

FROM LITTLE SCHOOL GAMES

GAME PIECES AND INSTRUCTIONS

- 1. Print these pages.**
- 2. Glue pages on cardboard.**
- 3. Carefully cut game pieces
along dotted lines with scissors.**
- 4. Assemble pieces with glue.**
- 5. Game rules inside.**

**Color or design the pieces however you like.
Pencils! Crayons! Markers! Pens! Watercolor!**

Too many drug addicts, drug dealers, and drug pushers live in the Philippines' poor neighborhoods. Care and rehabilitation for them is too expensive. There's only one thing to do:

KILL THEM ALL!

You and your opponent are on the anti-drug squad! You are empowered to eliminate Pushers. Be the first to remove the most number of Pushers from the streets of the Philippines!

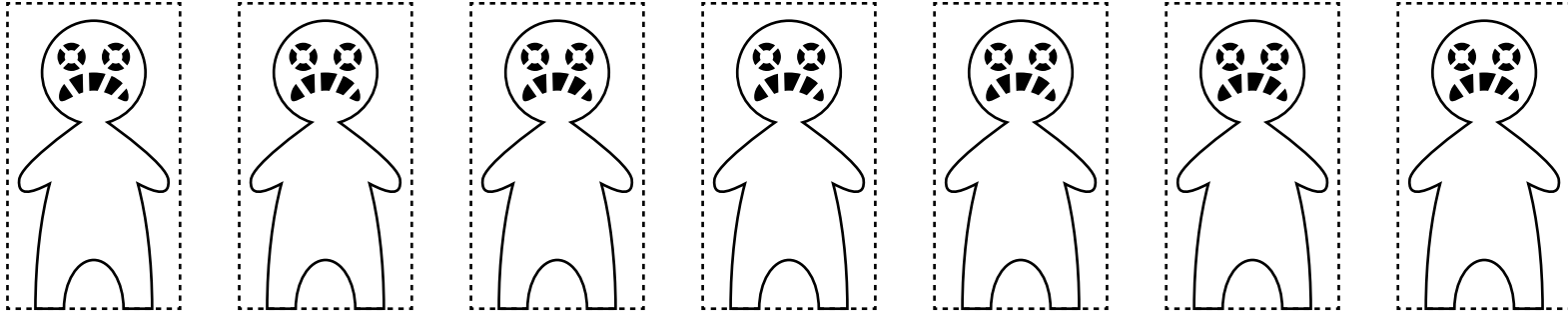
2 PLAYERS

**PLAYTIME: 15-20
MINUTES**

AGES 13+

**PARENTAL GUIDANCE
IS RECOMMENDED!**

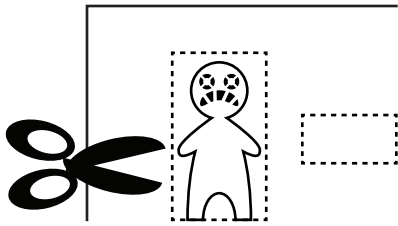
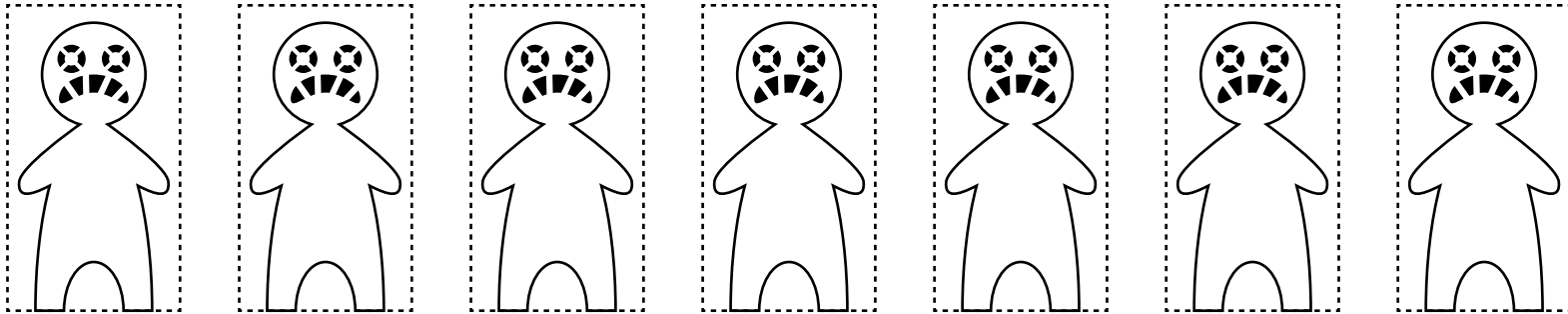
"PUSHERS"



