

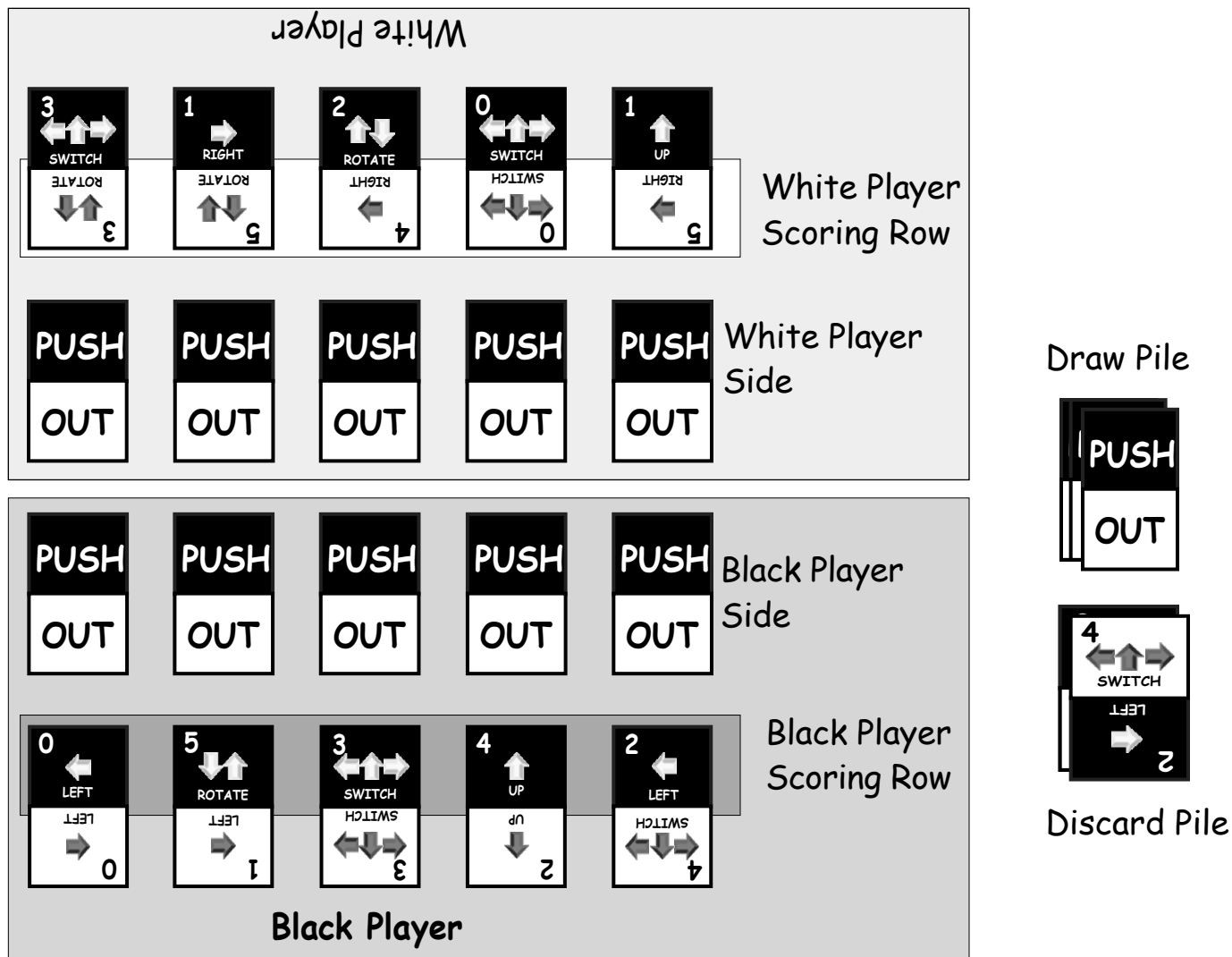
PUSH ← → OUT

THE OVERVIEW

Pushout is an abstract strategy card game for two players. Each player sits across the table from each other and use each card on the board to push the other player off the table and position their side of the board to score the most points and end the game. The cards have two sides on each face-up card. The right side up portion of the card from each player's point of view determines how the card can move. There is a black side and white side. The background determines the player's color.

