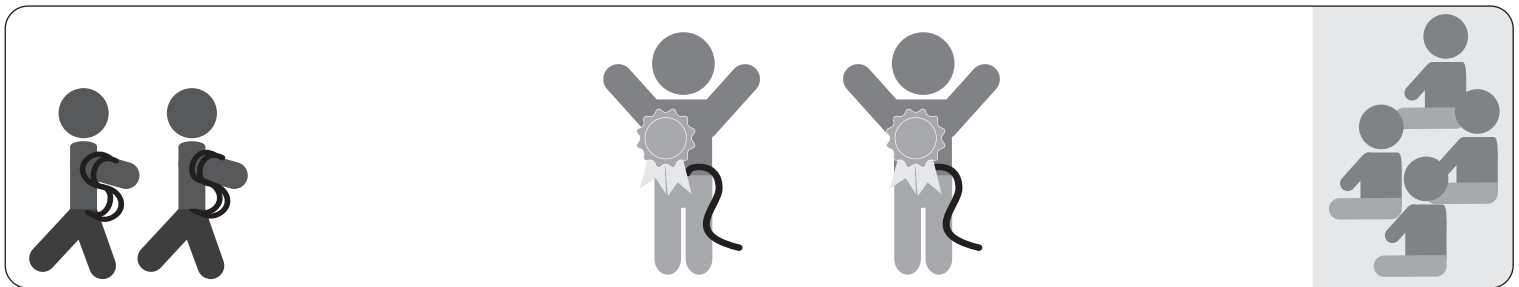
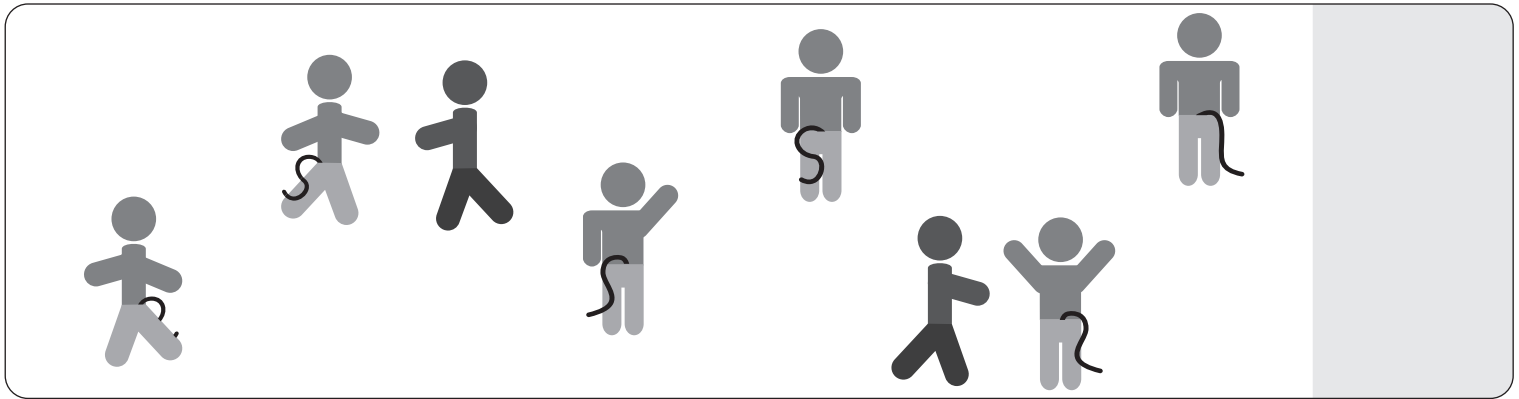
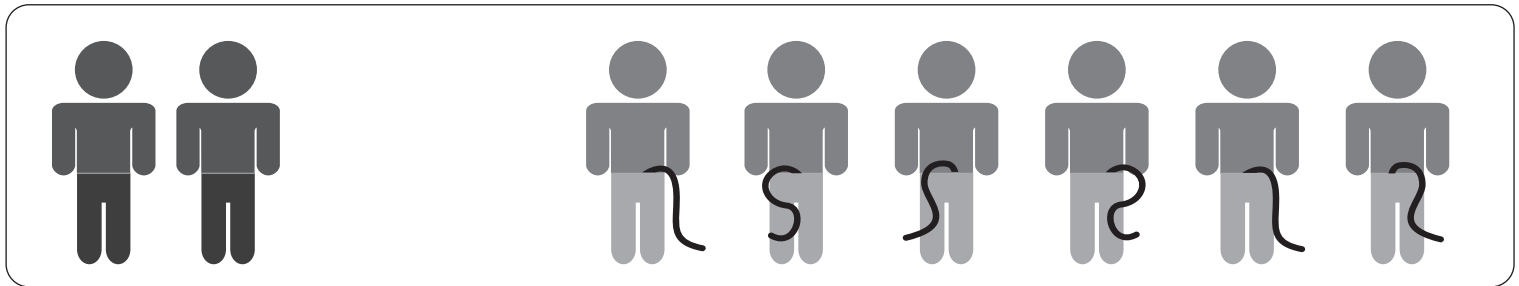
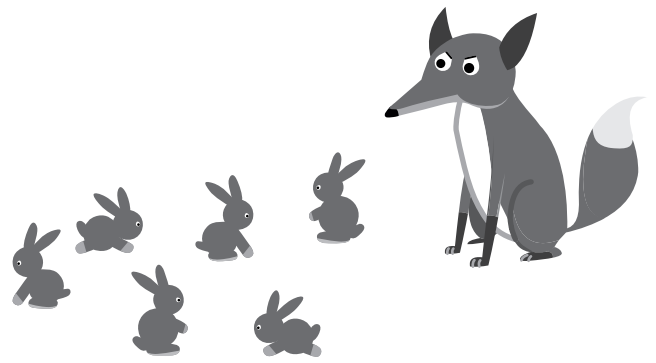


