- The Rock-Paper-Scissors battle takes place during your turn when you would normally attack with BATTLE STICKS.
- You may use multiple PIRATE BAGS in a single round to engage in Rock-Paper-Scissors battle against the same PIRATE SHIP or other PIRATE SHIPS within arm's reach.

### Landing on the opponents shore and defeat the PIRATE KING:

- When you manage to sail beyond the opponent's backline, or even just touching it, you have landed a PIRATE SHIP on the opponent's shore.
- Once you land a PIRATE SHIP, you may try to hit the PIRATE KING with a BATTLE STICK.
- You must throw the BATTLE STICK from the point where you landed the PIRATE SHIP (see pic. 9).
- You attempt to hit the PIRATE KING immediately, before your turn continues.
- If you hit and tip over the PIRATE KING, you win the game.
- Essentially, you get 1 throw per PIRATE SHIP that lands.
- If a PIRATE SHIP lands with more bottles than the one needed for sailing, you get an equivalent number of extra throws.
- For example, 2 bottles give you 2 throws, and 3 bottles give you 3 throws (3 throws is rare) (see pic. 10).



pic. 9

### Addition:

**Dynamic obstacles:** Players can decide together which and how many obstacles to place before the game begins. Obstacles can make the game even more challenging and fun. Examples include a bucket, a wheelbarrow, around the sandpit, a log, some cones, etc...

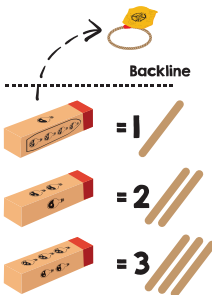
**Rules for obstacles:** Place obstacles before the game starts and agree on positions. Obstacles cannot be moved during the game. Players must throw around or over obstacles, which can block shots or create safe zones. This addition makes each game unique and tests both aim and strategy!

### Make your own rules:

Get creative! Players can add custom rules to make the game even more fun, challenging, or unique. Adapt the game to fit your playstyle!

**Ready to set sail? Visit our webpage for more info at [www.piratekubb.com](http://www.piratekubb.com)**

You can also play a regular game of KUBB by just using the basic elements.



pic. 10