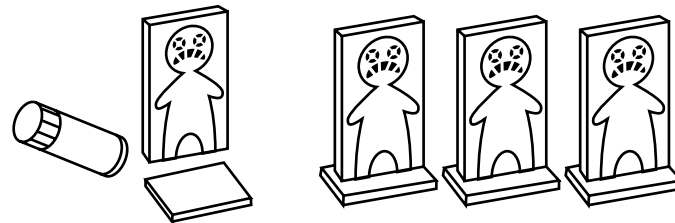
A1
FIGURE



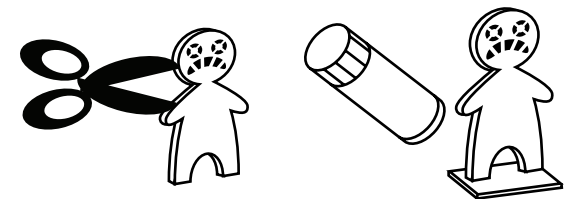
A2
BASE



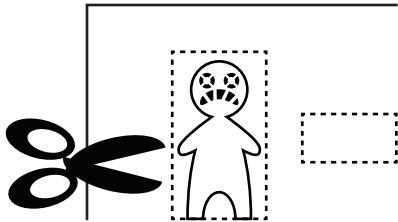
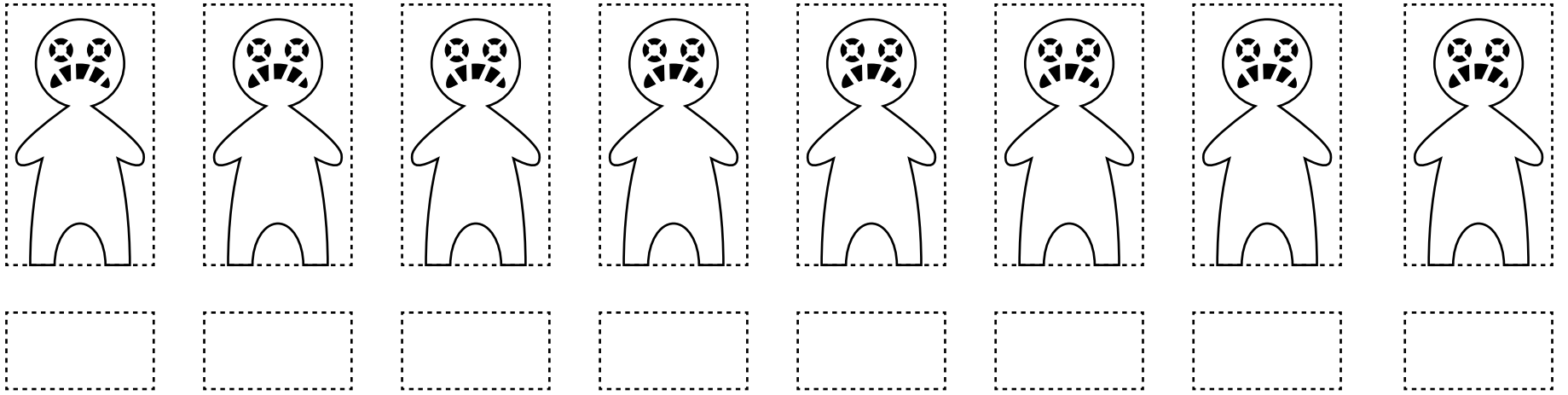
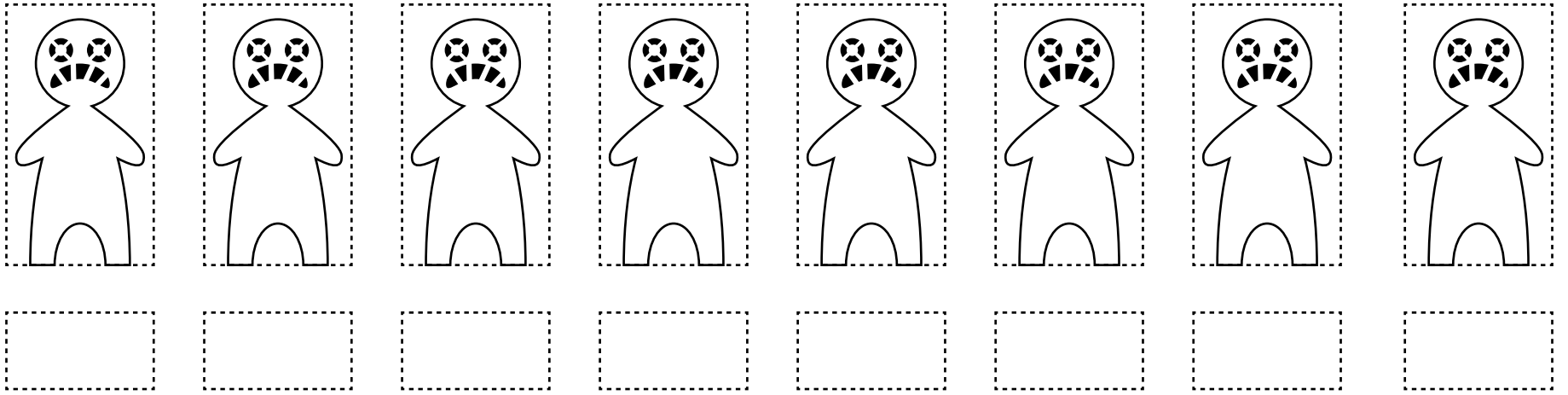
1) Cut out A1 and A2.



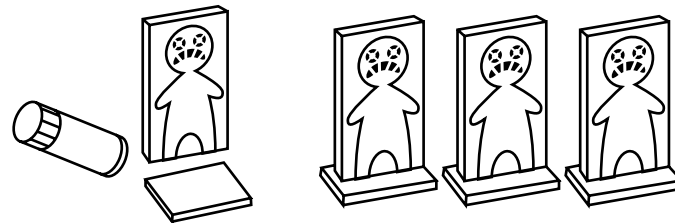
2) Lie down A2 flat and glue A1 on top of it.



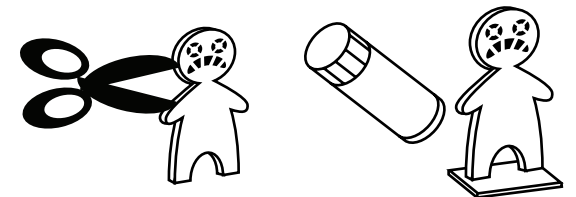
3) For better figures, cut solid Pusher outline before glueing!



1) Cut out A1 and A2.