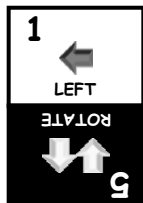
THE SET-UP

The board consists of four rows of five cards a piece. Off to the side are the draw and discard piles. When placing the initial cards, the players color determine the orientation of the cards. The white player places her cards on her side of the board with the white side of the card right side up to the white player. Each player takes turns placing cards on their outermost scoring row; then the two middle rows are filled in with face down cards. Print out the cards in this PDF TWICE for 60 total card fronts and cut out the cards. Backs are optional. See the set-up illustration:



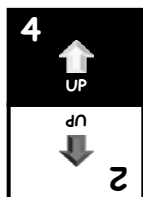
THE CARDS

A card that is right side up from the player's point of view may use it's movement arrows and only the instructions on that side of the card. There are five possibilities for movement:



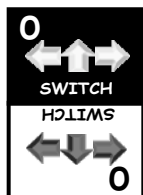
Left or Right

These cards push all other cards in their row one space left or right. This leaves a hole in the card's original position and also pushes one card off the board. The card pushed off the side of the board may be placed in any hole on the board in any orientation. The card may also be discarded instead of placed back on the board. The player who controls the side of the board the card was pushed off gains control of the card, even if the other player caused the card to be pushed off the board. In the basic game, the card must be placed back into the newly created hole.



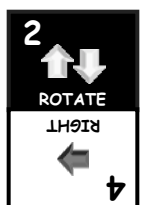
Up

This card pushes all cards in the column up one space. This should cause a card in the opponent's scoring row to be pushed off the board. The pushed off card is **always** discarded. The hole, in the basic game, will be replaced with a card from the draw pile with correct orientation. If a face down card is pushed into the player's scoring row, it is flipped over and placed with that player's color right side up. The player does not get to determine orientation. A player never gets to determine orientation on drawn cards and flipped cards. The orientation is always player's side color right side up.



Switch

This card switches with any card one space either to the left, right or above the card. The orientation of the face up card switched or moved does not change. If a face down card is moved into a player's scoring row, the card follows the rules of a flipped or drawn card. No card is ever pushed out with a switch card. Of course, a switched card can be pushed out.



TO



Rotate

The Rotate Card, basically, rotates the card 180 degrees in the same space. That's it, no pushing out possible.

Remember:

A player may use any movement ability that is right side up from that player's point of view. This includes any card in the opponent's scoring row or middle rows. The background of the card does not matter in the basic game. Also, a face down card may only be turned over only if moved into a scoring row. Once flipped, the card remains face up.

How To Win The Basic Game

The choices are simple. On a player's turn, a player may either move one card or discard a card from the draw pile. Each player must complete at least three turns before being eligible to win.

A player **automatically** wins the game instantly if, in their scoring row:

1. They have 1,2,3,4,5 from left to right or right to left **or**
2. They have all of the same number. For example, all 5's. However, no player can ever win with all 0's.

The game ends when a player must draw from the draw pile and can not draw. If the game ends this way, the player with the highest total score in his scoring row wins.

VARIATIONS

SINGLE PUSHOUT

Instead of printing out the PDF out twice, print only once and use those cards or use any 30 cards. Eliminate the two middle rows of the board and play as normal.

DOUBLE PUSHOUT

Each player must move two cards per turns instead of one.

SWISS CHEESE PUSHOUT

Instead of automatically placing a card into a newly created hole, the player who controls the pushed out side card may bank the card in a separate pile. Instead of moving on their turn, they may place one banked card in any orientation they choose. However, the player must play a card from their banked stack if they have more than **three** holes on their side of the board. The player may also, instead of moving their turn, choose to discard a banked card. If able, any player can push a card into the hole or switch a card with the hole. Remember, any card pushed toward the opposing player's side (not off the side of the board) must be discarded and can not be banked.

