Regarding the new push/pull clarification I am not sure this is correct.
Isaac talked about this clarification when you are **being** pushed or pulled not when you are pushing or pulling

Please see below

> **Isaac Childres** @Cephalofair wrote:
>
> > **David Hladky** @mrakomor wrote:
> > I would say you can optimize your **being pushed** to a place, where you are blocked, but with each move if there is a valid place you can go further you must go further.
>
> This was the intent. We'll reword the FAQ to make this more clear.

I believe that your character still has the option to push for example towards an obstacle even if there is a valid place.

Bernard   @Bernaar   Dec 10, 2017

Could you maybe put the personal quests also in spoiler tags? I glanced over them when scrolling down and I accidentally read some spoilers.

Alex Florin   🪒 @aflorin   Dec 10, 2017

> **Tolis Alex** @tolhs wrote:
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> I believe that your character still has the option to push for example towards an obstacle even if there is a valid place.

Actually, I did get confirmation from him on the wording.

Tolis Alex   ⚡ @tolhs   Dec 10, 2017