

GOBBLERS™

6+ | 2 | 5

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RULES

Be the first player to line up 3 of your Gobblers. Wisely choose where to place them and remember their positions to ensure victory!

Components

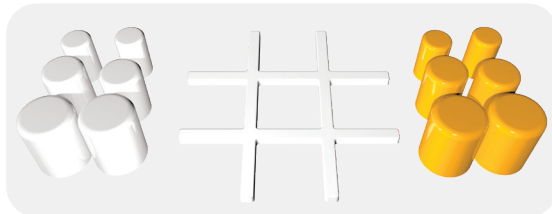
- 12 Gobblers: 6 orange and 6 white; 2 small, 2 medium, and 2 large in each color
- 3x3 Grid

Goal of the game

Make a line of 3 Gobblers in your color. You can line them up horizontally, vertically or diagonally.

Setup

1. Place the grid in the center of the table.
2. Take the 6 Gobblers in the color of your choice and line them up in front of you. This will be your supply. Make sure that the other player can see all the Gobblers in your supply at all times.
3. Randomly select a starting player.



Setup

How to play

Players take turns. On your turn, choose 1 of the following 2 actions:

- A. Add 1 of your Gobblers to the grid
- B. Move 1 of your Gobblers that's already in play

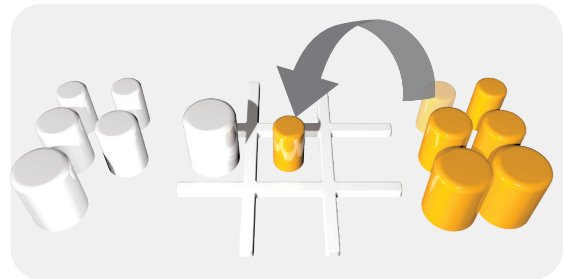
A. Add 1 of your Gobblers to the grid

Take a Gobbler of your choice from your supply and place it:

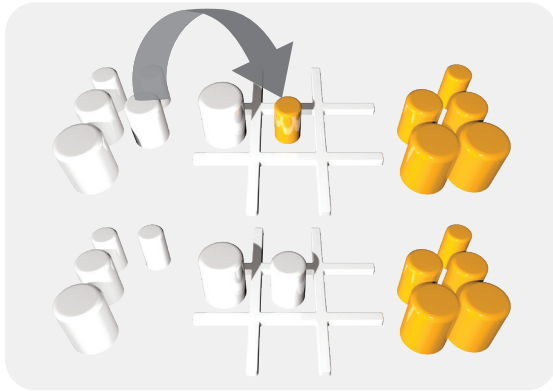
- into an empty space in the grid,
- or,
- on top of a smaller Gobbler of either color already in the grid, covering the smaller Gobbler. The smaller Gobbler now counts as 'gobbled'.

Note: Gobblers can be 'ungobbled' if the larger Gobbler is moved later in the game. Large Gobblers can never be gobbled.

Important: once you have placed a Gobbler into the grid, you can never return it to your supply.



Example of playing a Gobbler



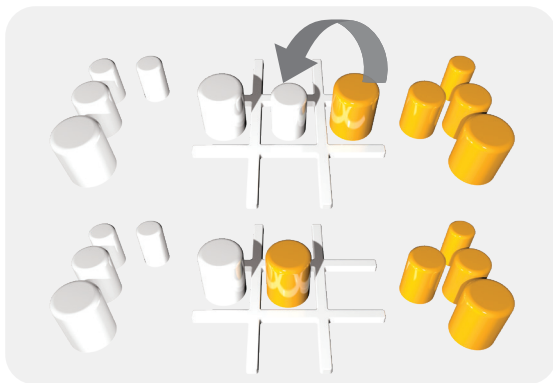
Example of an orange Gobble being gobbled by a white Gobble

B. Move 1 of your Gobblers that's already in play

Take 1 of your Gobblers already in the grid and move it:

- into an empty space in the grid,
- or,
- into a space already occupied by another, smaller Gobble of either color, gobbling it up.

Important: you can't move a Gobble that has been gobbled.



Example of moving a Gobble

Note: you can choose to move 1 of your Gobblers that's already in play even if you still have others in your supply.

Important: once you've picked up a Gobble that was already in the grid, you must move it to a new space. If you pick up a Gobble from the grid and then realize that there's nowhere it can move to, you immediately lose the game.

End of the game

As soon as you line up 3 Gobblers in your own color, you immediately win the game.

Notes:

- During your turn you cannot place a Gobble back down in the space you just picked it up from.
- If picking up 1 Gobble from the grid reveals 1 of your opponent's Gobblers underneath, and this creates a line of 3 in their color, you immediately lose the game UNLESS you can gobble up one of their other 2 pieces in that line.

This is why memory is key! Remember your placements!



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