THE RULES

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 time\(^1\) 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 diagonally\(^6\).

Rows of linked discs can be moved together lengthways\(^2\), like train carriages, one square at a time, which counts as one move, but you can’t move rows widthways\(^6\).

To nudge an opponent’s disc, you have to out-number them lengthways\(^4\) - 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.

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