

Pushee Pieces by Pocket Vinyl Games

The Components: 15 white pieces, 15 blue pieces, 1 game board

The Goal: To gather points by having your pieces on the highest-numbered squares after 15 rounds.

The Play: In “Pushee Pieces”, each player will alternatively place their pieces on one of the squares on the board. The piece will either be pointing up and down or left and right (only one piece per square). Whichever way it is pointing, if there are any pieces on the adjacent squares, they get pushed one square away from the newly-placed piece. Pieces can push entire rows of pieces as well, as long as there is an empty square at the other end (see: The Rows). These pushed pieces can then push other adjacent pieces into new positions. This can cause a chain reaction, but only up to 3 tiers of pushes.

Fig. 1

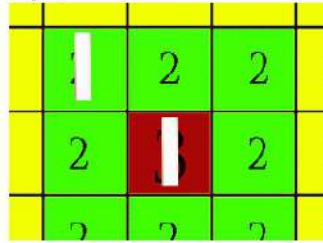
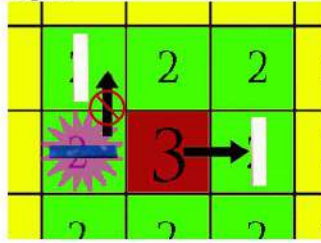


Fig. 2



-The blue piece in Fig. 2 pushes the white piece to its right. However, it does not push the white piece above it, because it is not pointed in that direction.

Fig. 3

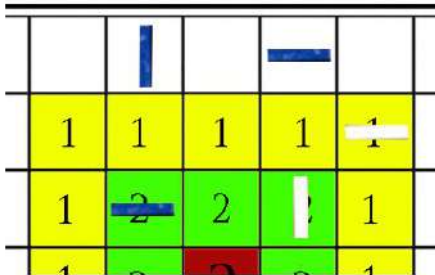
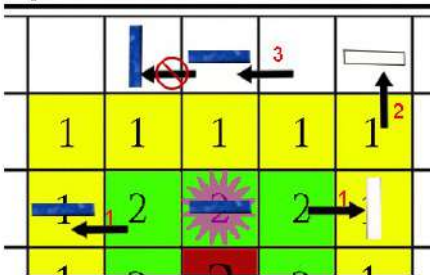


Fig. 4



-This is a chain reaction example. In Fig. 4 the blue piece placed on the green 2 square in the center pushes the pieces on either side. This activates the white piece on the right, which then continues to push any pieces adjacent to the new position. This continues up to 3 tiers of pushes. The blue piece to the top left corner of Fig. 4 does not get pushed since 3 tiers of pushes have already occurred.

The Rows: Not only do single pieces push each other around, but a piece can also move entire rows, as long as there is a free space at the other end. After a piece is pushed once, it cannot be pushed again during that turn, both in- and outside of rows. There is no limit on how long or short a row can be.

Fig. 5

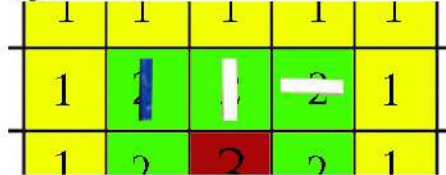
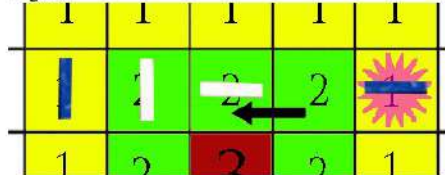
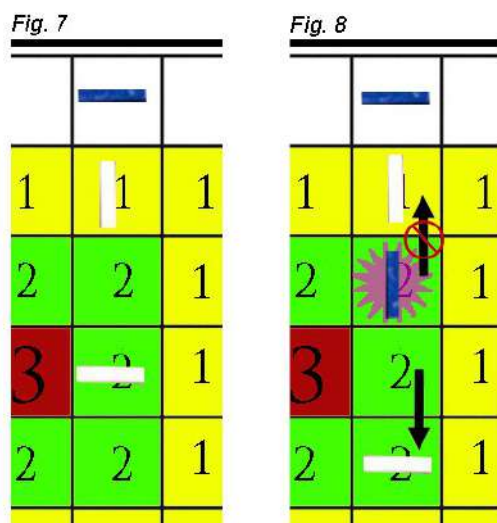


Fig. 6



-The new blue piece has pushed the entire row one square to the left. Since these pieces have already moved once, they are unaffected by each other, but they could have still moved pieces on squares adjacent to their new positions outside of the row.

The Walls: Only one piece can occupy each square. As the game goes on, the pieces will start to build up on the board and land on the outside squares. If a piece is pushing against the outer wall of the board, it cannot be pushed any further, and thus it is unaffected by any new pieces on the board that want to push it in that direction (however, it can still be pushed to other squares next to the wall).



-The new blue piece in Fig. 8 can push the white piece below it, but not the row above it, since it has hit the wall on the perimeter of the board.

The Play Order:

- 1) Each player must pick a color, gather their pieces, and then randomly decide who goes first.
- 2) Each player puts down their pieces one at a time. Each time a piece is put down, be sure to resolve any pushes and/or chain reactions that may occur (up to 3 tiers of pushing). Each turn has two phases:
 1. Place piece.
 2. Resolve pushes.
- 3) Continue this for 15 rounds. When each player has used up all their pieces, each player must count up their points by adding up the numbers underneath each of their pieces.
- 4) The player with the highest score wins!

The Special Case: Every once in a blue moon, a chain reaction will cause two pieces from different directions wanting to occupy the same square. If this happens, the player who caused the chain reaction may choose which piece gets to occupy that space.

The Variant Play Modes: Here are a few rule options to help change up the game if you want to.

- 1) **Less Pieces:** Play with less pieces, perhaps about 8 to 10. Gives less moves to each player and more options on where to place. The forgiveness of mistakes is much lower in this mode.
- 2) **No Walls:** Ignore the surrounding walls on the perimeter of the board. If a piece gets pushed off the board, it is out of the game permanently!
- 3) **Unlimited Chain Reactions:** Ignore the “3 tiered chain reaction” limit. This will require a bit more from the players to keep track of what moves, but it'll cause more epic chain reactions.
- 4) **Turnee Pieces:** Each player gets two additional moves throughout the game in which they may take one of their existing pieces on the board and turn it 90 degrees. Treat it as if that piece was just placed on the board in that direction and resolve any chain reactions. You cannot turn the same piece twice.

The End: Enjoy!

	2	2	2	2	
	2	1	3	2	
	2	3	1	2	
	2	2	2	2	