

For Glory

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Introduction

This game was created to allow players to make zombie ninjas, axe witches, necrodroids or whatever craziness they can think of. The dungeon master can be riffing on the players actions and using random tables to create emergent stories.

This game simulates a piece of fiction rather than reality. In this story a bow and arrow may be a better weapon than a gun. The game using a variety of random tables as seeds for fun at the table and players and GM are expected to make up some table entries to suit the character and world.

This game is easy to understand. Your characters attributes are measured in the number of dice they roll. If your character has a *Power* of 3, they roll 3 dice.

The below rules describe the basic game in the fantasy genre.

Mechanics overview

When a character wants to do something and the success or failure will have a significant effect on the story, the player rolls a bunch of six-sided dice. Each die that *beats* the **Target number** of 3 is a **hit**. Any attempted task may require one or more **hits** in order to complete successfully.

Instant challenges, like jumping over a hole, require the **hits** be completed in a single roll. Cumulative challenges, like breaking down a door or defeating a *fire vole*, may be completed with cumulative **hits**. Even if a challenge allows cumulative **hits**, it may be beneficial to complete the challenge in a single action. Such as smashing through a door with a single blow to surprise an enemy.

Chance of success table

This table shows the chance to achieve a certain amount of hits with differing amounts of dice.

d6	0 hits	1+	2+	3+	4+	5+	6+	7+
1	50	50	8	1				
2	25	75	33	9	2			
3	12	87	56	25	8	2		
4	6	94	73	43	20	7	2	
5	3	97	84	60	34	16	6	2
6	2	98	90	73	49	28	13	5
7	1	99	95	83	63	41	22	11

Dice

Dice are the main unit of measure in the game. Character attributes are measured in dice and you can gain or lose dice from your attributes. Dice may be broken down into 6 pips. You may also gain or lose pips but it has no mechanical effect unless you gain or lose 6 pips. The notation '2d' indicates 2 six-sided dice. 2p indicates 2 pips.

A character may have a *Power* of 3d and a sword which adds +2d for their attack. This would make an attack roll of 5d. Each hit on that roll will remove a 1 pip (1hp) of health from the target.

Terms

- 1d - one six-sided die.
- 1Hd - one *health* die.
- hit - a roll of 4,5, or 6.
- +1h - add one hit to your roll.
- 1p - one pip (pips are the dots on a 6-sided die)

- 1hp - one *health* pip.

Ways to roll your dice

- d6 - Roll a six-sided die and use the face value.
- 2d6 - Roll two dice and add the face values together.
- d2 - Roll a six-sided die and 1-3 = 1, 4-6 = 2.
- d3 - Roll a six-sided die and 1-2 = 1, 3-4 = 2, 5-6 = 3.
- d12 - Roll a d2. On a 1, roll a d6. On a 2, roll a d6+6.
- d66 - Take two dice and choose one to be 10x value. Roll them both so a roll of 3 & 4 would be 34.

Stunts

Stunts are the way you describe the actions your character takes. There are three levels of stunts and each one adds another die to your roll. Level 1 stunts simply describe your action in a cool way. Level two stunts incorporate the story, the environment, or one of the character's doom. Level 3 stunts are determined by the judge at the time.

0. *I attack with my sword.* 0 dice.
1. *I slash at the monster's neck.* +1 die.
2. *I fling some of the swamp muck into the creatures eyes before driving my sword in.* +2 dice.
3. Something so cool that it belies an example. +3 dice.

Co-operative stunts are when you include another PC in your stunt. The included PC may loan the player dice of the appropriate attribute for this action. They cannot use those dice on their next turn.

Character Creation

- Choose one of your attributes to get an extra die and give the remainder of the attributes one die.
- Choose or roll an occupation.
- Choose or roll a piece of equipment.

Attributes

Attributes are measured with dice. The number of dice you have in an attribute is how many dice you roll in a challenge that uses that attribute. The default amount, for a healthy character, in all 5 attributes is 1 die. Each die has 6 pips. Sometimes the pips are used as a unit of measure.

Attribute dice and pips maybe gained and lost during play but these losses are usually temporary and heal by the next episode or scene. Some attribute effects may take longer to heal or even be permanent if required within the narrative.

Losing or gaining pips has no mechanical effect until you lose or gain 6 pips. 6 pips equals one die.