Snap the tail

A fast-paced game where you catch the animals.

Small Easter bunnies are being chased by a fox. The fox has to collect the bunnies' tails, the last two of them still having their tail are the winners and may play as fox in the next round.



Skipping-Rope "Frogs"



Skipping-Rope



Skipping Rope "Alba"



Skipping Rope "Animal"

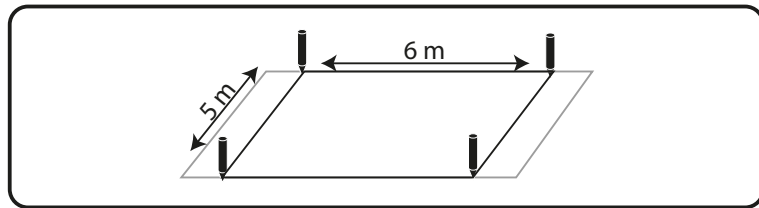


You can find matching jumping ropes here:

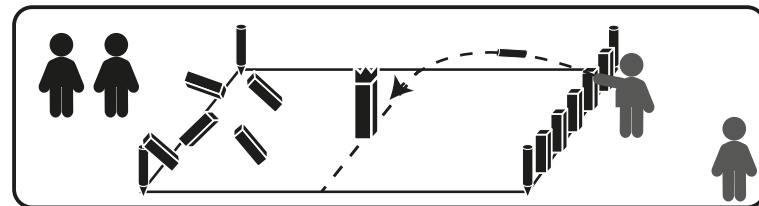


10 Kubb game variants

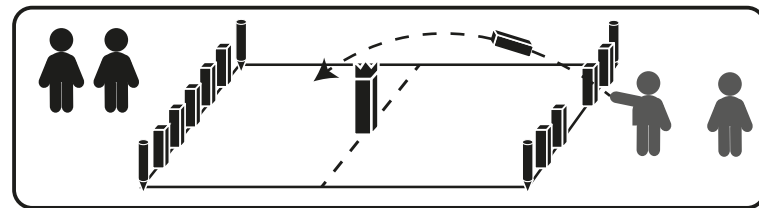
Field reduction. The most simple way is to reduce the size of the court or to reduce the quantity of the basis kubbs to shorten the playing time.



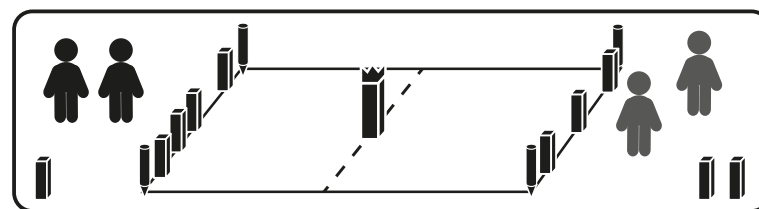
Golden King Pitch. No matter how many throwing sticks are still remaining in a team to do the king throw, only one player has only one attempt to hit the king. All remaining throws become invalid.



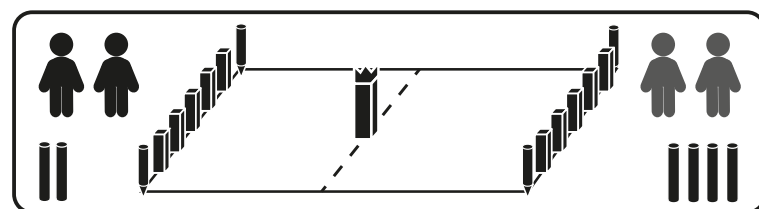
High level Kubb. To increase the degree of difficulty one team has to remove a tile of the own basic kubbs before throwing and throw it onto the court of the opposite team.



