

Rulebook: Push&Move

- a game for 2 – 6 players by Andreas Propst -

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1.: What you need to play:

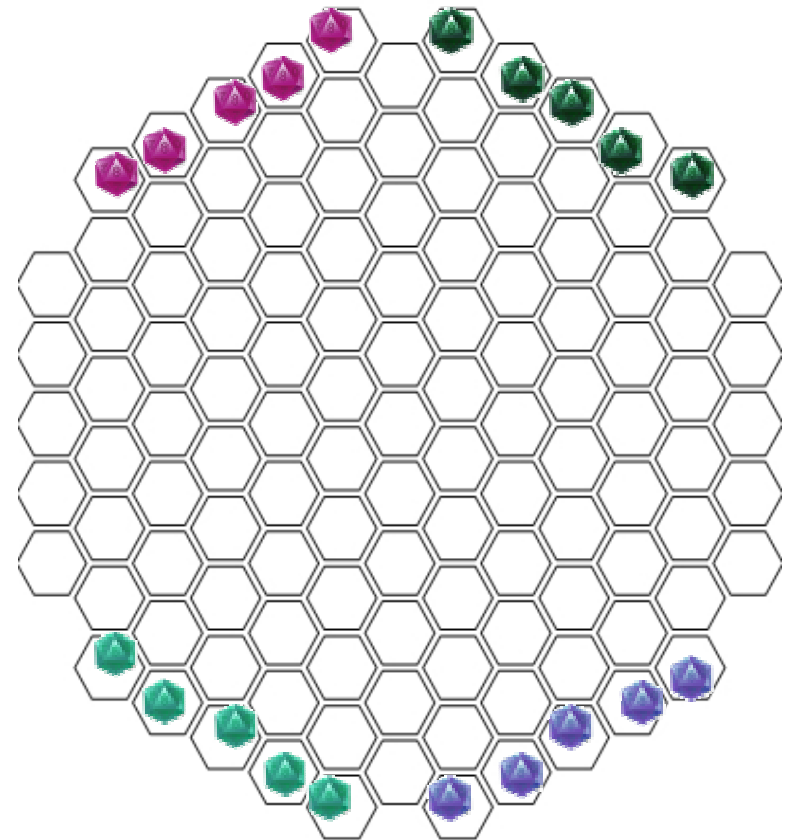
- 5 20-sided dice per player (different colors)
- 120 Push&Move hexes
- a cloth bag for randomly drawing hexes

2.: The goal of the game:

is to use ones dice to push at least three of your opponent's dice either over the edge of the playing field or onto so called „Death Tiles“. The game is played on a modular board consisting of 120 hexes. The board is created randomly for each game.

3.: Setup:

Before you can start playing you have to generate the playing field first. To do so, take all 120 hexes and put them into a cloth bag. Shuffle the hexes in the bag. Then draw hexes and build a hexagonal playing field like this:



Start on one side of the field and build row for row without choosing which hex to put where. When you are finished, the youngest player picks one side of the hexagon you just built. The player places his dice on the five hexes at the edge of the playing field. The dices value is one. Then the next youngest Player places his or her five dice on the opposing edge. Then the next youngest player positions his or her dice on another side of the playing field. The next youngest player places his or her dice on the opposing edge and so on. The picture above shows the playing field set for a 4 player game. The effects of the hexes the dice are placed on have no effect on them initially, not even death hexes!

4.: The course of the game:

As mentioned initially, the player who manages to push three of an opponent's dice over the edge of the playing field or onto Death-Hexes wins.

Players take turns in order to do that. In each turn a Player **has to** move **every one** of his or her dice for a distance of one hex. When a die is moved to a hex, the hexes special abilities take effect: Either you promote or demote it (increase or decrease the number of eyes), it may move an additional hex, etc. The effects of the different hexes will be described in detail under "6.: The different hexes".

