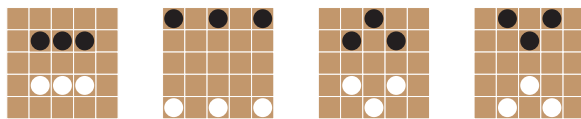


THE RULES



STARTING POSITIONS



Set the board up using one of the options above. Flip a disc to decide who starts. Players then take it in turns to make two moves each turn.

Individual discs can move one square at a time¹ or two squares with your two moves, either forwards, backwards or sideways and in any combination of these, but no disc can ever be moved diagonally⁵.


Rows of linked discs can be moved together lengthways², like train carriages, one square at a time, which counts as one move, but you can't move rows widthways⁶.

To nudge an opponent's disc, you have to out-number them lengthways⁴ - 2 against 1 and so on.

The game ends when you nudge an opponent's disc off any edge of the board. It's as simple as that.

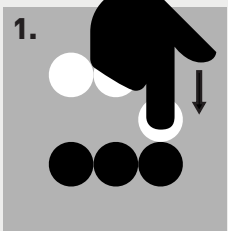
Follow us on social media @NudgeGames for the latest Nudge News and watch out for Nudge Knockout Nights being organised near you :-)





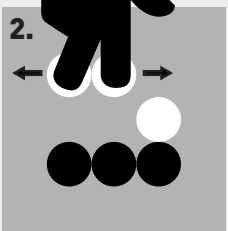
RIGHT MOVES

1.

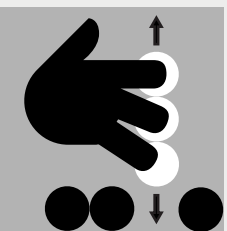


Move individual discs forwards, backwards or sideways one square at a time. ✓

2.

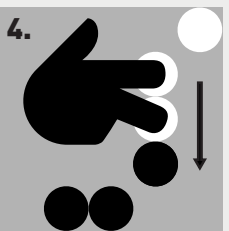


You can move linked discs lengthways together, one square at a time either way. ✓




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

4.

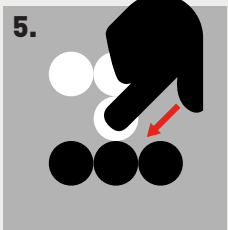


To nudge an opponents disc, you have to outnumber them. ✓



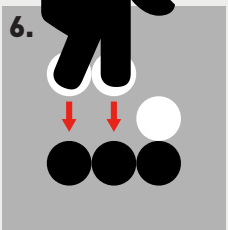
WRONG MOVES

5.

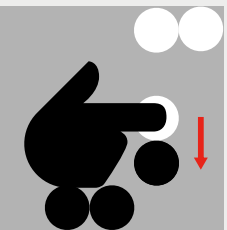


Never, ever move diagonally. ✗

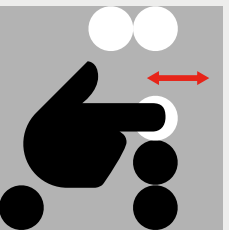
6.



Linked discs can't ever move widthways as one move. ✗



One disc isn't enough to nudge an opponents disc. ✗



You can't leave from and return to your original position in one turn. ✗