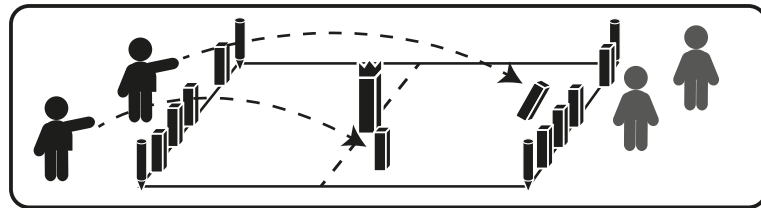
Outtakes. The fallen basis kubbs have to be removed from the court. They are not thrown onto the court of the opposite team. This shortens the playing time and allows newbies to get a feeling for the game.



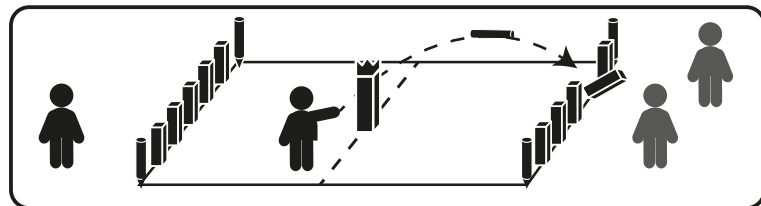
Start variant. The starting team starts with only two throwing sticks, the other team starts with only four sticks. Hereafter the teams continue playing with 6 throwing sticks. This variant minimizes the advantage of the starting team and prevents „Perfect-Games“.



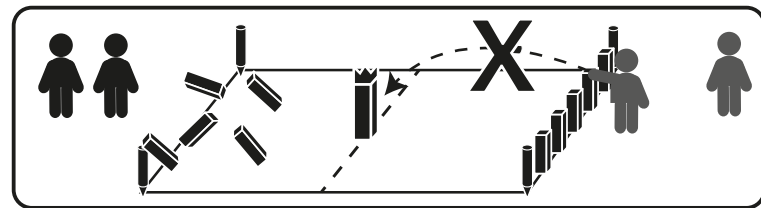
Kubb rotation. The throwing of the field kubbs has to be done alternately by all team members within a turn and not by only one player.



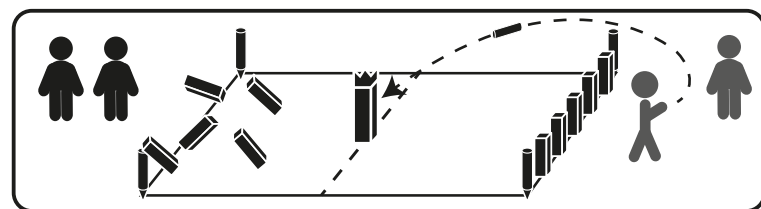
Children's Throw. It is also possible to allow children to shorten the distance to the kubbs or to throw their sticks from the centre line.



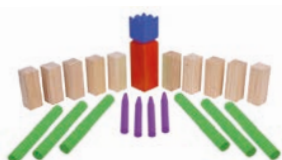
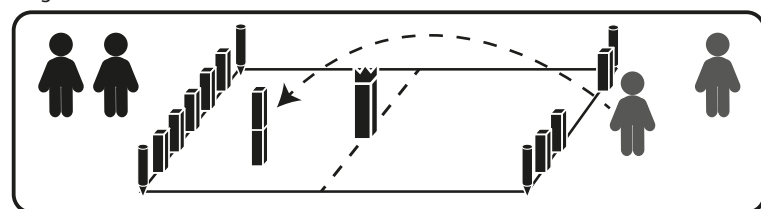
No-Perfect-Game. „Perfect games“ are not allowed. That means if a team with 5 throwing sticks hits all 5 basic kubbs in one turn, the team may not try to hit the king in the same turn. The 6th throw becomes invalid.



Tunnel Throw. To increase the difficulty of the final throw, the team member has to stand backwards to the court and throw his stick through his legs towards the king kubb.



Building towers / walls. Already thrown field kubbs have to be hit again with new kubbs. If you succeeded the kubbs may be piled up to towers or put next to each other to build a wall. The location of piling up might be either the point where the kubbs were hit or where the original kubb landed on the court.



Kubb Viking Game
"Multicoloured"



Kubb Viking Game "Arthur"



Kubb games also available from us:

