

British Bulldog

The playing area consists of a main playing area, with two 'home' areas on opposing sides. The home areas are the width of the playing area and are usually marked by a line or some other marker.

The game is initiated with a single player (or sometimes two or more players) selection may be determined by various means. The objective for the non-bulldog players is to run from one home area to the other whilst avoiding the bulldogs in the middle.

Each round is usually initiated by the bulldogs chanting and goading, often, one of the bulldogs names a player to be the first to attempt the run from one end to another, and the bulldogs then attempt to 'catch' the player. A player is caught when lifted by one or several bulldogs and held a short time above the ground. After being caught, one becomes bulldog and is playing with the other bulldogs.

The game ends, if only one person is left. The winner is than the bulldog in the next game.

Dodo

The game area consists of three parts: two fields for two teams, separated by a neutral area. The aim of the game is to catch as many players from the opposing team as possible. To catch players, each team sends turn after turn one of its players to attack the opposing team. An attack is launched, when one player enters the enemies' territory. The player attacking has to take a deep breath and afterwards he has to shout: "Dodododododo" until he is out of air. While doing this, he has to try to catch as many players from the opposing team as possible by just gently hitting players from the other team. Before the player is out of air and unable to keep saying "Dodo", he has lost, so one has to try to enter the own territory before that happens. When the player has entered his own territory, every opposing player that has either touched him or was touched by him is caught and changes the team. When the attacking player is held back in enemy or neutral territory (by the opposing team) and stops saying "Dodo", he is caught and the next attack is started by this team. This goes on and on, until one team has caught every player of another team. The neutral area can be entered by everyone. The attacking team can stay here to help its attacking player to come safe back to home territory; the defending team can try to catch the attacking player here.

Samurai

A game with a rather easy aim: survive. The players form a circle. Now in this game, everyone is a samurai and has to survive the battle. One player is the "game-master" and shouts an order, for example "Hua". Every player has to look up and down simultaneously, each time the order is shouted ("Hua" – everybody looks on the ground; "Hua" – everybody

looks up). Looking up, everybody has to look in the face of another player (of which he can think before whilst looking down). If it happens that two players look in each others face, they die and scream in agony. They are out and the game continues until only two are left.

Vikings Chess (Kubb)

Now another fun game we could have played, but we didn't... Anyway, try it out and build it yourself, it is really simple and a lot of fun!

The Aim of the Game

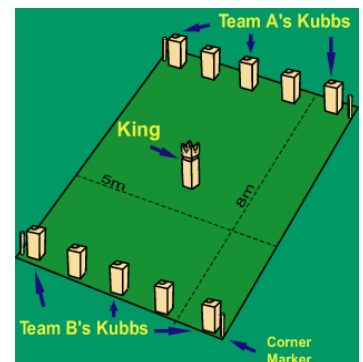
The aim of the game of Kubb is for one team to knock over the King after having knocked over all the Kubbs on the opposing side of the pitch.

Should a team knock over the King before knocking over all the opposing Kubbs, they lose!

Setting up the Game

The game consists of the following pieces:

- 1 King
- 10 Kubbs
- 6 Throwing Sticks
- 4 Corner Markers



Place the pieces on the pitch as indicated right. The typical pitch dimensions are 8m x 5m (but you can reduce this to 6m x 4m for an easier game). The pitch should be relatively flat but Kubb can be played on grass, sand, gravel or even snow.

How Many People Can Play and Who Starts?

The players are divided into two teams with between 1 and 6 players on each side. You don't have to have the same number of players on each team, but it helps.

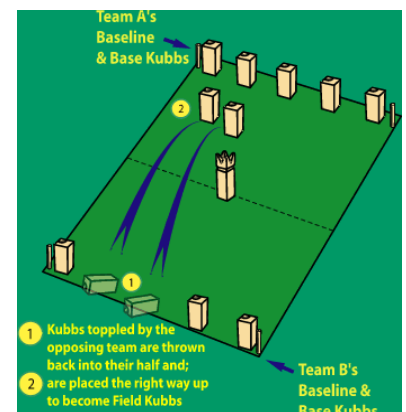
To choose which team starts, one player from each team stands behind the same base line and they each throw a Throwing Stick underarm towards the King. The starting team (Team A) is the team whose stick lands closest to the King without actually touching it.