CONVEYOR BELT PUSHOUT

Any card pushed off the side of the board is placed in the opposite side position and if there's no hole, the displaced card is discarded. For example, a card pushed out on the right side appears in the first position of the left side of that row. The orientation of the card remains the same. Also, the normal discard rules apply to the discarded card.

BLACK AND WHITE PUSHOUT

Each player may only move cards that are right side up and **their color**. Yikes, the game just got a lot harder!

BLACK AND WHITE SCORING

Each player may only score cards that are right side up and **their color**. At the start of the game, if each player agrees, the scoring can extend to their middle row of cards. All automatic wins, the straights and five of a kinds, can be from either row if they match all other scoring criteria.

ZEROS WILD PUSHOUT

As it implies, zeros are wild for scoring the game.

ONE HUNDRED PUSHOUT

This for multiple games. A running tally is kept in scoring and the first person to 100 wins the game. If a player automatically wins the game, the other person receives what is in their scoring row at the time the game was won. The winning player also receives 30 points for a straight or 20 points for the five of a kind in addition to their regular scoring. IE five 5's would net a total of 45 points (25+20), An all zero five of a kind can end the game, but the winning player receives NO points or bonus points.

**These variations can be mixed and matched together to create your own playing style.
Or make up your own variations!**

This game is copyrighted 2007 Bryan Gahagan. If you have questions or comments e-mail me at gebryan@mac.com. Also visit our website at <http://thethingoftheday.com>. There's new things there everyday, uh-huh.

This version 1.0 of the game and has not been play tested. If you feel the game is broken, please e-mail me with your suggestions. Too many of one card? Not enough of another? An imbalance? New card ideas? Let me know.
And thanks for playing!

