

# Rulebook: Push&Move

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## 1.: What you need to play:

- 5 black and 5 white six-sided dice
- 1 20-sided die
- 1 (magnetic) game board
- a multitude of (magnetic) tiles
- 36 playing cards (variant)

**2.: The goal of the game:** is to use one's 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 board that is divided in 7 x 7 squares. From game to game, the playing field may be assembled individually by placing magnetic tiles.

**3.: Preparations:** Before you can start playing, you have to generate the playing field first. You can either assemble it according to the suggestions at the end of this manual (point 8.2) or you can generate a totally new and random playing field by rolling a 20-sided die. According to the dice chart printed on the game board, you throw a die for each square and place tiles according to the outcome of your throws. Before you do that however, players have to agree who starts at which end of the playing field. Begin throwing dice in the upper left corner, for the A1 field. Row for row, you roll the die for each and every square. According to the dice chart, each outcome is assigned to a type of tiles. The A2, A3, A4, A5, A6 and G2, G3, G4, G5 and G6 squares remain empty. They will act as starting positions for the players dice. If you roll a number for which no more tiles are left, roll the dice again. Once the playing field is assembled, players place their five dice on the starting positions, with the 1 as the up side. In the end, you have to determine who will begin. That is done best through flipping a coin or playing a game of Rock, Paper, Scissors.

**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-Tiles wins.

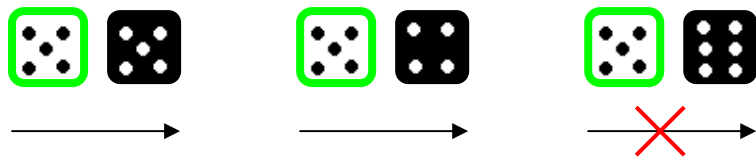
Players take turns in order to do that. In each turn a Player **has to** move **every one** of his or her dice for a distance of one square to the left, to the right, back or forth. When a die is moved to a tile, its special abilities take effect: Either you promote or demote it (increase or decrease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

One or more dice can push other dice on adjacent squares, 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 squares, 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, its 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. (The dice with the **green** frame is pushing, **"X"** simply means „pushing impossible“)



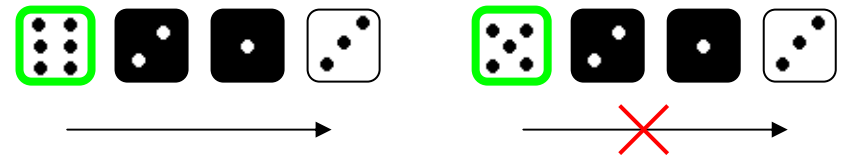
1.) One of your dice pushes one opponent die.



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

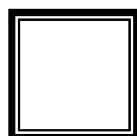


3.) One "strong" die of yours pushes two of your opponent's dice.



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

**6.: The tiles:** Now the special powers of the different tiles will be explained.



**Blanc-Tile:** No effect at all.



**Death-Tile:** The die is removed from the game. It is destroyed.



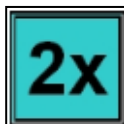
**Plus 1:** The die is promoted by 1.



**Minus 1:** The die is demoted by 1.



**Half:** Eyes count is halved, rounded up.



**Double:** Eye count is doubled.

The effects of the above tiles apply in any case, even when a die is just pushed onto them. Their effects are not optional. The effects of the following tiles however are optional. Players may choose for themselves whether or not to use the effect of one of the following tiles.



**Barred:** Dice can neither be moved nor pushed here.



**Jump:** You may jump over this tile, even if there is a die on it



**Movement-Plus:** Die may be moved an additional square in any direction.



**Direction:** Can only be entered and left in the indicated direction. The direction is chosen when the board is assembled.



**Reroll:** You may roll the die and this determine its new eye count.



**Beam-Tile:** Die may placed on another Beam-Tile immediately



**Rebirth:** Roll the die. On a 1, put one of your destroyed dice on one of your starting positions. The eyes of the die with which you rolled remain as rolled.



**Draw-Tile:** If you play with cards, draw 1.

**7.: Game variants:** Here a few variants that add new aspects to the game.

- **3 Players:** Each Player has 4 instead of 5 dice. A player puts his dice on squares A2, A3, A4 and A5, one player on G3, G4, G5 and G6 and the third player places two of his dice on C1 and D1 and the other two on D7 and E7. These squares must not have tiles.
- **4 Players:** Each Player has 3 dice. They are placed on A3, A4, A5, on C1, D2, E3, on G3, G4, G5 and on C7, D7 and E7. These squares remain free of tiles.
- **Card-Push&Move:** Played with the 36 Push&Move cards. Blank-Tiles are replaced with Draw-Tiles. If a die is moved to a Draw-Tile (not when pushed onto one though) you may draw one card from the card-pile. A list of cards can be found in the appendix. Each player may have up to 2 cards placed face down before him or her. If you already have two cards and had to draw another one, you have to use up your cards first. You can use your cards at any time. Just announce that you want to play a card, show it to your opponent, apply its effects and put it onto the discard-pile. Cards in the discard-pile may be looked at by any player at any time. If all cards are used up, shuffle the discard-pile and make a new draw-pile.

These are just some possible game variants. I encourage you to make use of their creative potential to make up your own, exciting variants on the game!

## 8.: Appendix:

### 8.1.: Card list:

There are 15 different cards with individual and surprising effects on the game  
(37 cards in total)

4 x Eyes +1  
4 x Eyes -1  
4 x Movement +1  
3 x Chance  
3 x Frost  
3 x Ghost  
3 x Charge  
2 x Telekinesis  
2 x Back to Start  
2 x Bomb  
2 x Tile Swap  
1 x Swap Dice  
1 x Shrink  
1 x Superpower  
1 x Rebirth  
1 x Invincibility

### 8.2.: Preconstructed Playing Fields:

#### Suggestion 1:

W	☠	+1	+1	⚡	2x	-1
	B	?	☠	⊘	½	
	↻	½	↔	⊕	+1	
	+1	-1	B	-1	+1	
	+1	⊕	⇒	½	↻	
	½	⊘	☠	?	B	
-1	2x	⚡	+1	+1	☠	W

#### Suggestion 2:

⚡	↻	+1	⊘	B	⇒	+1
	⇒	-1	⊕	½	↻	
	W	☠	-1	2x	☠	
	½	+1	?	+1	½	
	☠	2x	-1	☠	W	
	↻	½	⊕	-1	↔	
+1	↔	B	⊘	+1	↻	⚡

**Tip:** Self-designed or especially exciting randomly created playing fields can be „saved“ easily on a sheet of checkered paper, in order to preserve them for further games. For simplicity's sake you can write down letters instead of drawing little symbols.