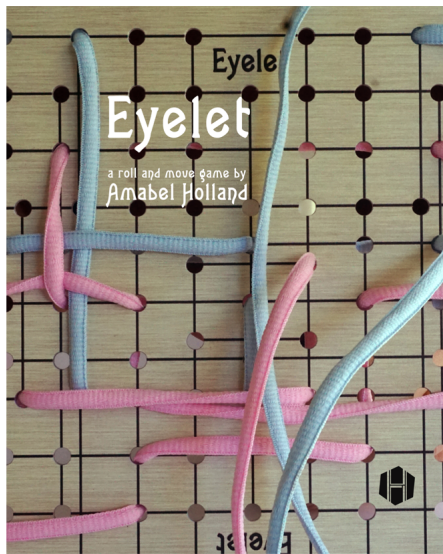


Eyelet: A roll-and-move game by Amabel Holland



Unusual roll-and-move game in which shoelaces are threaded through unevenly spaced holes in a custom board.

Rating: Not Rated Yet

Price

Price £37.95

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Manufacturer [Hollandspiele](#)

Description

Eyelet is a roll-and-move game for two players in which shoelaces are threaded through holes in a custom-cut board. Any lace can be moved by either player, but it must be moved the exact number of spaces rolled, then threaded through an empty hole. When you're unable to complete your turn, you lose. And so, the goal is to maneuver the laces to limit your opponent's options — but should they escape, they might just hand your crafty trap back to you.

This is a simple, strange, and sprightly little game that takes only a minute to learn. There's something soothing about the sound of the shoelace sliding against the board as you pull it through. And there's something gently nerve-racking as the holes get fewer and fewer and the laces start to get shorter and shorter. Each match results in a unique and visually appealing crisscross of blue and pink laces. Every lace has a knot carefully tied at one end by hand — by either designer Amabel Holland, publisher Mary Holland, or one of our friends.

COMPONENTS

- 1 playing board
- 4 shoelaces
- 2 dice
- Rules on back of the box

Designer: Amabel Holland

Hex Number: 65

Duration: 20 minutes

Players: 2

Hidden Information: None

Theme: Abstract, roll & move