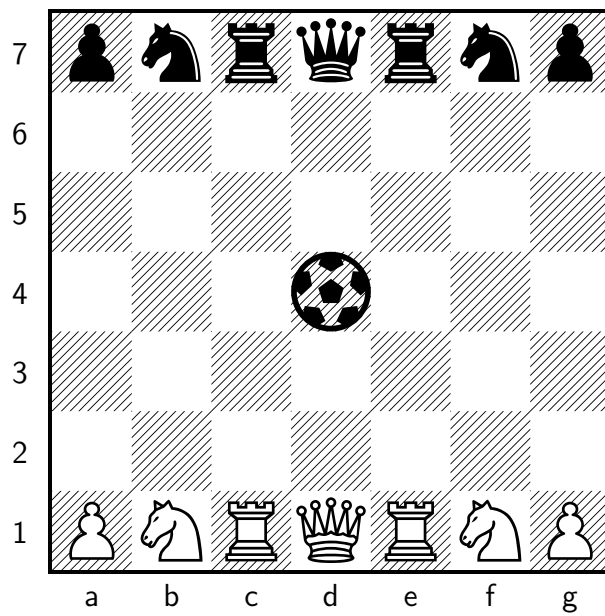


Push Push

RULES



Version 1.0

English edition

September 2024

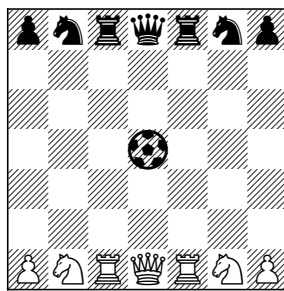
1 Tools

- A squared board divided into 49 equal squares
- A neutral figure of value 0 or ball (⚽)
- For each player:
 - One value 4 figure (♔)
 - Two value 3 figures (♖)
 - Two value 2 figures (♘)
 - Two value 1 figures (♙)

2 Ready to play

Each player is assigned a set of figures of one color and one side of the board, so that both sides assigned are not contiguous. Afterwards, each player places their figures on the first rank of the side assigned to them in the following order from left to right: value one, two, three, four, three, two, one. Finally, the ball is placed on the central square of the board.

Side of player B



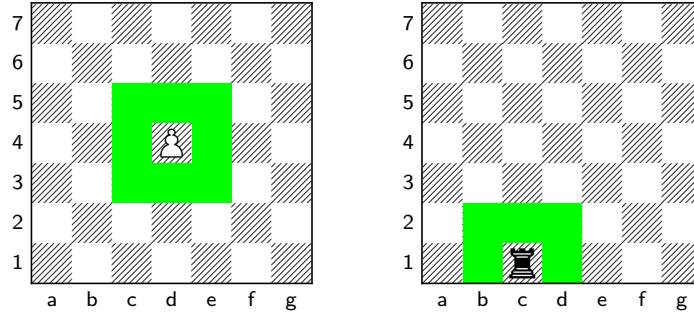
Side of player A

3 Goal

To push the ball out of the board through the side assigned to the opponent. The game will be considered a tie if both players agree or if its impossible for any of them to win.

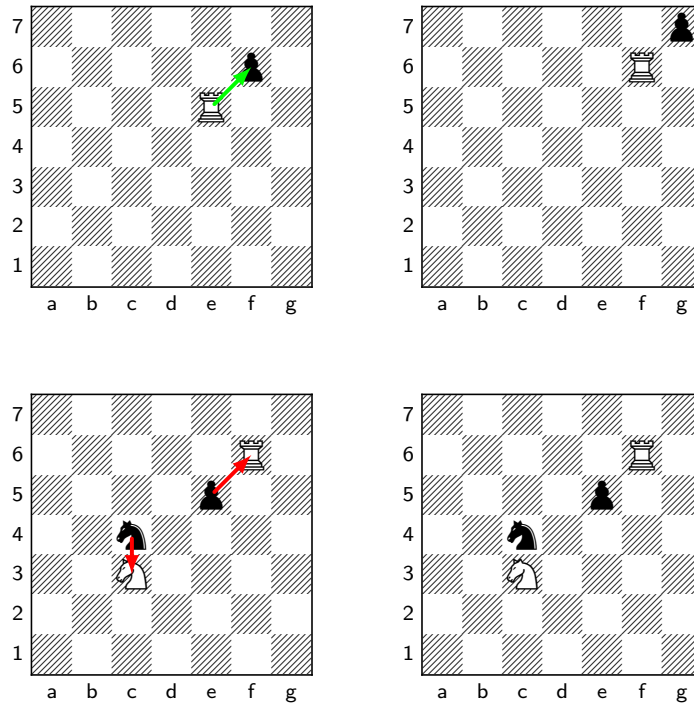
4 The game

The game takes place with alternating turns of both players, starting any of them. On each turn, the player must move one of their figures to an adjacent square, either orthogonally or diagonally.



