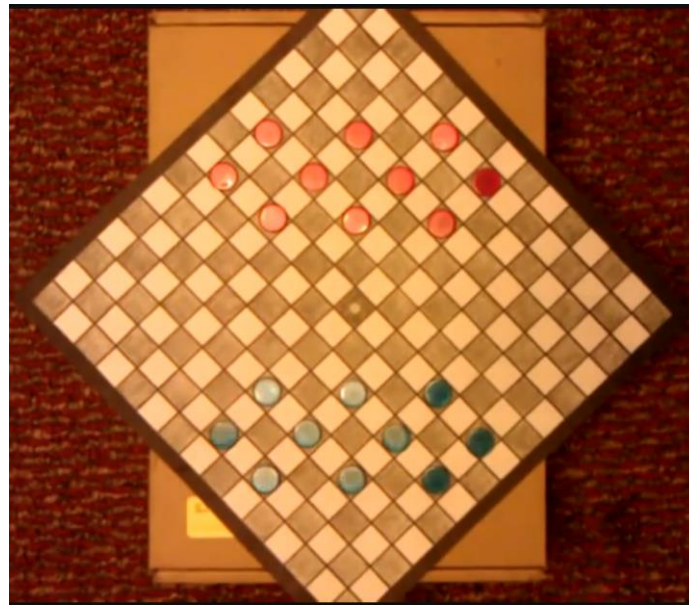


## Push



*initial setup*

Two player game:

- 10 pieces per player on a 15x15 board viewed diagonally (checkered pattern isn't required; the dots only mark starting position and have no effect on gameplay)
- 3 moves per turn: one move is moving a piece one square in any direction (player can move three pieces one space each, one piece three spaces, or one piece two and another one)
- Win: remove all but one of the opposing player's pieces from the board

Terms to know:

- Buffer: opposing colors must have at least one empty square between them, called the buffer. Same colors may occupy adjacent squares.
- Push: when a piece moves into a square adjacent to an opponent's piece, it pushes the opposing piece away in a straight line formed by the two pieces (only pushes one space away to create a buffer).
- Pinch: when a piece is pushed into a situation where there is nowhere to go to create a buffer between an opposing color, that piece is "pinched" and is removed from play. Pinches can occur against the side of the board, between two of the opponent's pieces, or when pushed up against a piece of the same color.

Dan Hope, 2011 [tutorial: <https://www.youtube.com/watch?v=t22xZh5JQvs>]