Basic Game Play

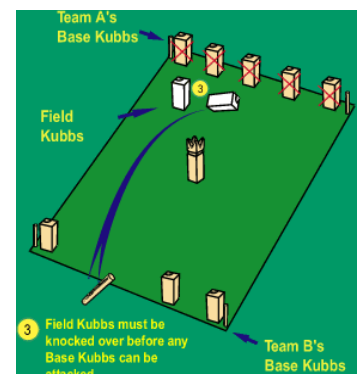
Team A starts by standing behind their own base line and throwing the six Throwing Sticks at the Kubbs lined up on Team B's base line. The aim is to try to knock over as many of these as possible. The Kubbs lined up on a team's base line are known as Base Kubbs.

The Throwing Sticks must be held at either end (not in the middle) and thrown underarm and end over end. "Helicopter Throws", where the Throwing Stick is spun horizontally, are NOT allowed.

Once Team A has thrown all its Throwing Sticks, Team B takes its turn. Standing behind its base line, Team B throws the Kubbs, knocked over by Team A (if there are any), into Team A's half of the pitch, i.e. the area between the King and Team A's base line and between the Corner Markers (*see right*). Team B has two attempts to throw each toppled Kubb into the opposing half of the pitch. Should any Kubb land outside this area more than once, Team A may place any such Kubb(s) anywhere on their own half of the pitch, but not closer than the length of one Throwing Stick from the King or a Corner Marker. Once all the toppled Kubbs have been successfully thrown onto the opposing side of the pitch, Team A stands these up, wherever they have come to rest. These are now known as Field Kubbs.

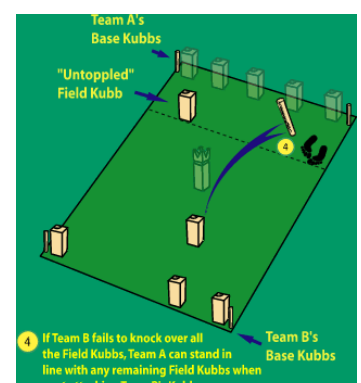


Team B then takes its turn to throw the Throwing Sticks. They must, however, knock over any Field Kubbs on Team A's side of the pitch **before** attacking the Base Kubbs on Team A's base line (*see right*). Should any Base Kubbs be knocked over before the last Field Kubb has fallen, these Base Kubbs should be placed upright again without penalty. Should Team A not have knocked over any Kubbs with its first throws, Team B may attack Team A's Base Kubbs straight away.



Once Team B has thrown all its Throwing Sticks, Team A takes its turn, as described above, to throw back any toppled Field/Base Kubbs onto Team B's side of the pitch and then tries to knock them over with the Throwing Sticks.

Note: Should Team B have failed to knock over all of the Field Kubbs on Team A's side of the pitch, Team A may stand in line with the Field Kubb closest to the King when throwing the Throwing Sticks. This does not apply when throwing the Kubbs as these must always be thrown underarm from behind the team's baseline.



The game continues in this way with the two teams taking turns until one team knocks over all the Field and Base Kubbs on the opposing side of the pitch. They may then attack the King with any remaining Throwing Sticks.

Note: When attacking the King, the thrower must always stand behind the base line.

If the team then succeeds in knocking over the King, that team wins the set. Remember - should a team knock over the King before knocking over all the opposing Kubbs, they lose!

Miscellaneous and Optional Rules

NOTE: Kubb pieces are made of solid wood so may hurt or injure a person if struck by one. Please ensure that when not throwing, all players stand well back (at least 2-3 metres) behind the base line.

A match is played over the best of three sets.

To ensure that both teams get a turn, the King may only be attacked once both teams have had 1 round of throwing the throwing sticks; in the unlikely event that in the first round Team A knocks over all of Team B's Base Kubbs with the first 5 Throwing Sticks, Team A must pass with the final Throwing Stick and not attack the King.

A Throwing Stick may knock over more than one Kubb.

Kubbs should always be thrown underarm and from behind the base line. As opposed to Throwing Sticks, Kubbs may be spun in any direction.

When throwing, both feet should be between the Corner Markers

A Kubb which has been knocked over and then subsequently rights itself is classed as having fallen. It is also classed as fallen if the Kubb ends up lying against another Kubb or against a Throwing Stick.

As Kubb involves throwing blocks of wood at each other, it is in the nature of the game that the pieces may become dented/incur minor damage. This is to be expected and will not lessen the playing experience. It is recommended that the Kubb set is stored in the dry as extended exposure to moisture may damage the set.

Even though not part of the official World Championship Rules, it is common practice to play the "Tower" rule. This rule states that should the Kubbs strike each other when they have been thrown onto the opposing side of the pitch, they should be stacked on top of each other, in the form of a tower. There is no limit to the number of Kubbs that can be stacked in a tower (although putting more than three on top of each other can be quite a challenge). This only applies to Field Kubbs and not to Base Kubbs.