Power Dice

Attacking, lifting, pushing, breaking, and sometimes climbing.

Agility Dice

Defending, running, jumping, sneaking, hiding, dodging, swinging, and sometimes climbing

Brain Dice

Intelligence, wisdom, personality, disguises, discernment, perspicacity, spells, clues, psychic abilities, languages, codes, history.

Health Dice

Health Points, stamina, fatigue, carrying, breath holding, disease resistance, poison resistance.

While the default *health* amount is 1 die, additional dice are awarded based on physical size. Humanoid sized characters, whether very small or very large, gain 1 additional *health* die. If you want to play a character so small or large that it should be reflected in the mechanics, you would instead gain 0 or 2 *health* dice. Smaller targets are harder to hit and larger targets are easier, as discussed in the *combat* section.

Damage from combat temporarily removes pips from your *health* dice. Taking 6 points of damage reduces your *health* dice by 1.

Dare Dice

Daring, focus, luck, chutzpah, fate, karma.

If you have time to focus before executing a task you may add your *dare* dice to your roll. Dare may also be added if do not have time to focus but, those dice are added to the Dungeon Master's Doom Pool. Temporary *dare* die are lost at the end of a session and whenever a *fumble* is rolled.

Dare checks The **DM** may call for a *dare check* any time it is warranted by the story. Often, only a single success is required to pass a dare check and avoid some misfortune.

Occupations

1. **Hunter, Ranger**
+1d *Power*, +1d *agility*, a bow (+2d) & 12 arrows, *healing herbs* (6), dagger (+1d fast), combat skills
2. **Guard, Soldier, Tax Collector**
+2d *agility*, chain mail armor +2, choose one extra from *equipment*, 10cp, sword (+2d), combat skills
3. **Executioner, Mercenary, Barbarian**
+1d *Power*, +1d *agility*, leather armor +1, black hood or furry, horned helm, sack, 10cp, battle axe (+2d+1h slow), combat skills
4. **Alchemist, Wizard**
+2d *brains*, 6 *flash powder*, 1 alchemist spell, dagger (+1d fast), arcana skills
5. **Witch, Warlock, Midwife**
+1d *brains*, +1d *agility*, 6 *healing herbs*, 2 witch spell, staff (+1d), arcana(S), forage(S)
6. **Thief, Rogue, Assassin**
+1d *Agility*, +1d *brains*, +1d *dare*, 4 Daggers (+1d, fast), lockpick, *poison* (6), Thief's skills

Combat skills

+2h Combat related rolls. +1 Crit rolls. This character can divide up their attack dice between opponents.

Arcana skills

+2h for magic related tasks.

Thief's skills

+2h for all rolls a thief may excel at. Concealable weapons confer +3d and ignore armor on surprise attacks.

Poison

There are many kinds of poison but the rules for generic poison are as follows. Poisoned weapons cause the number of hits that do damage to a target to double. Poisoned weapons remain poisonous for a single combat encounter in which the weapon is used.

Applying poison to a weapon has a difficulty of 3. A thief would roll *agility* + 2h and likely add their *dare* as well. A failed check wastes the poison and causes 1d6 damage.

Drinking or eating poison requires 4 *health* hits. Failing inflicts 4d6hp.

Equipment (3d6 reroll duplicates)

3. Chalk
4. Compass
5. Donkey (roll on *name* table)
6. Flash powder (6) Allows you to withdraw from melee freely, exit the room, stun a target.
7. Sack
8. Healing herbs (6) +2h to a *healing* check.
9. Lantern and flint & steel
10. Rope, 50'
11. Rations (6)
12. Torches (6) and flint & steel
13. Crowbar
14. Backpack
15. Shield
16. Grappling hook
17. Poison (6) See the poison rules under *thief skills*.
18. Spyglass
19. Bucket

Dooms (d66)

Every great hero has flaws. Every time you use your doom to effect the story, you earn a temporary *dare* die. Roll d66 on this table

1.
 1. Addictive personality
 2. Always has to be right
 3. Bad tempered
 4. Complains
 5. Compulsive
 6. Cursed
2.
 1. Death wish
 2. Drunkered
 3. Fear of heights
 4. Fear of small spaces
 5. Fear of snakes
 6. Fear of spiders
3.
 1. Fidgets
 2. Financially irresponsible and in debt
 3. Fool for love
 4. Foolhardy
 5. Gambles
 6. Glass half empty
4.
 1. Ill mannered