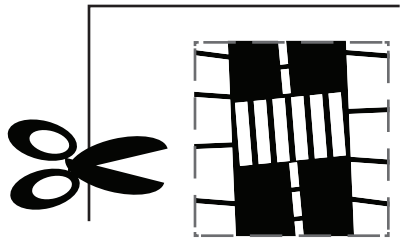
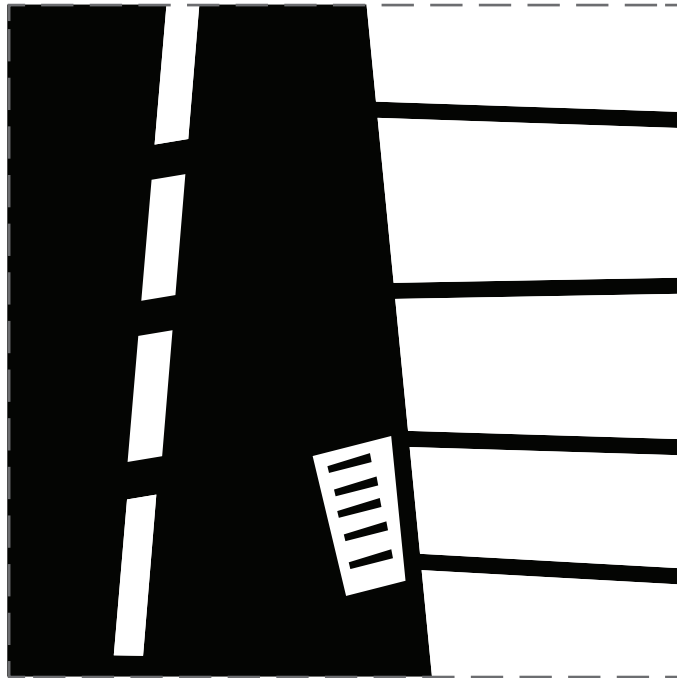
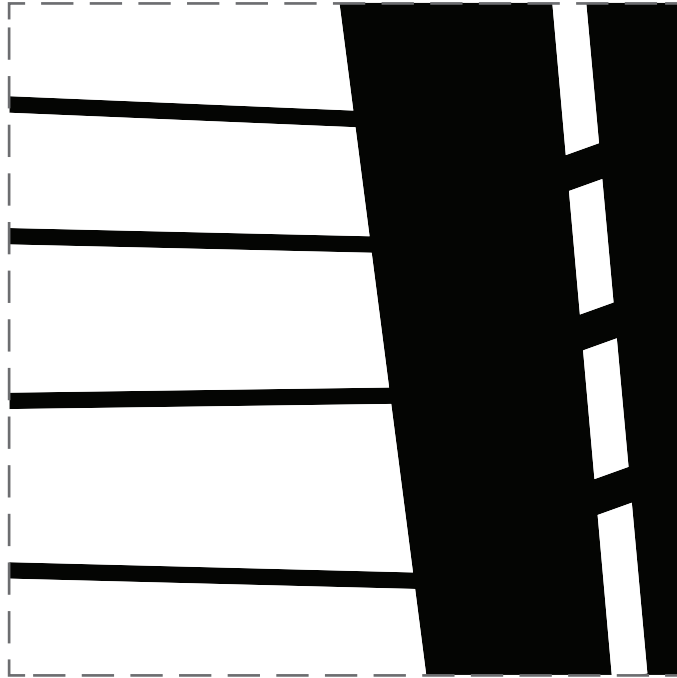
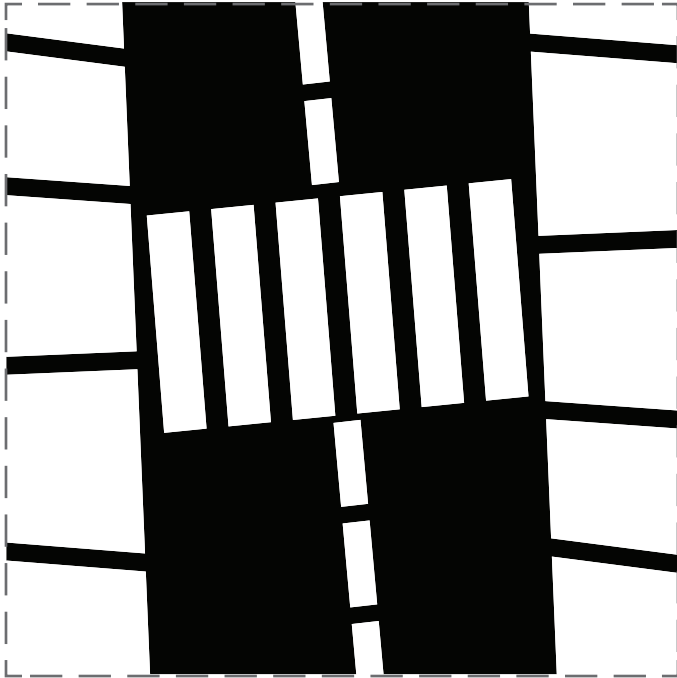


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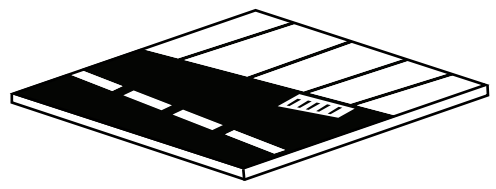


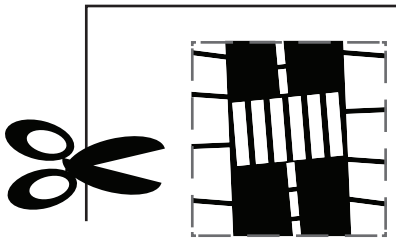
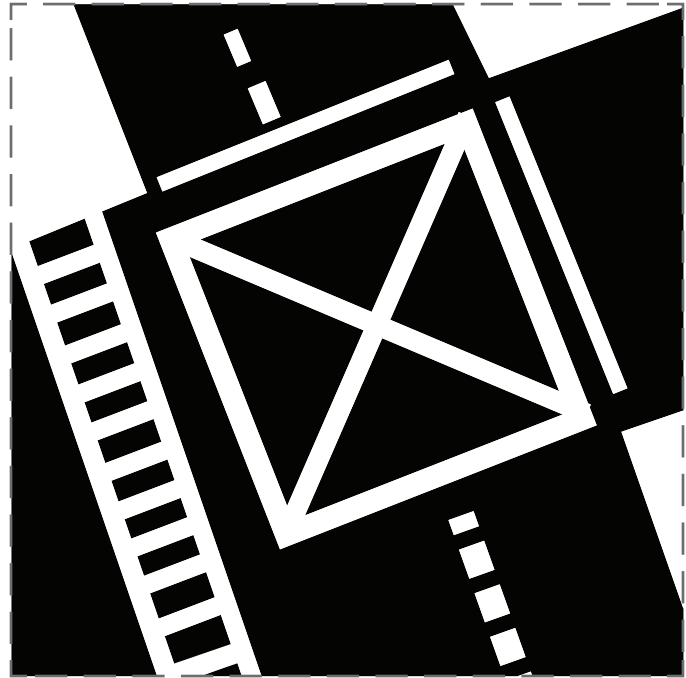
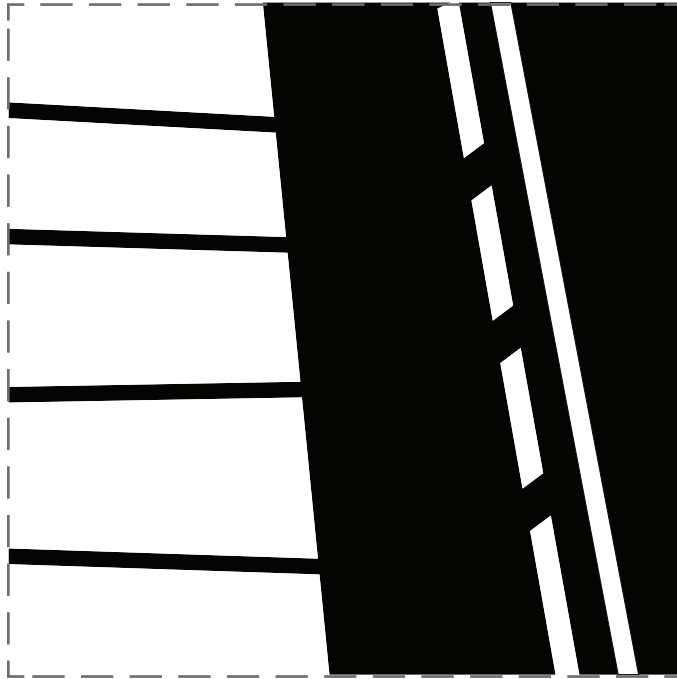
3) For better figures, cut solid Pusher outline before glueing!

STREET TILES

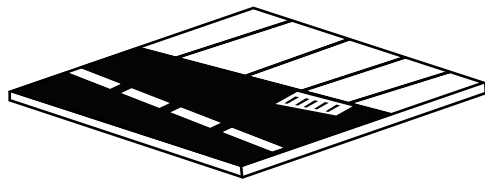


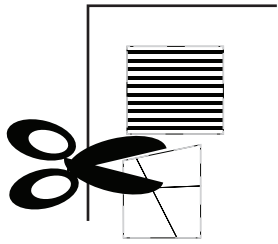
Cut out tiles.



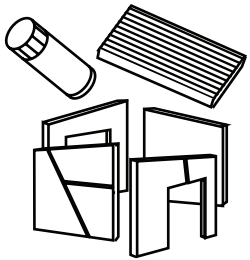


Cut out tiles.

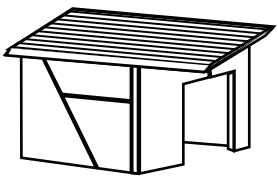




1) Cut out walls and roofs. Cut out windows.



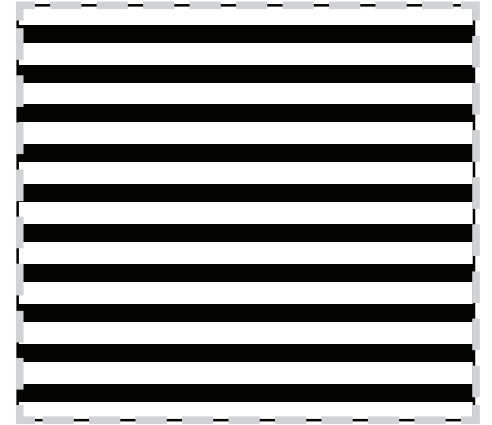
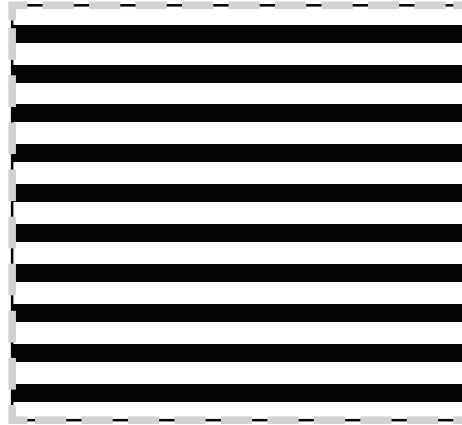
2) Glue four walls together. Glue one roof.



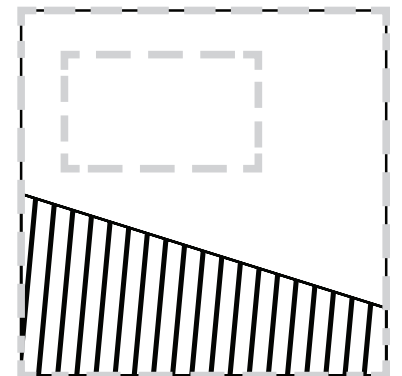
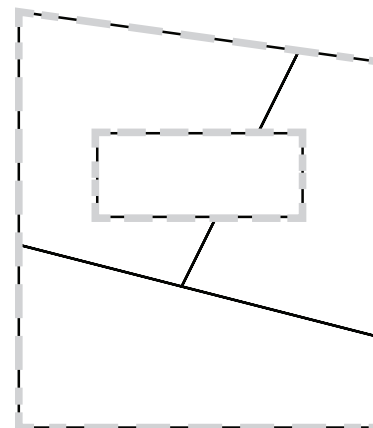
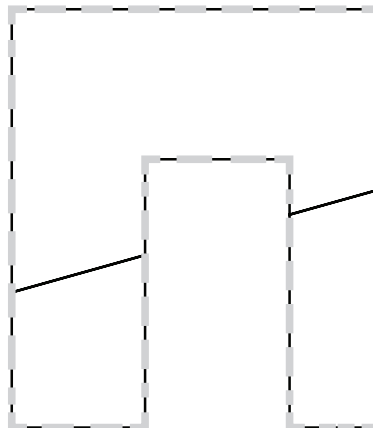
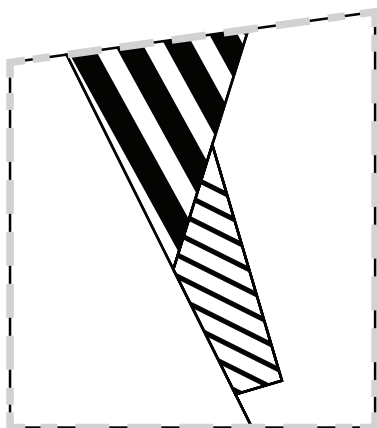
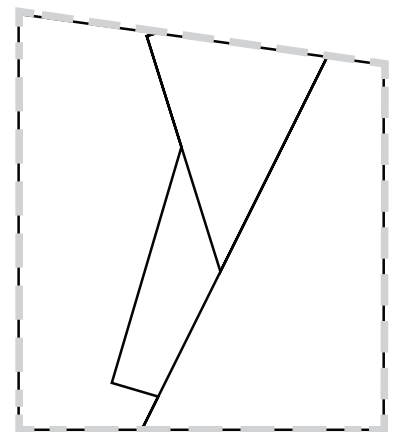
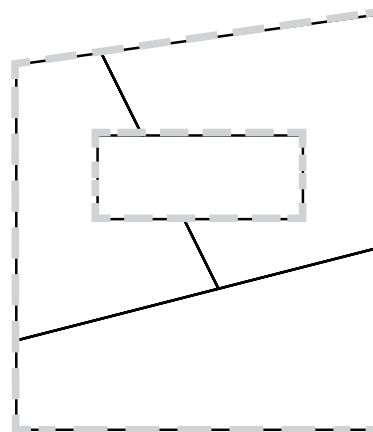
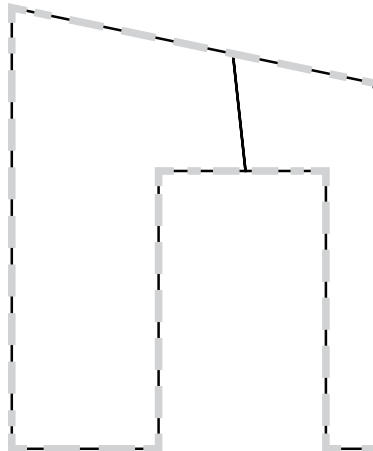
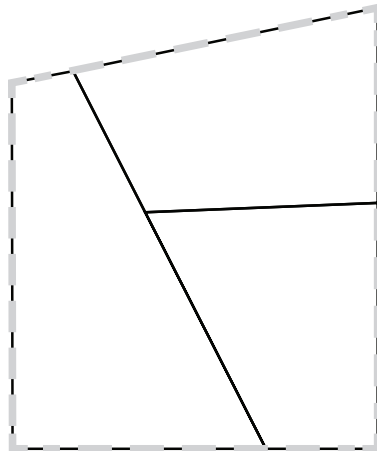
3) Done!

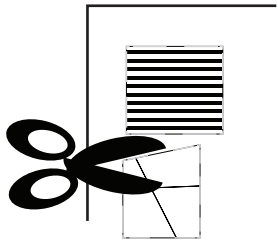
SHANTIES

ROOFS

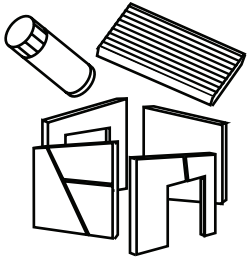


WALLS

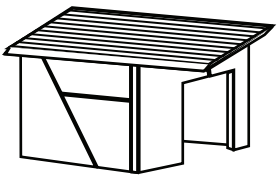




1) Cut out walls and roofs. Cut out windows.



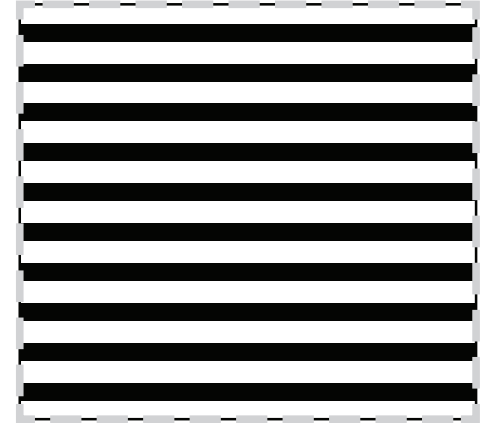
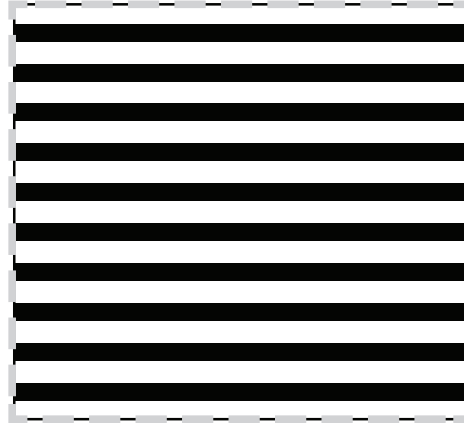
2) Glue four walls together. Glue one roof.



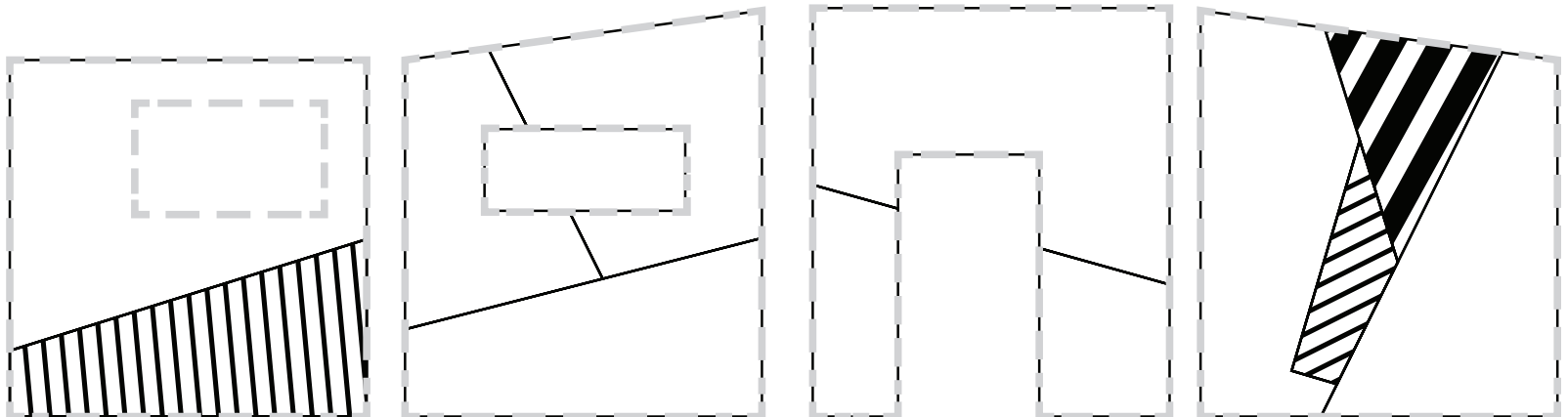
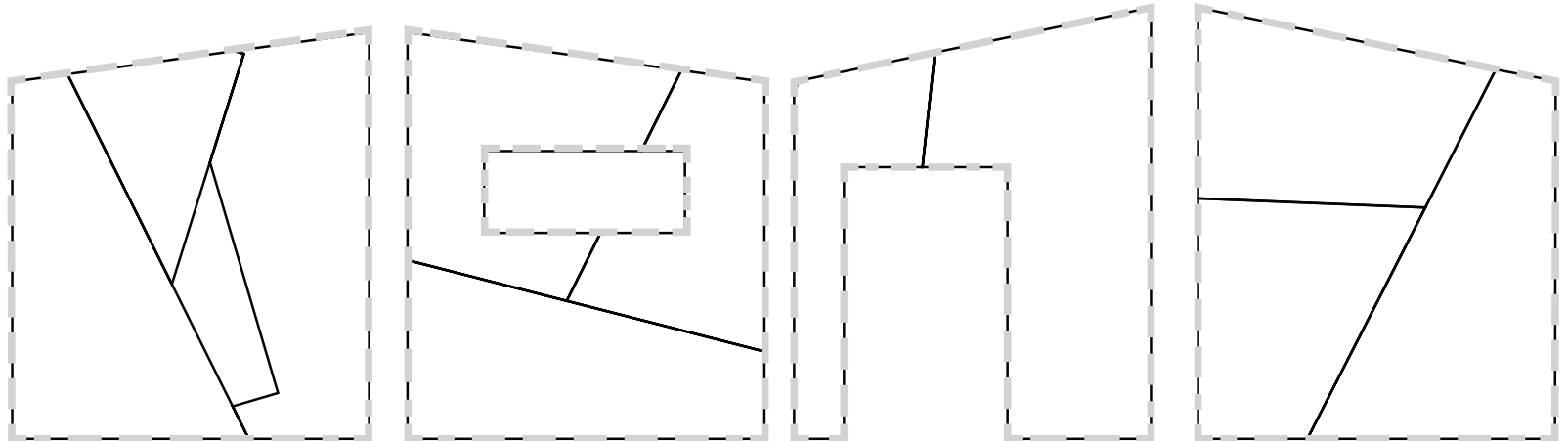
3) Done!

SHANTIES

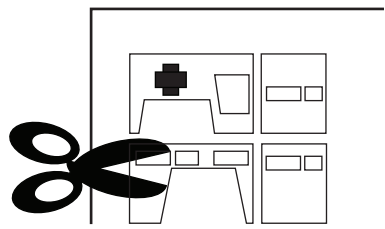
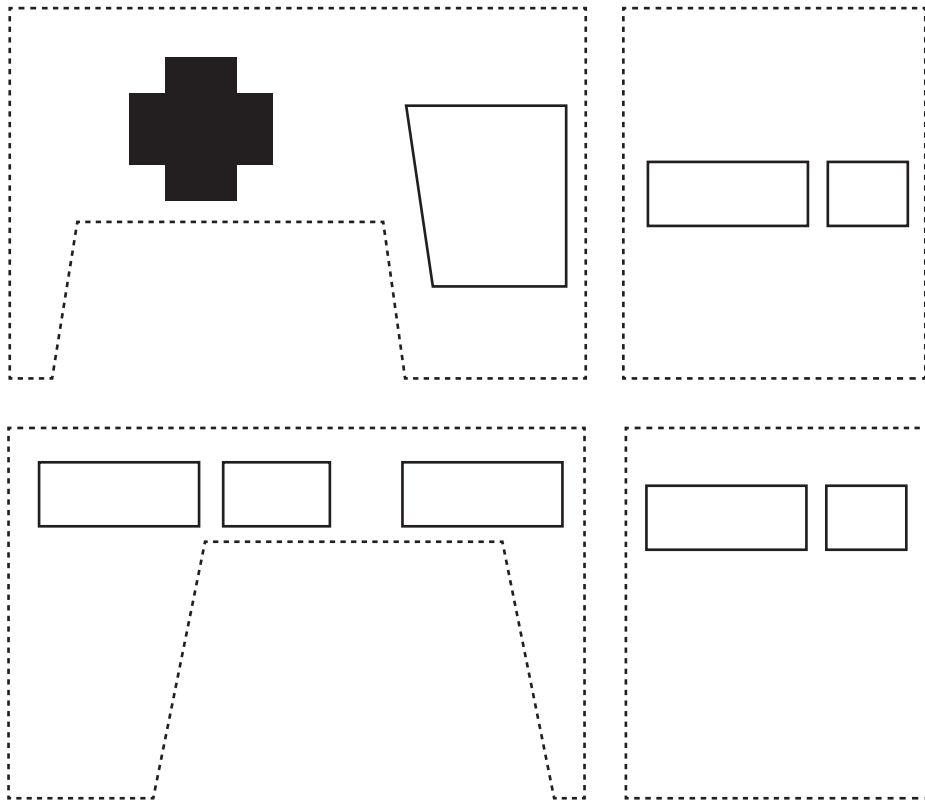
ROOFS



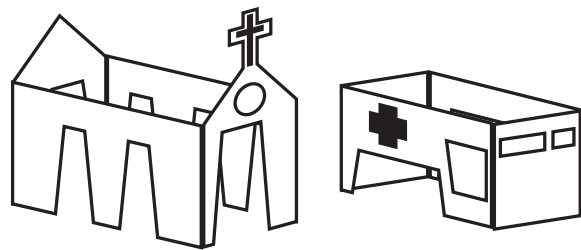
WALLS



HEALTH CENTER

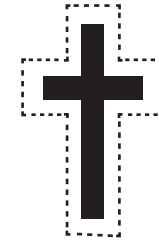
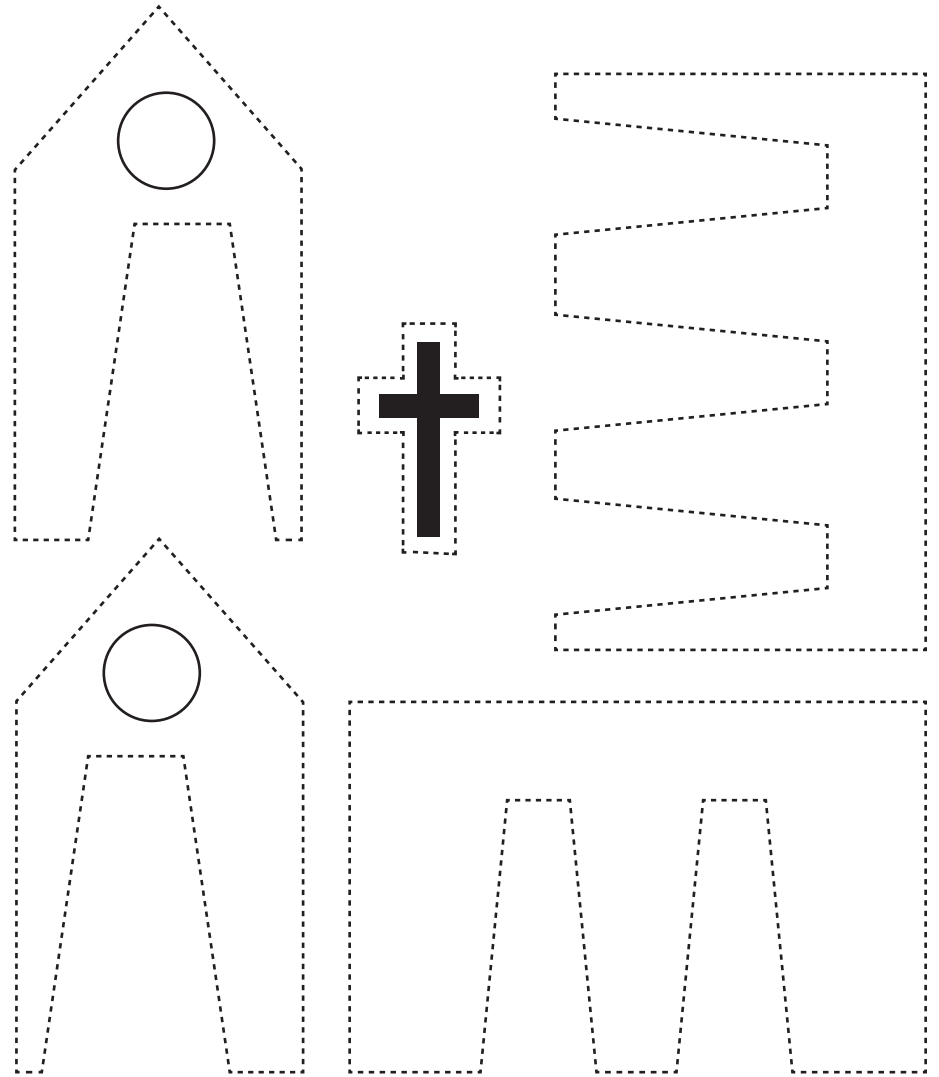


1) Cut out walls.



2) Glue them together.

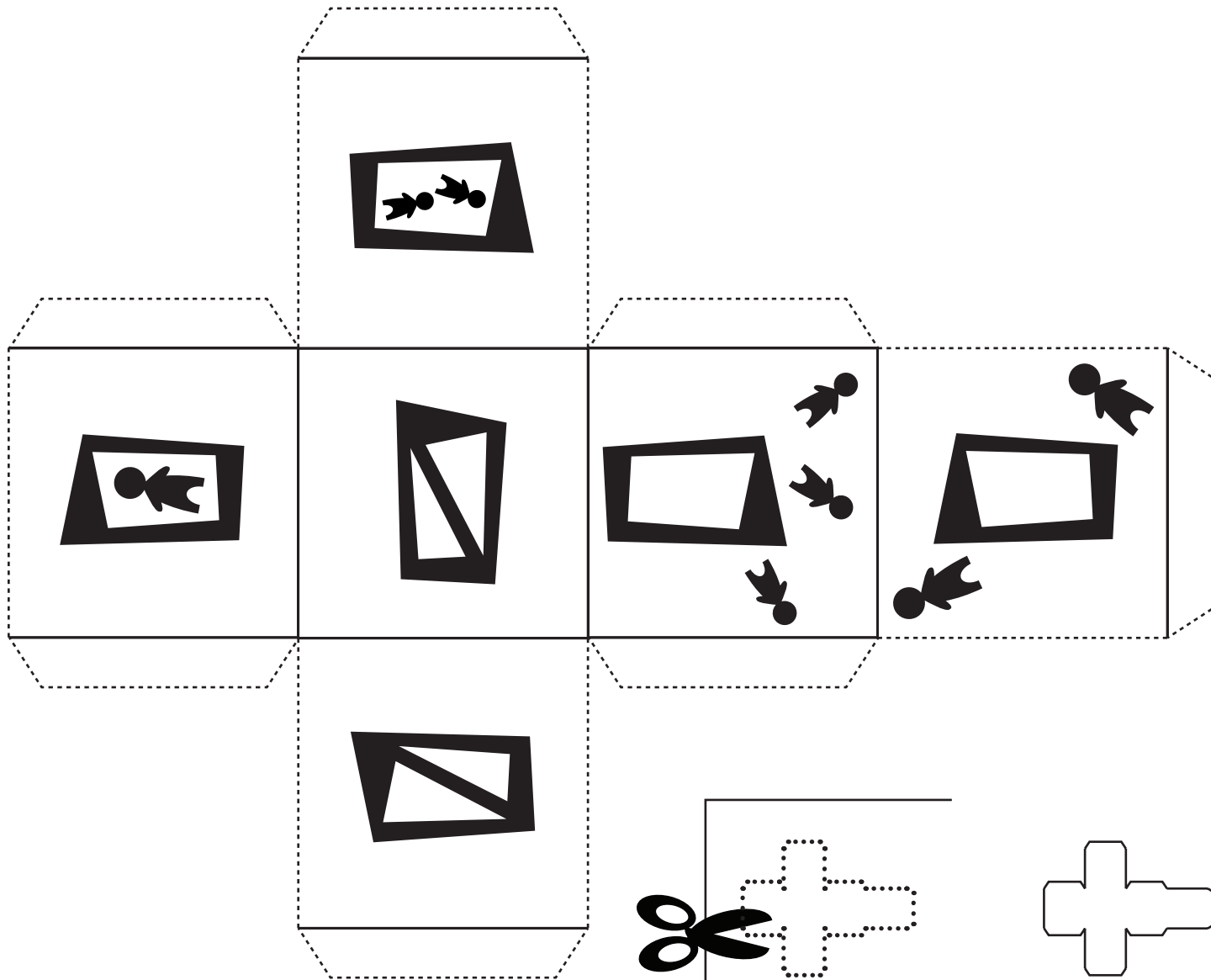
SPIRITUAL CENTER



1) Cut out walls.

2) Glue them together.

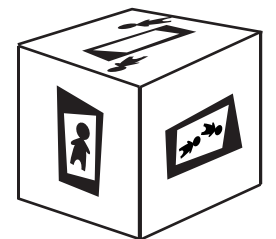
BUDGET



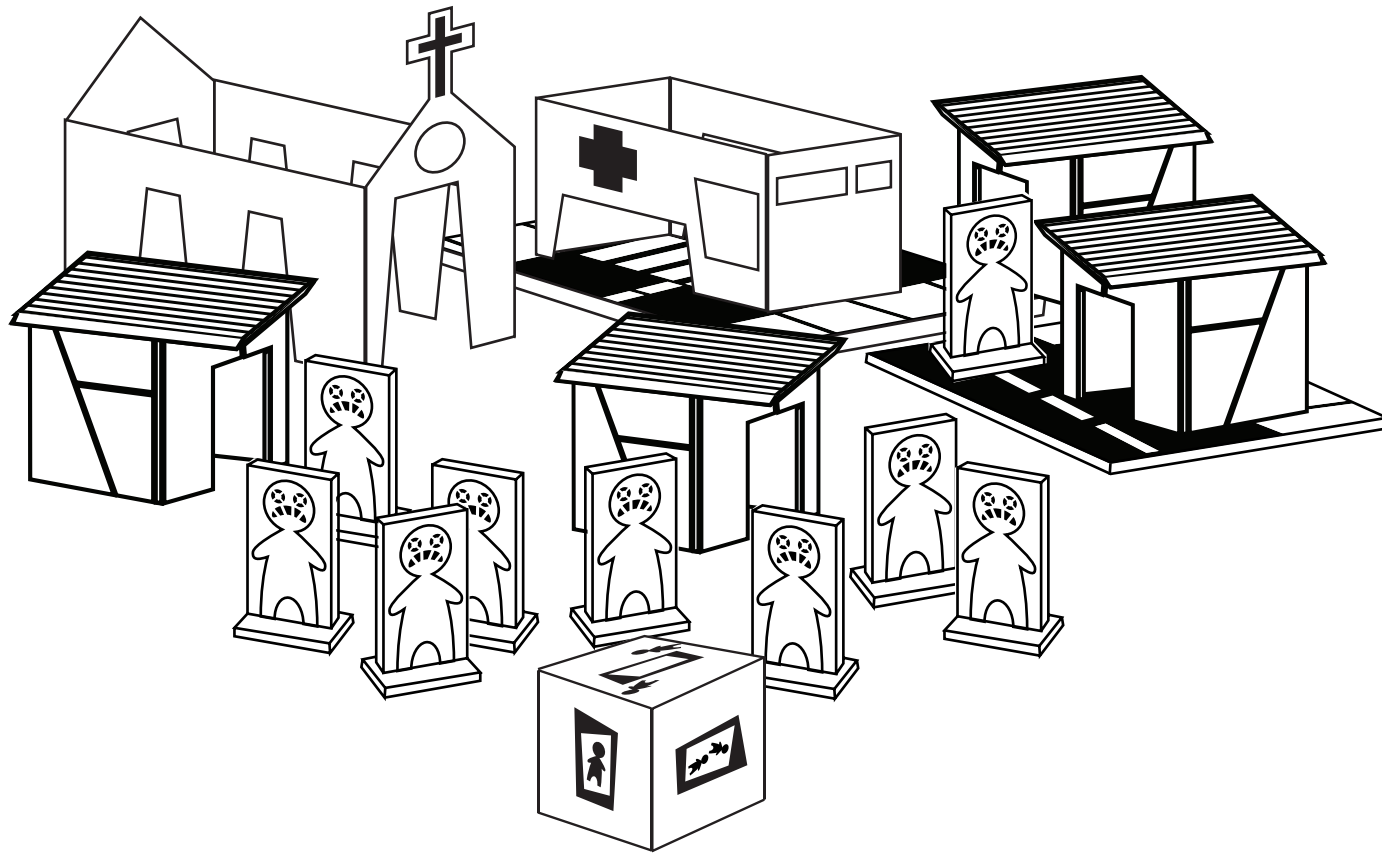
1) Cut dotted lines.

