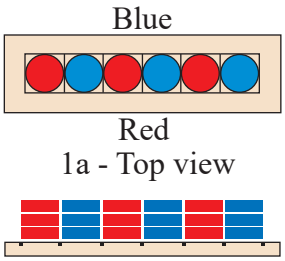
SILO

by Mark Steere



1a - Top view

1b - Side view

Fig. 1 - Initial setup

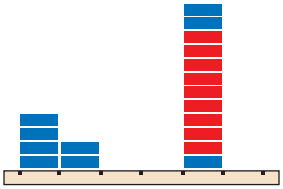
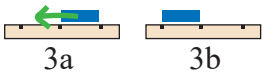
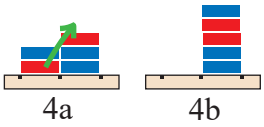


Fig. 2 - Red wins



3a 3b

Fig. 3 - Blue move



4a 4b

Fig. 4 - Red move

5a 5b

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 contiguously, possibly with enemy checkers above and/or below them. 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.

REVISED VERSION OF SILO RG at Board Game Arena discovered a tactic in the original version of Silo which gave a large advantage (among top players) to Player 1. I'm not the caliber of player that can solve games. I don't even fully understand the aforementioned tactic. I always lost to the top players whether I moved first or second. So I rely on talented individuals like RG to wring out a new game, if it can be wrung out.

Michael Amundsen, esteemed fellow designer, suggested a different object of the game. Get all your checkers into a contiguous stack, possibly with enemy checkers above and/or below it, anywhere on the board.

RG's initial impression: "I think his suggestion might work. Not sure. The game is a lot more complicated now." Based on that appraisal, I changed Silo to incorporate the new goal.

Normally I'm not one to tweak a broken game, opting instead to simply withdraw it. But I really like Silo - even more so now with what seems to me a more elegant object. I put a lot of work into the graphics and programming... and the game design itself. I discovered the mechanism in a matter of minutes, but this was preceded by many unsuccessful attempts over a span of many years to design such a game. I finally got lucky with Silo, stumbling onto something that works (or rather will work, with any luck).

So why not? Keep your fingers crossed that the new version holds up. Ultra simple games don't come with a warranty.

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