2. Klepto
 3. Lazy
 4. Low self esteem
 5. Narcissistic
 6. Obsessed with beauty
5.
 1. Obsessed with treasure
 2. Paranoid
 3. Perfectionist
 4. Rose colored glasses
 5. Says the wrong thing
 6. Slovenly
6.
 1. Tardy
 2. Unlucky
 3. Vain
 4. hh
 5. hh
 6. hh

Weapons

Weapons add dice and, possibly, automatic hits to combat rolls. Some weapons are *fast* and allow an extra attack per round and some weapons are *slow* and allow only a single attack per round.

Weapons have special tables for critical hits. Players should receive a handout which includes the table for any items that require it.

Generic Weapon Types

- **Unarmed:** 0d. Example: Fist
- **Small:** 1d. Cost: 1cp. Note: May be concealable or throwable. Example: Dagger, club
- **Small ranged:** 1d. Cost: 4cp. Note: 12 ammo/slot, 1cp each. Example: Crossbow, handgun
- **One-handed:** 2d. Cost: 10cp. Example: Sword, Mace, Submachine gun, Beam Staff
- **Large ranged:** 2d. Cost: 50cp. Note: 6 ammo/slot. Cost: 10cp. Example: Bow, Rifle
- **Two-handed:** 3d. Cost: 60cp. Note: Rare, Takes 2 gear slots, **Agility** -1d. Example: Great sword, battle axe

Generic Critical Hit Table

1. Solid hit, +1 damage
2. Prone

3. Entangled
4. Disarmed
5. Gross hit, +2 damage
6. Bleeding
7. Armor/shield Damaged
8. Entangled
9. Arm maimed
10. Disgusting hit, +3 damage
11. Blinded
12. Brained / Stunned
13. Eviscerated / Impaled

Fist

0 additional dice are added to the *power* roll.

1. Black eye. +1 damage and possible quick hand action.
2. Uppercut knocks them flat.
3. Kidney shot. Fall over and actions are at -1d.
4. Disarmed. Weapon thrown 5d' away.
5. Uppercut. +2 damage.
6. Haymaker. +2 damage and knock them flat.
7. Eye strike. -1 attack until healed.
8. Knee damaged. Movement reduced by half. -2 **power** and **agility** reduced to 1.
9. Disarmed and weapon grabbed. Make a free attack with it now.
10. K.O. prone and make 3 **health** hits to awaken.
11. Neck strike. +3 damage, drop weapon, and lose a turn.
12. Chained combo. Keep rolling attacks until one fails or you fumble.
13. Pull their still beating heart from their chest and show it to them.

Dagger (melee)

+1d. Concealable, throwable.

1. Vicious blow. +2 damage
2. Bloody mess. Double damage
3. Internal injuries. 5s explode as well.
4. You end up behind your opponent and they did not see where you went.
5. Artery. +2 damage and 2 damage/round until staunched.
6. Skillful blow. Attack this opponent again or attack another target melee or ranged.
7. The slow blade finds its target. Ignore armor and 2hp.
8. Forceful strike. +2d and the target must make an *agility* 3 check or fall/pushed back. Depending on size.
9. Grapple them and stab again for d6+2 damage. They must break free on their turn or double damage and ignore armor next round.

10. Massive strike for +2d6hp and your opponent is thrown prone.
11. Too fast to see. 1d6hp to all close opponents.
12. Eviscerated - Death save and scoop your guts up.
13. Dagger thrust under the chin pops out the top of the head.

Dagger (ranged)

1. Precision strike +1d6hp damage.
2. Stuck in bone. -1d action until pulled out for 1d6hp blood loss.
- 3.
- 4.
5. Pin limb to the wall.
6. Dagger in the eye. +2d6hp
7. Pierces kidney. 1d6hp + 1d6hp after taking any action.
- 8.
- 9.
- 10.
- 11.
- 12.
13. Shot in the eye blasts out of the back of the skull, pinning the brain to the wall.