2) Fold solid lines.

3) Tape or glue into dice.



NOTICE ANYTHING?



NO GUNS. NO PRISON.

INTRODUCING PUSHER: HUMAN RIGHTS EDITION!

GAME RULES - 2 PLAYERS

1. Players get 3 Street Tiles each, and connect them however they want, no gaps in between.

2. Players place 2 shanties each on their streets.

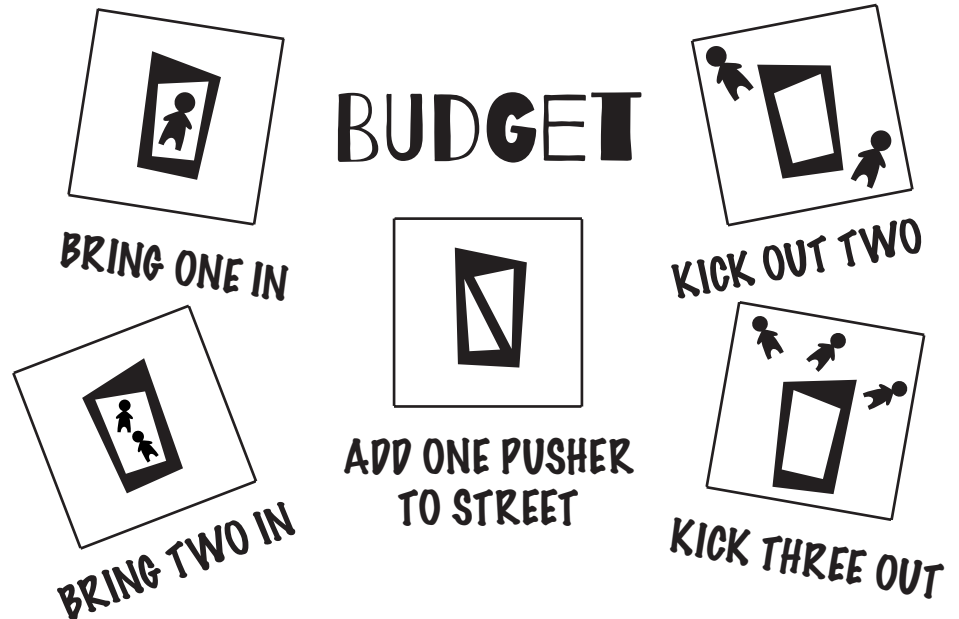
3. Players place 6 Pushers each on their streets.

4. One player picks the Health Center. The other picks the

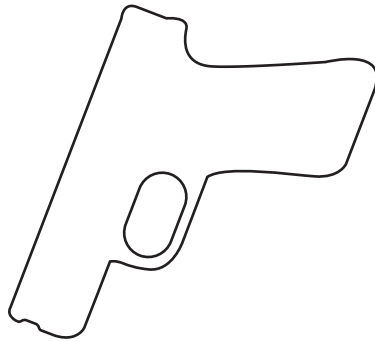
Spiritual Center. Players place them on their respective streets. The 6 Pushers stay outside both.

5. Once per turn, players roll Budget Dice. Sides show how many Pushers the budgeting player can afford to bring in, or how many they have to kick out due to lack of budget.

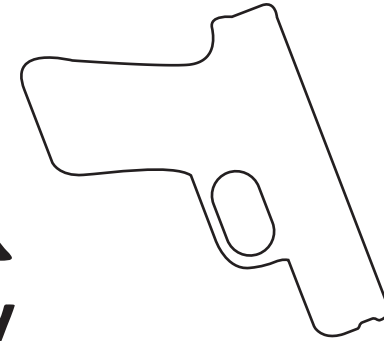
(REFER TO GRAPHIC AT RIGHT)



The player with the most "Pushers" INSIDE their Health Center or Spiritual Center, after ALL Pusher pieces have been used up, wins!



Is Human Rights Edition boring?
Here's how to play



PUSHER

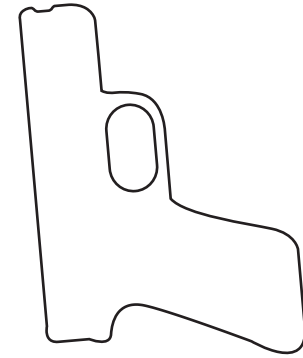
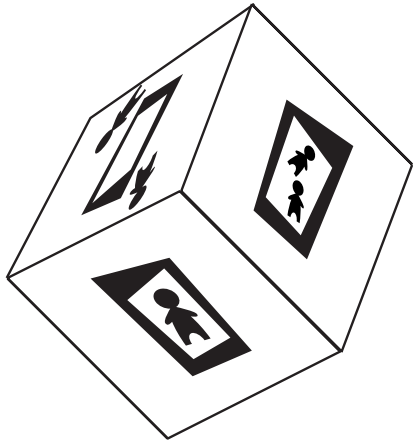
THE NORMAL WAY



1. Cut as many squares of cardboard as you want and write "Pusher" on them.
2. Get a popsicle stick, break it apart, and glue the pieces together to make a prison. Make it as small or as big as you want.
3. Get 16 rubber bands.
4. Get any of the rubber band guns in the world.
5. Players each connect 3 Street Tiles.
6. Players put 2 shanties each on the streets.
7. Players put 6 Pushers each on their streets. They may put them in the shanties.
8. Once per turn, shoot a Pusher once with one rubber band. If player hits a Pusher with the rubber band, player
9. If the player misses, their opponent puts an additional Pusher on their street. Opponent then takes their turn.
10. If the player hits more than one Pusher with a rubber band, tie both with that rubber band and a sign. As a bonus, they can take an additional Pusher
11. The prison can be used until it fills up. After it fills up, no more Pushers can be put in there even if Players shoot more than one.

from their street and put it in prison.

THE PLAYER WITH THE LEAST PUSHERS STANDING, AFTER ALL PUSHERS OR RUBBER BANDS HAVE BEEN USED UP, WINS!



HAVE FUN!

