



A KNOCK-DOWN GOOD TIME

FOR KIDS AND ADULTS

AGES 5 AND UP
2 - 12 PLAYERS

LEGEND HAS IT THE VERY FIRST KOOB PLAYERS LIVED IN SCANDINAVIA. IN FACT, IT IS SAID THAT VIKINGS THEMSELVES PLAYED KOOB MORE THAN 1,000 YEARS AGO WITH STICKS AND FIREWOOD GATHERED THROUGH THEIR WORLDLY VOYAGES.

CONTENTS

YOUR KOOB SET INCLUDES:



- 1 x KING
- 10 x KOOBs
- 6 x THROWING STICKS
- 4 x CORNER POSTS

HOW TO WIN

THE AIM OF THE GAME IS TO CONQUER THE KING! THE TEAM WHICH CAN KNOCK OVER ALL THE KOOBs (SOLDIERS) ON THE OPPONENT'S SIDE OF THE FIELD AND THEN KNOCKS OVER THE KING WINS.

SETTING UP

KOOB CAN BE PLAYED WITH 2 TO 12 PLAYERS OF 5 YEARS OR OLDER. THE PLAYERS ARE FIRST EVENLY DIVIDED INTO TWO TEAMS, TEAM A AND TEAM B. DISTRIBUTE THE EXPERIENCED PLAYERS BETWEEN THE TWO TEAMS.

NEXT, SET UP THE FIELD AS SHOWN IN **DIAGRAM A**. MAKE SURE TO MARK THE PLAYING FIELD WITH THE CORNER POSTS. THEN PUT THE KING IN THE CENTER OF THE MIDDLE LINE. FINALLY PUT 5 KOOBs AT REGULAR INTERVALS ON EACH TEAM'S BASELINE.

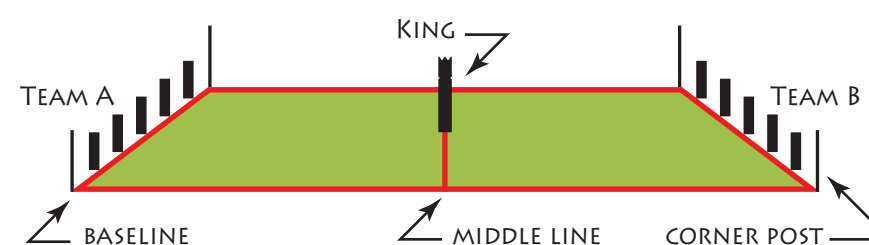
FIND MORE KOOB FUN AT PLAYKOOB.COM.

THE PLAYING FIELD

KOOB CAN BE PLAYED ON ANY LEVEL GRASS, SAND, SNOW OR EVEN CEMENT AREA. THE OFFICIAL SIZE OF THE FIELD IS 16 X 26 FEET BUT YOU CAN MAKE IT BIGGER OR SMALLER DEPENDING ON HOW MUCH SPACE YOU HAVE AND HOW HARD YOU WANT TO MAKE THE GAME.

THE FIELD IS MARKED BY THE CORNER POSTS AS SHOWN BELOW. THE LINES AT EITHER END OF THE FIELD ARE CALLED THE "BASELINES". THE IMAGINARY LINE IN THE MIDDLE OF THE FIELD IS CALLED THE "MIDDLE LINE".

DIAGRAM A



HOW TO PLAY

TO DECIDE WHICH TEAM STARTS, ONE PERSON FROM EACH TEAM THROWS A STICK AS CLOSE TO THE KING AS POSSIBLE WITHOUT HITTING IT. THE TEAM THAT GETS THE CLOSEST TO THE KING WITHOUT TOUCHING IS TEAM A AND THEY GO FIRST. THE SIX THROWING STICKS ARE THEN DISTRIBUTED AMONGST TEAM A.

EACH PLAYER ON TEAM A POSITION THEMSELVES BEHIND THEIR BASELINE AND TAKE TURNS TRYING TO KNOCK OVER THE KOOBs ON TEAM B'S BASELINE. AFTER ALL SIX STICKS HAVE BEEN THROWN IT IS TEAM B'S TURN. TEAM B PICKS UP THE THROWING STICKS AND USES THEM TO KNOCK OVER TEAM A'S KOOBs. THE TEAMS KEEP ALTERNATING UNTIL ONE TEAM HAS KNOCKED OVER ALL OF THEIR OPPONENT'S KOOBs. ONCE THEY HAVE DONE THIS, THEY CAN ATTEMPT TO KNOCK OVER THE KING.

