

\$5.00

Hobba Nobblin

The (Not-Very) Ancient Game of Goblin Checkers



Created by
Eric Kingsbury



Hobba Nobblin

The Rules

COMPONENTS

Gameboard and fifty (50) playing pieces (tokens). These tokens may be cut out from this document or replicated.

OBJECT

Capture the opponent's Goblin King!

GAME SETUP

Each player takes 25 game tokens of the same color and places them face down on the nearest 5 rows on the game board. The middle three horizontal rows of the game board should be free of player tokens at the beginning of the game. Goblin, Hobgoblin and Imp tokens can be placed anywhere in those five rows. These tokens are flipped up only when they are jumped (captured), revealing their identity to the opponent only then. A good part of a winning strategy is placing them well. The exception is the Goblin King, which must be placed face-up on the space indicated for the King. The King may move after play begins, but must remain face up throughout.

HOW TO PLAY

Choose a player to go first. On your turn, move any one of your tokens according to the movement rules described below. After you move one token, your turn is over. The game continues with players alternating turns, until one player captures the opponent's King.

Movement Rules

1. You may move a token one space per turn to any open space along the flat facets of the hexagonal space it occupies. No retreat — all tokens except the King can move forward or sideways, but are not allowed to move backward. The King can move one space per turn in any direction. No piece can go across a hexagon's angle, nor can two tokens occupy the same space. You also cannot "teleport" from one edge of the board to another.
2. If there are no open spaces available to your token, including jumps, your token is blocked and cannot move.
3. A player must move a token each turn; there is no optional passing on a turn. However, if a player has no open moves on the board, they must pass. The opposing player may move again, until the blocked player may move.

Capturing an Opponent's Token

If you jump an opponent's token, you capture it. Multiple sequential jumps are allowed, if available. Remove a jumped token from the gameboard and place it in front of you. The King and the Goblin behave normally (like traditional checker pieces). Hobgoblins and Imps (special tokens) have special results when jumped (see below).

Special Tokens

1. Hobgoblin — Hobgoblins (the Hobba) move and jump as normal Goblins when attacking. However, when jumped, the player who is jumped should reveal the Hobgoblin token. In this case, the Hobgoblin takes out the jumper and both the jumped and the jumping tokens are removed from the board.
2. Imp — Imps move and jump as normal Goblins when attacking. However, when jumped, the player who is jumped should reveal the Imp token. In this case, the Imp is removed from the board, but the opponent's jumping token may be moved one space in any direction of the jumped player's choosing. The attacking token's redirected movement is made from the space that the Imp formerly occupied prior to being jumped. Moving the attacking player's token does not count as a turn for the defending Imp player.

HOW TO WIN

The first player to capture the opponent's King and remove it from the gameboard wins the game!

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Game Pieces

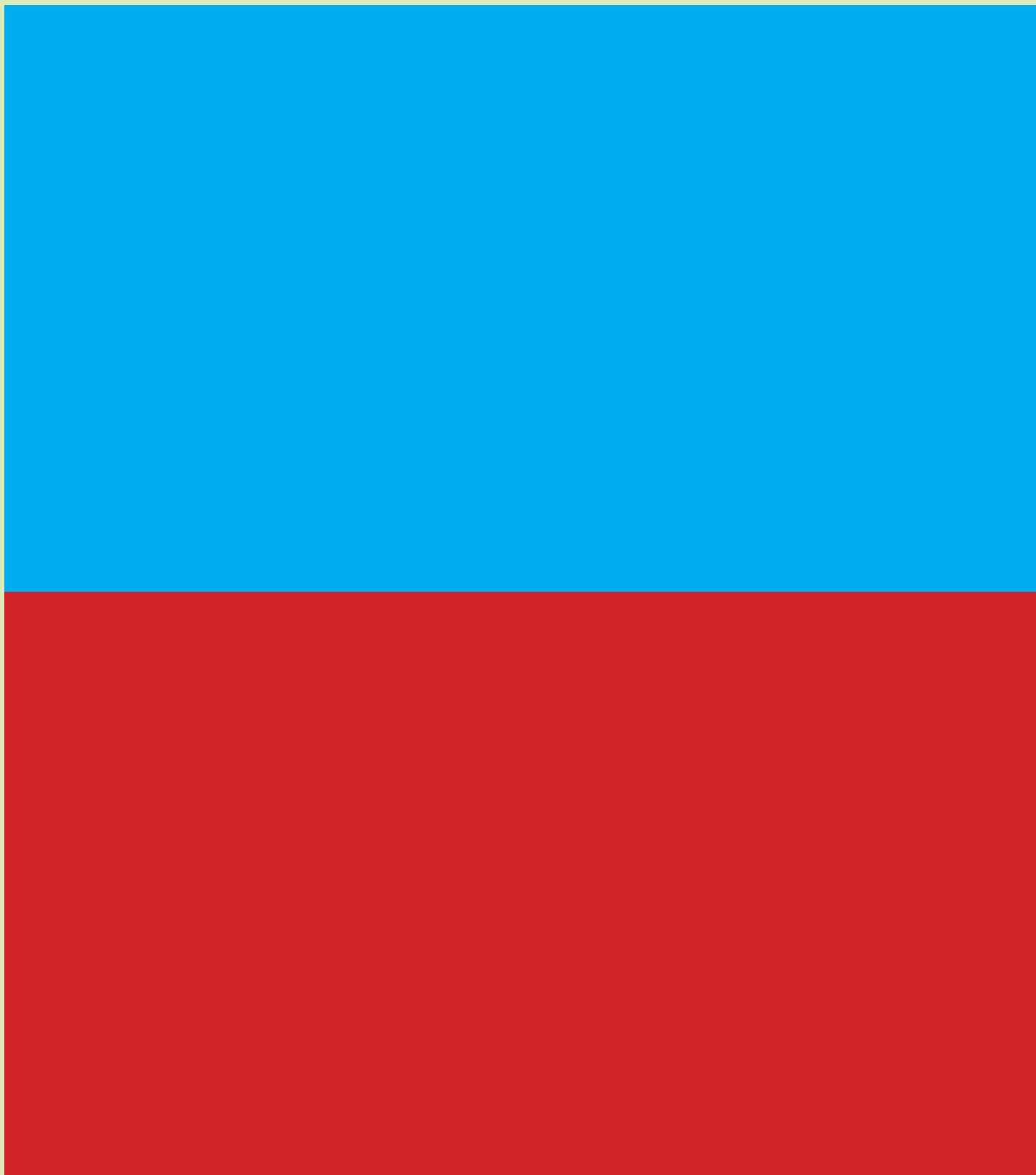
Cut these out to play!



