

KUBB DICE

Shane Hultquist - Jamie Jones

2-Player - 15 min.

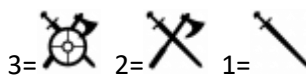
GOAL:

The game is won by eliminating all the Kubbs on the opponent's Baseline and Field and then eliminating the King.

Play best 2 out of 3 games.

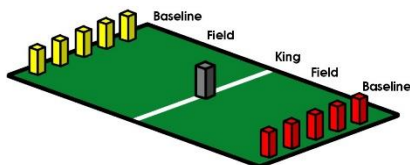
COMPONENTS:

- 2 Board cards
- 10 Kubbs
- 1 King
- 6 Dice (Each with 3, 3, 2, 1, and two blank “Void” sides)
- 6 Ragnarok Tokens



SETUP:

1. Place the two board cards together forming the playing area with the large star in the middle and the **Baseline** directly in front of each player respectively.
2. Each player places 5 **Kubbs** along the Baseline. The **King** is placed in the middle on the large star.



3. Each player rolls the 6 dice. The player who rolled the most 3's is the Start player for the first game. On future games, the start player is the one who won the previous game.

PLAYER TURN:

A player is attempting to:

1. First, eliminate all Kubbs on the opponent's **Field** if any,
2. Second, eliminate all Kubbs on the opponent's Baseline if any,
(this many be done as part of the same **Throw** that eliminated Field Kubbs)

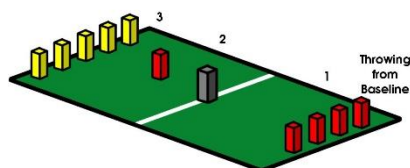
Once all **Field** Kubbs and **Baseline** Kubbs on the opponent's side have been eliminated, the player can try to eliminate the King on their next Throw.

A player's turn ends:

1. Immediately if a total of 2 "**Void**" are rolled - all progress this turn is lost,
2. If the player chooses to stop rolling - Kubbs are moved accordingly based on dice rolled,
3. If the player has rolled all 6 dice - Kubbs are moved accordingly based on dice rolled.

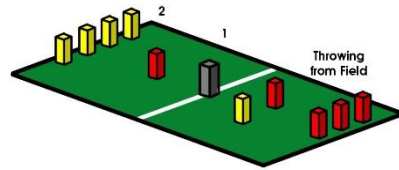
Actions of a player turn:

1. The player does a **Throw** (rolls two dice)
2. Set aside any dice showing Void.
 - a. If the player has a **Ragnarok Token**, they may put the token on the void to ignore the void.
 - b. If the player rolled a pair of voids this roll, and have not used a Ragnarok Token this turn, they may claim a Token. (NOTE: the maximum number of tokens a player may be holding at any time is 3.)
 - c. If the player has 2 or more visible Voids, their turn is immediately over. Don't move any Kubbs. Pass the dice to the opponent and they can start their turn.
3. The player evaluates the dice to see if they hit any Kubbs.
 - a. If the player rolling has NO Kubbs in their Field (they are **Throwing from their Baseline**), they would need to roll "2" or greater to hit a Kubb in the opponent's Field (as the distance is 2 spaces away) and "3" to hit a Kubb on the opponent's Baseline (as the distance is 3 spaces away).



- b. If the player rolling has Kubbs in their Field (they are **Throwing from their Field**) they would need to roll "1" or greater to hit a Kubb in the opponent's Field (as the distance is 1 spaces away) and "2" to hit a Kubb on the opponent's Baseline (as the distance is 2 spaces away).
- c. If the player has hit all the Kubbs on the opponent's side of the board (or there are none), the player can Throw at the King. They need to roll a pair of "3's" in one roll to

hit the King.



NOTE: All Field Kubbs must be hit before any Baseline Kubbs can be hit.

However, if one die of the Throw hits the last Field Kubb, the other die can be used to hit a Baseline Kubb.

All Kubbs must be hit before the King can be hit.

The King must be hit on a Throw of its own - if one die of the Throw hits the last Baseline Kubb, the other die is set aside. The player would need another Throw to try to hit the King.

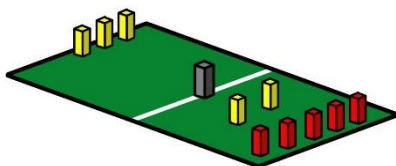
If the roll is a pair of "3's", the King was hit and that player wins!

4. If a die hit a Kubb set the die beside the board next to the Kubb hit. Set aside dice that did not hit.
5. If this was the player's Third throw, their turn is new over (Go to step 7).
6. If this was not the player's third Throw, they can either choose to Throw again (Go back to step 1 and repeat) or they can choose to Stop (Go to step 7).
7. At the end of the turn, take all Kubbs hit and move them from the opponent's side to the player's Field. Pass the dice to the opponent and they can start their turn.

