



PUSH 'em UP!

LES RÈGLES !



FEAT:
TETHANOS!



15\$

PUSH 'em UP!

Created by Alexandre Droit,
illustrated by Stéphane Escapa.



For 2 to 4 players.
15-20 minutes.

GAME CONTENTS :

108 cards, 1 score pad, 1 rules book.

For each team (Red Starz, Purple Pets, Greeners et Blue Tech) :

- 20 « heroes » cards (0 to 9, in duplicate), **1**
- 4 « Push » cards, **2**
- 1 « Super Push » card (For the « Apocalypse » model), **3**
- 1 « totem » card, **4**
- 1 « memo » card **5**



INTRODUCTION :

The Titan TETHANOS snapped his rusty fingers and pulverized almost all super-heroes we have loved so much For years...

Lucky day For the others : Four teams of unknown super-heroes, the Red Starz, the Purple Pets, the Greeners and the Blue Tech were waiting For years to come out of the shadows and replace the missing super-heroes !



AIM OF THE GAME :

When it's its turn, each player place one or several cards of its team on a column in the middle of the table.

There are two ways to score which will be cumulated at the end : scoring points holding the majority of a maximum of columns and placing the best cards on several columns.

SET UP :

Each player choose a team and take the 24 corresponding cards. It's totem card is placed in front of him to be visible by every players. The player can also place the memo card if he needs it.

Each player choose 2 heroes cards (not Push cards) and place them in the middle of the table (2 players : 3 cards instead of 2).

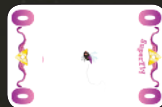
2 players



3 players



4 players



Each player mixes its deck of cards, puts it near of him and takes the three first cards.



NB : 4 players : each of them has to remove 1 Push card of its deck to keep only 3 Push cards.



THE GAME :

The last person who saw a super-hero begins !

The active player does one of the following actions,
on its own cards or on the other's cards :

- Fully cover an enemy card

- Place a card with +1 / -1 value

- Place a pair

- Place a sequence

- Play " PUSH " card

- Discard a card



The player takes cards in his deck to get 3 cards in hand when the
chosen action is done.

FULLY COVER an enemy card with a card of
the same value.

Ex. : The greeners player places his card 2 on the Red Starz' card 2. He covers it and delete it From the game.



1



2

PLACE A CARD WITH A +1/-1 VALUE
on the basis of the one it's on.

Ex. : The Red Starz' player place his card 2. He can choose to place it on the Red Starz' card 3 or on the Greeners' card 1.



1



2

PLACE A PAIR OF CARDS (with the same value)
Covering Fully an enemy card, or a card with +1 / -1 value.

Ex. : The Red Starz' player places his pair of 2. He can choose to cover the Greeners' card 2, or place it after Greeners' card 1, or place it on the Red Starz' card 3, on the other columns.



1



2



3

PLACE A SEQUENCE (3 cards of your hand which are consecutive)
on an enemy card with the same value (fully covering it) OR on a card with
+1 / -1 value.

Ex. : The Red Starz player has in hands his cards with 0, 1 and 2 values. He can place them on a card 9 or 3 (9-0-1-2 or 3-2-1-0) (examples 1 and 2), or on a card 0 or 2 fully covering them (examples 3 and 4).



1



2



3



4

PLAY A « PUSH » CARD :

The player discards it in the middle of the star, which enables him to push upward the last card of one column and in this way to eliminate the penultimate card.

Ex. : The Greeners player decides to play a «Push» card. He discards it to push upward the last card of the column (0 Red Starz). This way, he eliminates the Red Starz' card 1 placed below; the total of points of Red Starz player is decreased as he has now 2 points instead of 3 on this column.



DISCARD A CARD.

Only one card per turn can be discarded.



NOTES :



- The card 0 has no value : a column can't be won if only a card 0 is on the column.
- The card 0 is a card like the others and enables to complete the circle. The player can place it between card 9 and card 1, and makes sequences as 8-9-0, ou 9-0-1, 1-0-9...
- It's possible to play more aggressively on 4 players' game using 4 «PUSH» cards instead of 3.



END OF THE GAME :

The game ends instantly ends as soon as a player places its last card.

Then, we make the points counting (see hereafter details) and the one who has the biggest score wins and offers victory and glory to its team !



POINTS COUNTING :

There are two steps to do it : points of columns and points of cards.

POINTS OF COLUMNS :

First, we count for each player the number of columns in which he's holding the majority (in value). The player wins 10 points per column.

Ex : The Greeners hold the majority with 15 points versus 10 points for the Purple Pets and 8 points for the Red Starz. So, the column is won by the Greeners (10 points).





WARNING : a column can't be won if teams are tied with the same value per column; they cancel each other out. But if other teams are present on this columns, 10 points will be won by the team with the biggest total value (here, the Red Starz).







POINTS OF CARDS :

Then, we count for each player, the **HIGHEST CARD**
placed IN EACH COLUMN.

Ex : The highest card is card 7 in this column for the Greeners. The player wins 7 points, the Red Starz win 8 points and the Purple Pets win 9 points.



Both steps of points counting are copied on the score sheets to make the addition. The player who has the biggest final score wins the game.

				
Colonnes	10	30	20	10
Cartes	23	21	22	27
Total	33	51	42	37
Colonnes				
Cartes				
Total				
Colonnes				
Cartes				
Total				
Colonnes				
Cartes				
Total				
Colonnes				
Cartes				



You can upload more score sheets on our following website :
www.banana-smile.com

TOURNAMENT MODE :

You can use the tournament mode as you now master the game, holding one round after the other. The player with the smallest score at the end of a round begins the next one (in case of equality, the youngest player begins the round). As soon as a player reaches 200 points, the game instantly ends. The player with the highest final score wins the tournament.



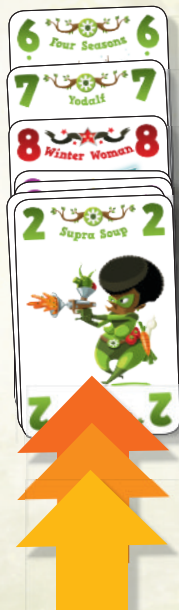
				
Colonnes	10	30	20	10
Cartes	23	21	22	27
Total	33	51	42	37
Colonnes	20	20	20	20
Cartes	27	28	23	32
Total	47	48	43	52
Colonnes	10	20	20	10
Cartes	22	23	27	21
Total	32	43	47	31
Colonnes	20	20	10	20
Cartes	30	26	16	31
Total	50	46	26	51
Colonnes	20	20	30	0
Cartes	22	21	22	17
Total	42	41	52	17
Colonnes				
Cartes				
Total	204	229	220	188



APOCALYPSE MODE :

You can add in your deck the «SUPER PUSH» cards
(one per player) at the beginning of the game.
These cards are played the same way as «PUSH» cards
but it enables to push upward the last card of a column
to 1 or 2 or 3 levels (as the player wants).

This card can be played only once.



Game designer's and artist's acknowledgements :

L'auteur, Alexandre Droit :

Je tiens à remercier tous ces supers-héros : Bananaman (Nicolas Bourgoïn), et Winter Woman (Amandine), pour leur gentillesse, leur confiance et leur amitié, Illustrators (Stéphane Escapa) pour ces chouettes illustrations, son investissement personnel à faire le plus beau des jeux et son amitié, Supergirl (Fabienne Guillot) ♥ ♥ ♥ pour tout !

Et tout ce beau monde pour plein de raisons : Mister Descartes (Thierry Gislette) pour être là depuis le début, Cocktail Rider (Matthieu d'Eperoux) pour avoir été le premier à y croire, Madeleine mad, la team CAListes, les boutiques et autres lieux «magiques» où l'on joue, les joueuses, les joueurs et «toi» que j'ai oublié !

L'illustrateur, Stéphane Escapa :

Un grand merci à Bananaman pour sa patience et sa confiance et à Dr. Octopush pour ses idées et son oeil expert. Merci pour cette super aventure !

Un super merci à toi qui tiens cette petite boîte

Un beau merci à tous les autres supers, et à mes deux supers amours pour me soutenir.
Toujours.





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