



FENCE

by Mark Steere

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

The two players, Red and Blue, take turns moving stacks of checkers, starting with Red. Passing is not allowed. At least one of the two players must have a move available. If you can't make a move on your turn, you must sit tight until the other player does 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 in one square, possibly with enemy checkers above and/or below them. In Figure 2, 100% of the checkers are stacked in one square.

MOVES Move your highest checker within a stack to your right one square, if there are no enemy checkers that may be stacked above it. Place your checker in that square, if there is a stack in that square. If there's no stack in that square, 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 a computer for online or offline play. There is no licensing fee, and no royalties are expected. Please don't change the name or the rules, and please attribute the game to Mark Steere. My other games can be found at marksteeregames.com.