THE TEAM WHICH KNOCKS OVER THE KING FIRST WINS THE GAME!

IF SOMEBODY KNOCKS OVER THE KING WITHOUT FIRST KNOCKING OVER ALL OF THEIR OPPONENT'S KOOBs, THEIR TEAM LOOSES THE GAME INSTANTLY.

PLAY SAFE

ALWAYS PLAY SAFE! IN ORDER TO MAKE SURE NO VIKINGS ARE INJURED, YOU NEED TO FOLLOW THESE SIMPLE RULES:

- NEVER ENTER THE PLAYING FIELD WHEN IT IS THE OPPONENT'S TURN.
- NEVER PICK UP A THROWING STICK FROM THE GROUND UNTIL ALL OF THEM HAVE BEEN THROWN BY THE OPPOSING TEAM.
- ONLY VERTICAL UNDERHAND THROWS ARE ALLOWED. YOU CANNOT THROW OVERHAND OR IN A SIDEWAYS MOTION.

EXPERT KOOB RULES

ONCE YOU'VE MASTERED THE BASIC RULES AND WANT A NEW CHALLENGE, TRY THIS VARIATION OF THE RULES.

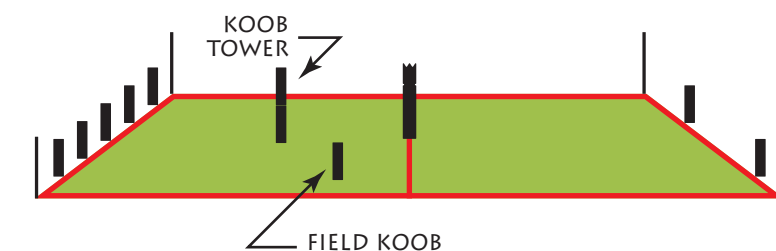
ONCE TEAM A HAS THROWN ALL OF ITS STICKS, TEAM B TAKES ITS TURN. STANDING BEHIND ITS OWN BASELINE, TEAM B THROWS ANY KOOBs THAT TEAM A KNOCKED OVER ONTO TEAM A'S HALF OF THE PLAYING FIELD. IF TEAM B THROWS A KOOB OUTSIDE OF TEAM A'S HALF OF THE PLAYING FIELD THEN TEAM A CAN PLACE THE KOOB WHEREVER THEY WANT ON ITS OWN HALF PROVIDED IT IS AT LEAST ONE THROWING STICK'S DISTANCE AWAY FROM THE KING. ONCE ALL THE FALLEN KOOBs HAVE BEEN THROWN ONTO TEAM A'S HALF, THEY ARE PLACED UPRIGHT WHEREVER THEY LANDED. THESE KOOBs ARE KNOWN AS 'FIELD KOOBs'. TEAM B NOW HAS MORE KOOBs TO KNOCK OVER.

WHEN THROWING THE FALLEN KOOBs, TRY TO HIT OTHER FIELD KOOBs. EACH KOOB THAT HITS A FIELD KOOB IS STACKED ON TOP OF IT TO MAKE A TOWER. THIS MAKES IT EASIER TO KNOCK OVER MORE THAN ONE KOOB WITH A SINGLE THROW. THIS RULE DOES NOT APPLY IF YOU HIT A BASELINE KOOB WITH A FALLEN KOOB.

TEAM B NOW TAKES ITS TURN TO THROW THE STICKS. THE PLAYERS CAN CHOOSE EITHER TO KNOCK OVER THE FIELD KOOBs OR THE KOOBs ON THE BASELINE. ONCE TEAM B HAS THROWN ALL ITS STICKS, TEAM A TAKES ITS TURN TO THROW ANY FALLEN KOOBs INTO TEAM B'S HALF AND THEN TRIES TO KNOCK THEM OVER.

PLAY CONTINUES IN THIS WAY UNTIL ONE TEAM MANAGES TO KNOCK OVER ALL OF THE OPPONENT'S KOOBs. THEY MUST THEN KNOCK OVER THE KING TO WIN THE GAME.

DIAGRAM B



PLAY KOOB AND BE VIKING FOR A DAY!

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