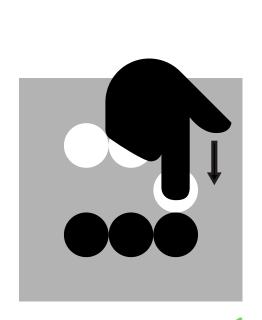
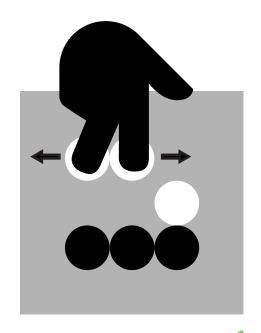
## **RIGHT MOVES**

If you follow these principles, your opponent won't punch you in the face:

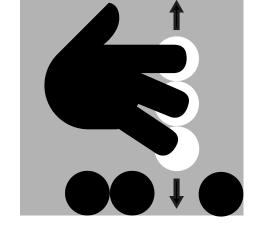




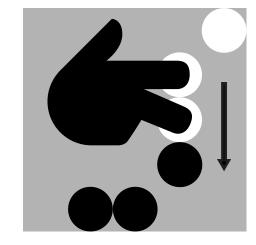
Move individual discs forwards, backwards or sideways one square at a time.



You can move linked discs lengthways together, one square at a time either way.



You can even move all three linked discs one square at a time lengthways either way.



To nudge an opponents disc, you have to outnumber them.