Sword

+2d

1. Gain +1 **Armor** against this opponent until next round.
2. Opponent cannot crit on you with their next attack.
3. Opponent loses their highest rolled attack die if they attack you.
4. +2 Damage to weapon arm. -2d attack.
5. Bleeding wound. +2 damage and 1 damage/round until bleeding is stopped.
6. Powerful strike. +3 damage and 3h *agility* check or be pushed back.
7. Skillful attack. Choice of grappled, pushed back on other effect.
8. Trip up. +4 damage and 4h *agility* check or prone.
9. Weapon arm removed and smacks another opponent.
10. Gory attack. +2d6 damage and other opponents may flee.
11. *You killed my father. Prepare to die* +d66 damage.
12. Speed demon. Make 1d6 more attacks against opponents in close range.
13. Blur of blades. All opponents in melee range take 2d6hp.

Bow & Arrow

+2d (no bonus if untrained)

1. Shoot the weapon out of their hand or damage their weapon.
2. Shoot again at the same or a different target.
3. Take 2 more shots on any targets.
4. Arrows stick in opponent reducing 1 die from all actions until healed.

5. Take 3 more shots on any targets.
6. Head shot, 6hp.
7. Impale limb.
8. Arrow sticks in opponent reducing 2 die from all actions until healed and reducing movement to 0.
9. Keep making attacks but only at new opponents.
10. Arrow pierces for 1d6hp and another opponent for 1d6 as well.
11. Neck sprays blood (1d6hp). Lose 1d6hp per round and blinds other opponents (-2d until eyes are wiped clean).
12. Ignore armor and +2d6hp.
13. Head shot (6hp) in the zone. Roll an attack but each *hit* is head shot (6hp) on another opponent.

Battle Axe

+2d+1h, slow

1. +2 hit
2. Opponent's armor reduced by 1
3. Opponent's weapon and shield is destroyed
4. Dominant limb is severed.
5. Opponents armor/shield is destroyed, +1d6 hits.
6. Leg is severed.
7. Both arms are severed.
8. Make another attack at any single, *near* opponent at +5d.
9. Make another attack at +5d against any number of *near* opponents.
10. Eviscerated (2hd & 6hp/round). Other opponents may slip and fall.
11. Beheaded (4hd). Make another attack at any single, *near* opponent at +5d.
12. Chopped down the middle (6hd) with halves blasting out left and right and knocking nearby opponents prone. All opponents run in fear or beg to serve you.
13. Cleaved at the trunk (8hd). Make 3 more attacks at any *near* opponents at +5d and ignoring armor.

Ammunition

Ammo is unlimited and ignored.

Optional ammo rules Ammunition is an item like any other. Each gear slot of ammo contains a multiple of 6 shots. You can use d6s to track ammo.

Armor

Armor reduces **agility** Dice and incoming damage. If **agility** is at minimum, **power** is reduced instead.

- Scrap armor -1 damage, -2 **Agility**

- Light armor -1 damage, -1 **Agility**
- Heavy armor -2 damage, -3 **Agility**
- Shield -1 damage, -1 **Agility**

Shields

Your shield may be destroyed to block a critical hit and easily dropped to commit an action using *agility*.

Combat

Basic Combat Sequence

1. *Agility* dice determine turn order. Place a die in front of you set to the number of *Agility* dice your character currently has. This is your *speed*. If your number of *agility* dice changes, change the *speed* die. Other factors, such as weapon choice, may modify your turn order.
2. Count up from one to six. At each number, Players and NPCs at that speed declare their actions.
3. Count down from six to one. At each number resolve any ranged attacks and *quick* melee attacks.
4. Count down from six to one. At each number resolve any melee attacks and *slow* ranged attacks.
5. Count down from six to one. At each number resolve any move or move and attack and any *slow* melee attacks without movement.
6. Count down from six to one. At each number resolve any spells and any *slow melee* attacks with movement.

Attacking

Attacking a target is a challenge roll like any other. Roll as many dice as you can. This is usually **Power** dice + Weapon dice.

Some skills, such as *combat* add extra *hits* to your roll.

Each die that comes up above the target number (usually 3) is counted as a **hit** and subtracted from the target's **health pips**. Armor allows a target to avoid a certain number of **hits** but **hits** that were the result of a roll of **6** are not effected by armor.

NPCs and monsters do not make attack rolls. Rather, players roll for defense when monsters attack.

Defending

Players roll their *agility* to defend. The player's *hits* are subtracted from the monster's attack. The remainder are subtracted from the players *health pips*.