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Game Pieces

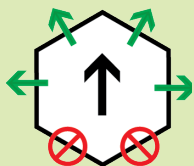
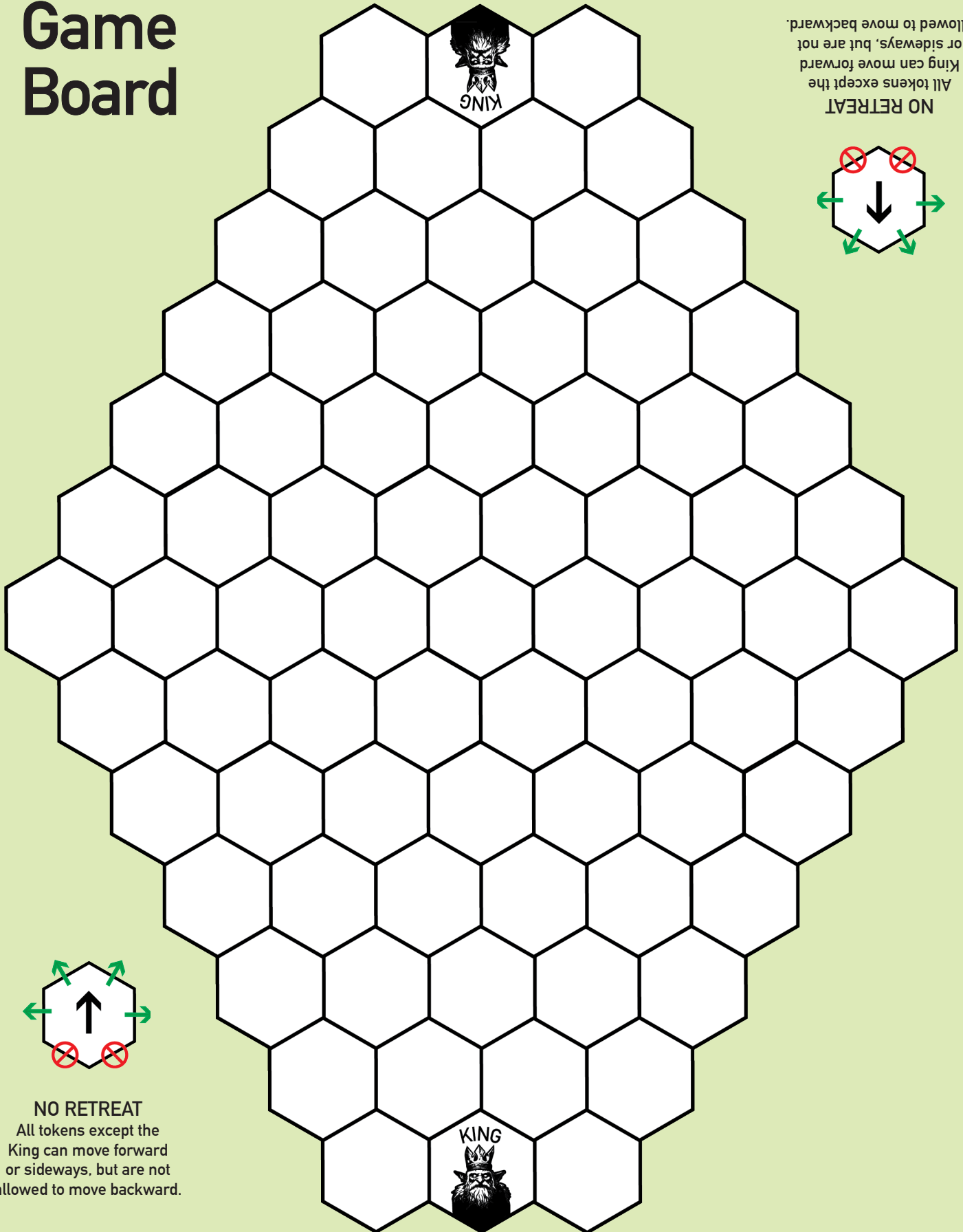
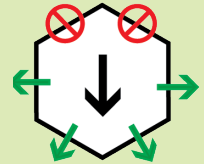
Blank side!



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Game Board

NO RETREAT
All tokens except the King can move forward or sideways, but are not allowed to move backward.



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