

SILK

Players: 2-4

Size: 23 x 18 x 5cm

Ages: 10+

Category: Area Control, Abstract

Play Time: 45 Minutes

Product N°: BGJSILK

RRP: £30

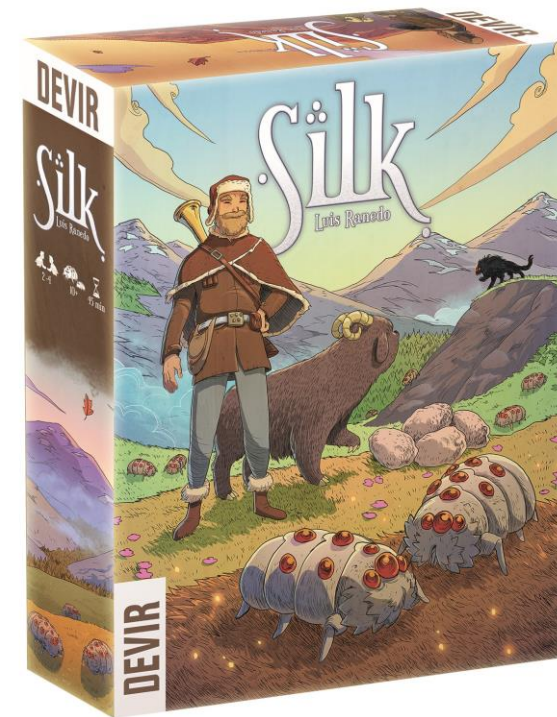
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The Imomushi silkworms are only found in the remote and harsh Akaishi Mountains. Very few people can withstand the hardships of the lonesome life led by the silkworm shepherds. It is a solitary existence that requires great dedication and strength of character to bear the pressures that stem from competing with the few other shepherds who fight over the scarce but desirable feeding grounds, all the while keeping the fearsome Ookami beast, the silkworms' natural predator, at bay.

Silk is a gateway game into area control and worker placement systems. Players will need to command the shepherd and their faithful mastiff, build new silkworm nurseries and fence off enclosures in order to raise and feed their silkworms. When silkworms feed they generate a number of silk points, depending on the type of terrain they are standing on. These silk points can be used to modify the outcome of a dice roll, which determine the actions a player may take, all while keeping in mind that the player with the most silk points at the end of the game wins!

An abstract puzzle with plenty of challenge and a unique theme make *Silk* an exciting game for all players.

Release: May 2019



Designer: Luis Renedo

- Competitive Abstract, coupled w/
- Unique Theme and Artwork
- Calling Meeple-lovers!
- Sell-out first print run



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