PCs and NPCs that are reduced to 0 *health pips* are *defeated*.

Armor has the effect of making some of a Player's agility into automatic successes. These dice cannot be used for agility related actions while armor is worn. A player wearing leather armor with 3 *agility* dice would only roll 2 dice as and add a single success to the result. If they try to jump over a pit wearing their armor, they only roll two dice.

Disengaging

Moving away from an opponent that is in active melee combat with you incurs a free attack.

Alternate Combat Actions

- Distract - If you are not the main target, attack and remove *hits* - target's *intelligence* from their next attack roll in this round.
- Disarm - Roll your *agility* against the target's *power* to cause them to drop their weapon.
- Trip - Roll your *power* against the target's *power* + *size*.
- Parry - Use *power* instead of *agility* to defend against the next attack this targets makes.
- Push - Use *power* - target's *size* to beat target's *agility* and knock back 5' + *hits*
- Grapple - use agility to get passed defense and ignore armor. Affected by reach of the defender's weapon. After success use power to defeat.
- Disengage - Use *agility* to beat target's *agility* to move away without incurring an attack. Failure means you can still move away but you incur an attack no matter what.

Critical Hits

If double 6s are rolled, you will also roll on the critical hit table for that weapon. If three 6s are rolled, roll 1d6+6 on the critical hit table. Additional 6s add a +1 each to the roll.

Normal NPCs only roll 1d6 on their crit table or for their weapon type.

Players may choose to dodge a crit at the cost of 1 **agility** die. Crits that would appear to be mitigated by armor may be avoided at the cost of 1 armor level of armor protection. Heavy armor would be reduced to light armor and light armor would be ineffective until the armor is repaired. If the armor is removed and carried, the armor's negative effect on **agility** is eliminated.

The effect of rolling double 6s on challenges other than combat are at the judges discretion.

Fumbles

If more than 50% of the dice rolled come up 1, it is a fumble.

Player Character Fumble Table

Character fumbles on attacks are specific to the character. The following table may be used as a guide.

1. Fall on your sword. Roll *power* against yourself.
- 2.
- 3.
- 4.
- 5.
6. Trip into your opponent. If the attack has any hits, +2 hits. You are prone.

Damage and Death

Damage suffered is subtracted from *Health Pips*. Each time the last pip of a die is lost, the character must roll on the *Table of Terrible Injuries*. For example; a character with 2 *health dice* will roll on the table when they lose their 7th *health pip* and their last *health pip*.

Table of Terrible Injuries

2. entry 1. 1. another column.
- 3.
- 4.
5. Internal injuries.
6. Major artery. Die next round unless first aid is received.
7. Bleeding out.
8. Bleeding wound.
- 9.
- 10.
11. It only pisses you off. Regain 1d6hp and take a turn.
12. Instant death

Healing

Health and other attribute Point damage heals between episodes and many scenes. Narrative damage from some crits, environmental effects, or strong monsters lasts longer. It may be permanent or require a long rest, or a quest to heal.

Movement and Range

Distance is divided into 4 bands. *Close*, *Near*, *Far*, and *Very Far*. The actual size of the ranges expands as they move out. It is always possible to move from *Near* to *Close* on your turn but other distances are up to your DM.

Size

Size is also measured in dice.

- 1pip - Tiny (bird)
- 1d - Small (gnome): +1d *agility*, -1d *power*; Inventory: 6+*health*; Can use of *agility* dice to attack but then cannot use it for defense this turn.
- 2d - Normal (human): +1d *health*; inventory: 10+*health*. The word **
- 3d - Big (Andre): +2d *health*, -1d *agility*; inventory: 14+*health*
- 5d - Giant (tree)
- 12d - Massive (building)

Magic

Spells

Casting spells is simply a matter of rolling *Brains*. Spells can be cast until they are lost. Lost spells return the following morning. Lost spells may be cast at the cost of 1 health pip per casting.

Alchemist spells

The alchemist may sacrifice their own body to add to the power of the casting. Remove *Power*, *Agility*, or *Health* which heal normally.

Magic Missile

Manifestation

1. Acid rain melts them
2. Lightning lets you see skeleton
3. Fireballs explode
4. Eye beams
5. Fire blast from hands
6. Ground eruptions

Effects (based on number of hits)

0. Missile effects you. You take 2d6 damage. Spell lost and two side effects.
1. Missile effects you. You take 1d6 damage. Spell lost and one side effect.
2. Missile effects you. 1d6 damage. Spell lost.

