

# SILO

by Mark Steere

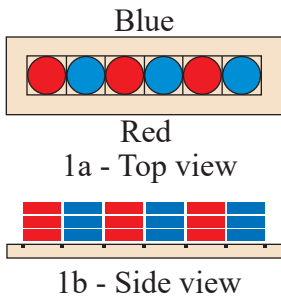


Fig. 1 - Initial setup

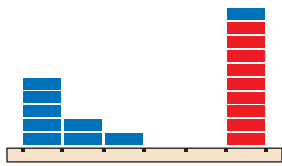


Fig. 2 - Red wins

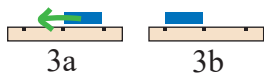


Fig. 3 - Blue move

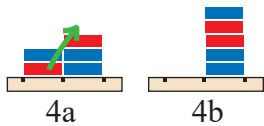


Fig. 4 - Red move

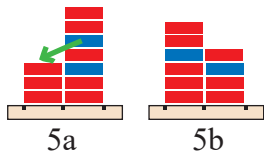


Fig. 5 - Blue move

**INTRODUCTION** Silo is a two player game. The 1x6 rectangular board is initially set up with 9 red and 9 blue checkers, as shown in Figure 1. Larger sizes can of course be used. For example, a 1x8 board and stacks of height 4.

The two players, Red and Blue, take turns moving stacks of checkers, one stack per turn, starting with Red. Passing is not allowed. At least one of the two players will always have a move available. If you can't make a move on your turn, you must sit the game out until you do have a move available.

Draws cannot occur in Silo. Mark Steere designed Silo in September, 2021.

**OBJECT OF THE GAME** To win you must stack all of your checkers on your rightmost square, contiguously, without any enemy checkers underneath. In Figure 2, Red has won.

**MOVES** Move your highest checker within a stack to your right one square, carrying with it any enemy checkers that may be stacked above it. Place your checker on top of the stack in that square, if there is a stack in that square. If there's no stack in that square, just place your checker on the board.

**EXAMPLES** Example moves are shown in Figures 3, 4, and 5.

**AUTHOR'S NOTE** Feel free to publish this rule sheet, and to program the game of Silo for online or offline play. There is no licensing fee, and no royalties are expected. However please don't change the name or the rules, and please attribute the game to me, Mark Steere. My other games can be found at [marksteeregames.com](http://marksteeregames.com).

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