EXAMPLE GAME:

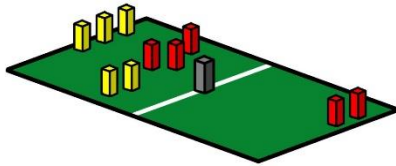
Turn 1 (Red Start Player):

1. Red is throwing from his Baseline at the Kubbs on the Yellow's Baseline.
2. Red Throws (rolls 2 dice) and gets a 3 and a Void.
3. The Void is set aside and the 3 is put beside Yellow's Baseline to mark a hit.
4. Red decides to Throw again this time getting a 3 and 1.
5. The 1 is a miss, so is set aside and the 3 is put beside Yellow's Baseline to mark a hit.
6. Red presses his luck and Throws a third time getting a 1 and a 2, both missing.
7. After the three rolls, Red has hit 2 of the Kubbs on Yellow's Baseline, so those 2 Kubbs are moved to Red's Field.



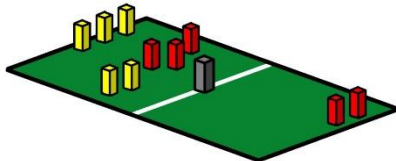
Turn 2 (Yellow Player):

1. Yellow is throwing from her Baseline at the Kubbs on the Red's Field and then Baseline.
2. Yellow throws a 3 and 1.
3. The 1 is a miss, so is set aside and the 3 is put beside Red's Field to mark a hit.
4. Yellow throws again and gets a 2 and 3.
5. The 2 is put beside Red's Field to mark a hit and, since Red's Field Kubbs have all been hit, the 3 is put beside Red's Baseline to mark a hit.
6. Yellow throws again and gets lucky with a 3 and 3.
7. After the three rolls, Yellow has hit the 2 Kubbs in Red's Field and 3 of the Kubbs on Red's Baseline, so those 5 Kubbs are moved to Yellow's Field.



Turn 3 (Red Player):

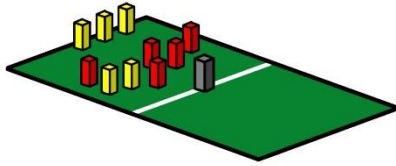
1. Red is throwing from his Baseline at the Kubbs on the Yellow's Field and then Baseline.
2. Red throws a 3 and Void.
3. The Void is set aside and the 3 is put beside Yellow's Field to mark a hit.
4. Red throws again and unfortunately rolls 2 Voids.
5. Red's turn is over, that hit he made is lost however he gains a Ragnarok Token for rolling a double Void.



Turn 4 (Yellow Player):

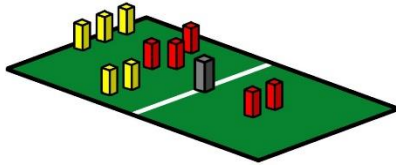
1. Yellow is throwing from her Field at the Kubbs on the Red's Baseline.
2. Yellow throws a 2 and 1.
3. The 1 is a miss, so is set aside and the 2 is put beside Red's Baseline to mark a hit.
4. Yellow gets super lucky and throws a 3 and 3.
5. The first 3 is put beside Red's Baseline to mark a hit.
6. Because hitting the King must be a roll in its own, the second 3 is just set aside.
7. Yellow pushes her luck and throws a 1 and a Void.
8. Both dice fail to hit the King.

9. After the three rolls, Yellow has hit the last 2 Kubbs on Red's Baseline, so those are moved to Yellow's Field.



Turn 5 (Red Player):

1. Since there are no Kubbs on Red's side of the board, Red is throwing from his Baseline at the Kubbs on the Yellow's Field.
2. Red throws a 3 and Void.
3. The Void is set aside and the 3 is put beside Yellow's Field to mark a hit.
4. Red throws a 2 and a Void.
5. Red puts his token on the void to negate it and the 2 is put beside Yellow's Field to mark a hit.
6. Red decides to stop.
7. The 2 hit Kubbs are moved to Red's field.



Turn 6 (Yellow Player):

1. Yellow is throwing from her Field at the Kubbs on the Red's Field.
2. Yellow throws a 2 and 1.
3. Both dice hit and are put beside Red's field.
4. Yellow throws a 3 and 1.
5. This unfortunately misses the King.
6. Yellow takes her third roll and throws a pair of 3's and defeats the King!
7. Yellow wins Game 1! Set up again and play the best 2 out of 3.

PLAY TESTERS:

Corey Cooper, Ryan St. John, Kevin DeCastro, David McElrea, Al Leduc, Sen-Foong Lim, Kevin DeCastro, David McElrea, David Coleson