3. No effect. Spell lost.
4. No effect.
5. 5 damage to a single target.
6. 2d6 damage to a single target who is prone.
7. 4d6 damage that may be divided among multiple targets who are prone.
8. 4d6 damage that may be divided among multiple targets who are also prone and 1d6 damage to everyone not targeted, including allies.
9. Everyone takes 2d6 damage and is prone.

Side Effects Each side effect happen only once. Once every effect is taken, PC becomes an NPC lizard person and attacks everything.

Double ones:

1. Hair turns a bright color.
2. Skin turns a bright color.
3. Fingers become tentacles.

Triple ones:

1. Skin becomes scaley, +1 Armor
2. Extra eye grows in forehead. +1d for perception and anti-surprise. See *Magic Mouth* if you if you already have a mouth there.

Quadruple ones:

1. Lizard brain. +1d *Agility* and can only eat live insects.

Magic Mouth

Effects (based on number of hits)

0. You begin yelling uncontrollably. Spell lost and two side effects.
1. You begin yelling uncontrollably. Spell lost and one side effect.
2. You begin yelling uncontrollably. Spell lost.
3. No effect. Spell lost.
4. A mouth appears on a chosen surface and speaks a phrase of your choosing when a particular trigger of your choosing occurs.
5. A large mouth appears under an opponent, biting for 1d6 damage. Caster may choose entry 2 instead of this one.
6. Your opponent's weapons gain mouths and attack their owners. Caster may choose entry 2 or 3 instead of this one.
7. Your mouth becomes a giant, fanged maw for the remainder of this battle. You may immediately attack with *Strength* +3d. Caster may choose entry 2 instead of this one.
8. You face and hands become mouths. You can make 3 +3d attacks/round for the remainder of the encounter.

9. Every creature in the local area gains multiple mouths and begins saying inappropriate things. Many creatures are horrified and run off. Wears off in one day.

Side Effects Each side effect happens only once. Once every effect is taken the spellcaster becomes a giant mouth with legs and attacks everything.

Double ones:

1. Gain a mouth on your forehead. If you already have an eye there, other people may ask the new face questions as it has special knowledge.
- 2.
3. Your eyes are small mouths. You no longer see color but you can see 30' in the dark using echo location.

Triple ones:

1. Large fangs. +1d bite attack.
2. Hands become mouths. You cannot hold weapons properly but you have two +1d bite attacks/round.

Quadruple ones:

1. Mouth on your backside that you know use for speaking.

Midwife spells

Midwives may choose to cast at the level cast or any lower level. Triple ones means the spell is lost after this casting.

Wood Weird

0. No effect. Spell lost. Tangling plants grow from the floor and walls.
1. No effect. Spell lost. Vines and branches grow from all nearby wood objects.
2. No effect. Spell lost and a small log falls on a random person. 1hp if no helm.
3. No effect. Spell lost.
4. Roots protrude from the ground trapping opponents who must make a strength check to escape.
5. A wooden spike shoots up from the ground for 1d6 damage.
6. Wooden objects may be warped to ruin weapons or seal doors.
7. 6d wooden bolt attack divided by up to 6 targets.
8. Wood may be formed into a shape.
9. Summon Larch (P4d A2d B0d H3d, move slow, 2 Attacks/round)

Magic Shield

0. No effect. Spell lost and you are locked in a 6d force prison for 10 rounds.
1. No effect. Spell lost and
2. No effect. Spell lost and
3. No effect. Spell lost.
4. Personal shield provides +3 armor for this round.
5. Force ball attack 4d, ignore armor.
6. Create a wall the size of 3 tower shields that can provide +1 armor and protect 3 people or bar a door with H3d.
7. Create an invisible force field in the form of a craft which you can travel around in for up to 1 hour.
8. Create an invisible force field that can be manipulated with your mind. It can protect 4 people with +2 armor. If you concentrate, it can protect them as they move.
9. Create an invisible force field in the form of a craft which the party can travel around in for up to 1 hour.
10. Invisible force armor gives you +3d *Power*, +3 Armor, double jump, and move.
11. Create a force field the size of house with 12Hd that can push a house.

THE END