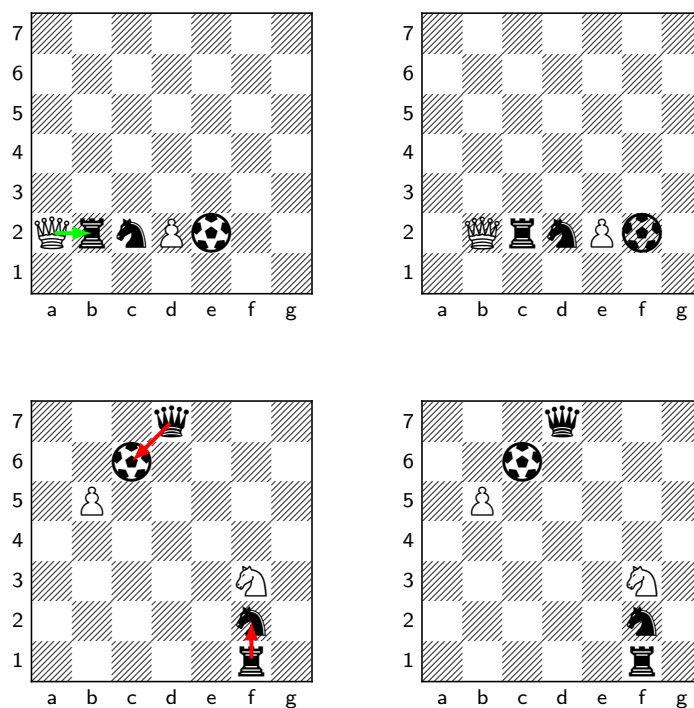
Figures can push each other, regardless their color. However, the value of the pushing figure must be higher than the value of the pushed one. To perform this action, the pushing figure must be placed on the square previously occupied by the pushed one, being the latter moved one square in the same direction the pushing figure moved.

The value 3 figure can push the value 1 figure since its value is higher. However, the opposite is not possible. Likewise, a figure cannot push another one of the same value.

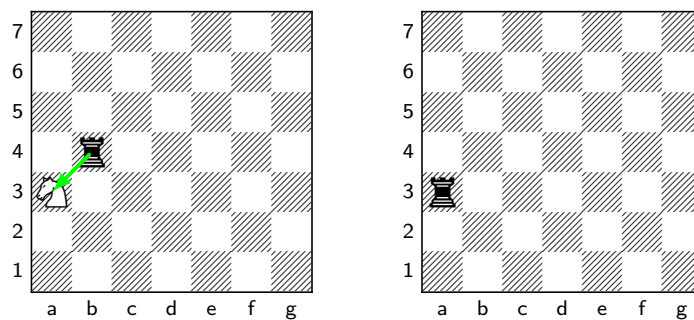


A pushed figure could be forced onto the same square where another figure is placed, pushing it if possible following the rule of the decreasing value of the pushed figure.

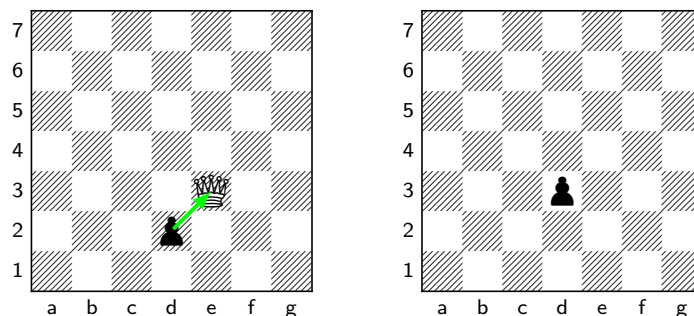
Several figures can be pushed simultaneously as long as the value of the figures in the chain decreases. If, at any point of the chain, one figure had to push another one of similar or higher value, the move would be illegal.



Figures can be push off the board. In that case, they are eliminated and cannot be used again in the game.