1

UP

RIGHT

5

1

RIGHT

ROTATE

5

1

LEFT

ROTATE

5

1

UP

RIGHT

5

1

RIGHT

ROTATE

5


1

LEFT

ROTATE


5

1




SWITCH

SWITCH




5

1




UP

LEFT




5

2




ROTATE

RIGHT




4

1




SWITCH

SWITCH




5

1




UP

LEFT




5

2




ROTATE

RIGHT




4

2




RIGHT

SWITCH




4

2




LEFT

SWITCH




4

2




UP

UP



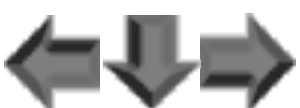
4

2




RIGHT

SWITCH




4

2




LEFT

SWITCH




4

2




UP

UP




4

2




ROTATE

LEFT




4

3




SWITCH

SWITCH




3

3




LEFT

LEFT




3

2




ROTATE

LEFT




4

3




RIGHT

RIGHT




3

3

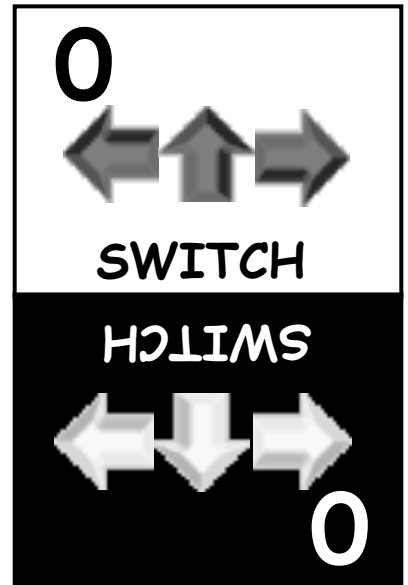
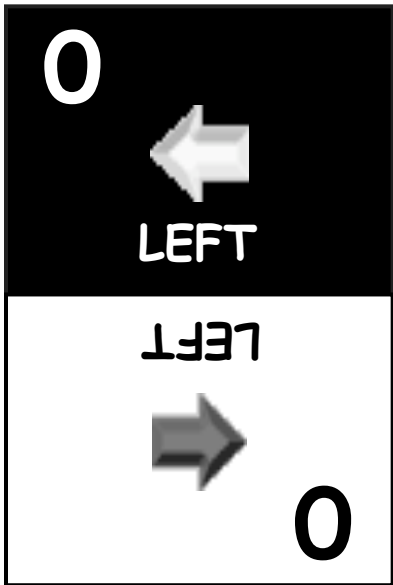
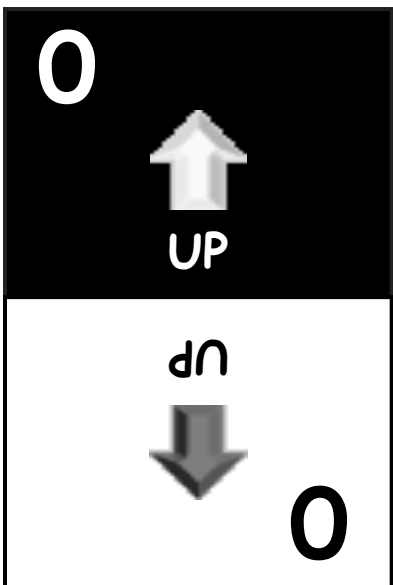
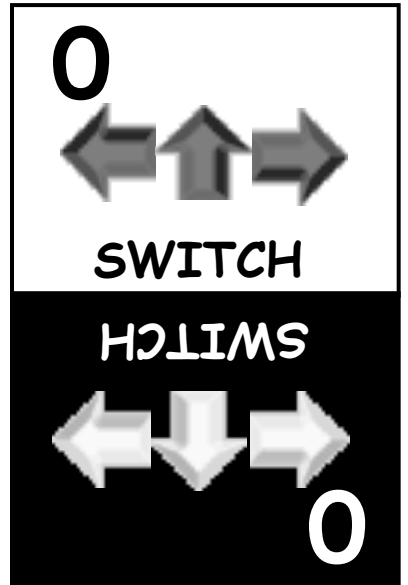
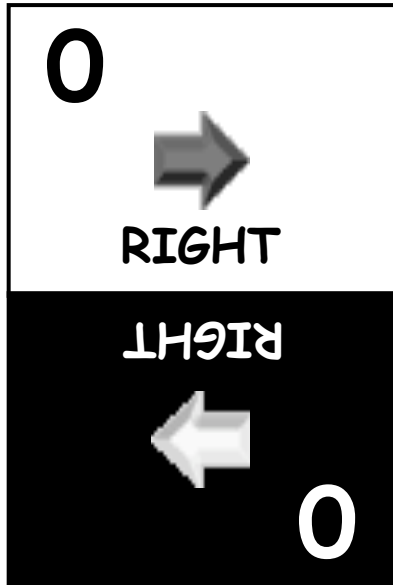
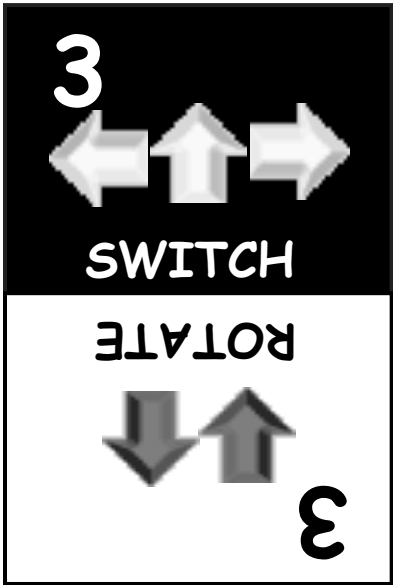


SWITCH

ROTATE



3



PUSH

OUT

PUSH

OUT

PUSH

OUT

PUSH

OUT

PUSH

OUT

PUSH

OUT