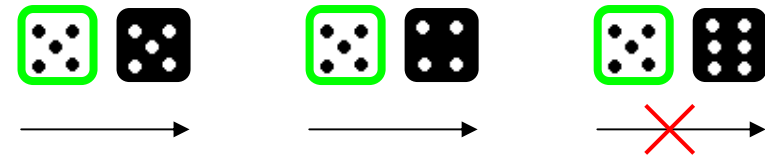
One or more dice can push other dice on adjacent hexes, be it their own or an opponent's. One or more of your dice in a row can push one or more dice if your dice's combined eyes total is **equal or higher** than the combined eye total of the dice you want to push. When doing so, you have to distinguish between **your own** and **opponent** dice.

Your own dice can, as long as they are on adjacent hexes, be moved regardless of their eye total. If however one of your dice is separated from your other dice by one or more of an opponent's dice, it's eye number is added to the opponent's eye total when you want to push the opponent's dice.

Opponent dice however can only be pushed when their combined eye total is equal or lower to the combined eye total of the dice you are pushing with.

5.: Examples for Pushing Dice:

Here are some examples to show how dice can and can't be pushed (These examples show six-sided dice, but they apply to 20-sided dice as well). The dice with the **green** frame is pushing, „X“ simply means „pushing impossible“



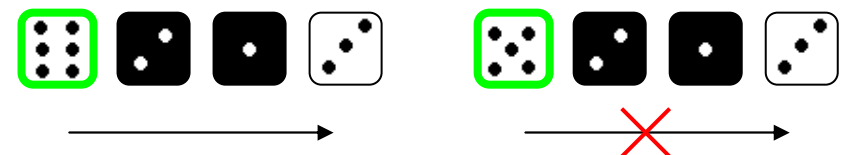
1.) One of your dice pushes one opponent die.



2.) Two of your dice team up to push a "strong" die of your opponent.



3.) One "strong" die of yours pushes two of your opponent's dice.



4.) One „strong“ die of yours pushes two opponent dice and one of your dice that is separated from your pushing dice.

6.: The different hexes:

Now the special powers of the different hexes will be explained.



Plus 1: Promote dice by 1.



Half: Half the dice's value.



Plus 2: Promote dice by 2.



Barred: Dice can neither be pushed nor moved to this hex.



Minus 1: Demote dice by 1.



Death-Hex: Dice pushed or moved here are removed from the game.



Minus 2: Demote dice by 2.



Tunnel: Dice can only enter or leave this hex in the indicated directions. Tunnels can be placed in any direction when building the playing field. Starting with the youngest, players alternate each other placing Tunnels.



Double: Double the dice's value

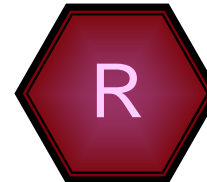


Quadruple: Quadruple the dice's value.

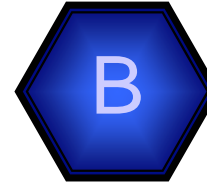


The effects of the above hexes apply in any case, even when a die is just pushed onto them. Their effects are mandatory. The effects of the following hexes are optional when a die is actively

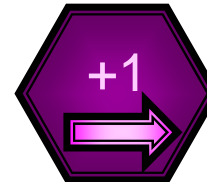
moved onto the hex and ignored when a die is pushed onto it. Players may choose for themselves whether or not to use the effect of one of the following hexes.



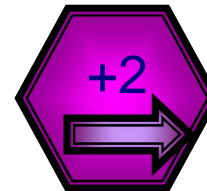
Reroll: You may roll the dice to determine its new value.



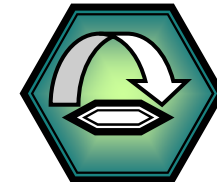
Beam-Hex: You may place your dice on any Beam Hex on the playing field.



Movement +1: You may move an additional hex in any direction.



Movement +2: You may move two additional hexes in any directions.



Jump-Hex: You may jump over this hex in a straight line.



Rebirth-Hex: You may roll your die. On 1 - 3 you may take one of your removed dice and put it on one of your starting hexes. Its value is 1.



Draw-Hex: If you play with the cards [variant] you may draw one card. If not, nothing happens.