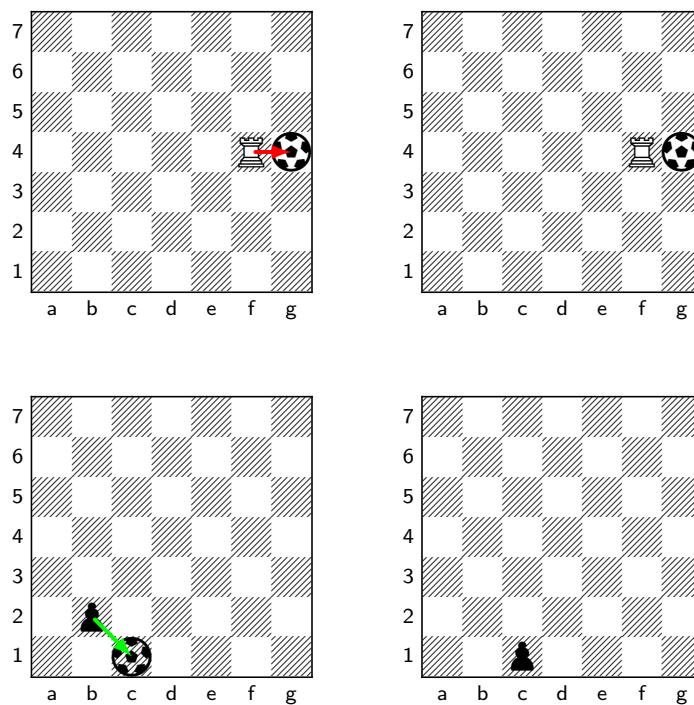


The value 4 figure cannot be pushed off the board. However, the value 1 figure has the skill of occupying its square and eliminating it.

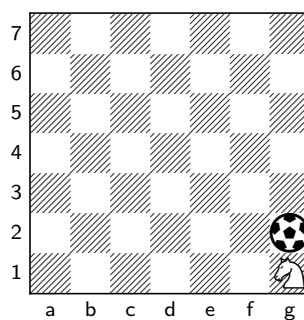
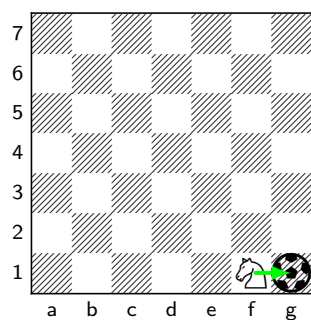
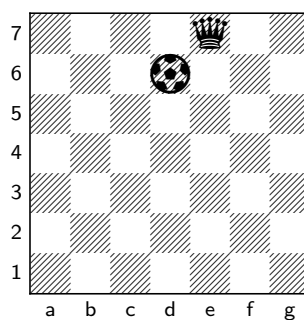
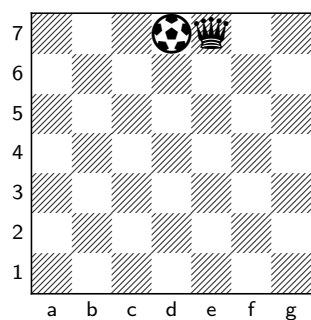
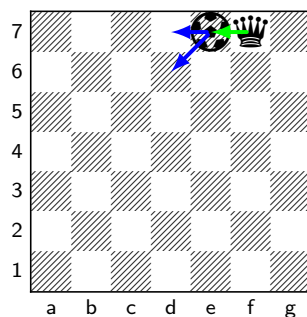


The ball can only be pushed off the board through the sides assigned to each player; this means the end of the game and the victory of the player who was assigned the opposite side.

The value 3 figure cannot push the ball since that side is not assigned to any player, However, the value 1 figure can push the ball since it would leave the board through the side assigned to player A. This action means the victory of player B.



If a figure and the ball are both located in the edge of the board, you can choose to perform a normal push or a DEFLECTED push. In this case, the ball would be placed on the diagonal closest to the square where it would be placed in the event of a normal push. If the ball is situated on a corner, the deviated push consists in making the ball move perpendicularly to the push.



In their first move, the second player cannot move a figure of the same value that the first player moved and make both these figures aligned with the center of the board.

All left, right, up and down references made in this clarification are from the point of view of the white player, as seen in the diagram. If the first player moved their left value 3 figure one square upwards, the only banned move for the second player would be to move their right 3 value figure one square downwards, since it would align with the figure moved by the first player and with the center of the board. All other possible moves would be legal, since there would be no possible alignment. After the second move there are no more restrictions, so the second player might move their value 3 figure one square downwards.

