



## BAND 5. Game Room

Time Factor: 3

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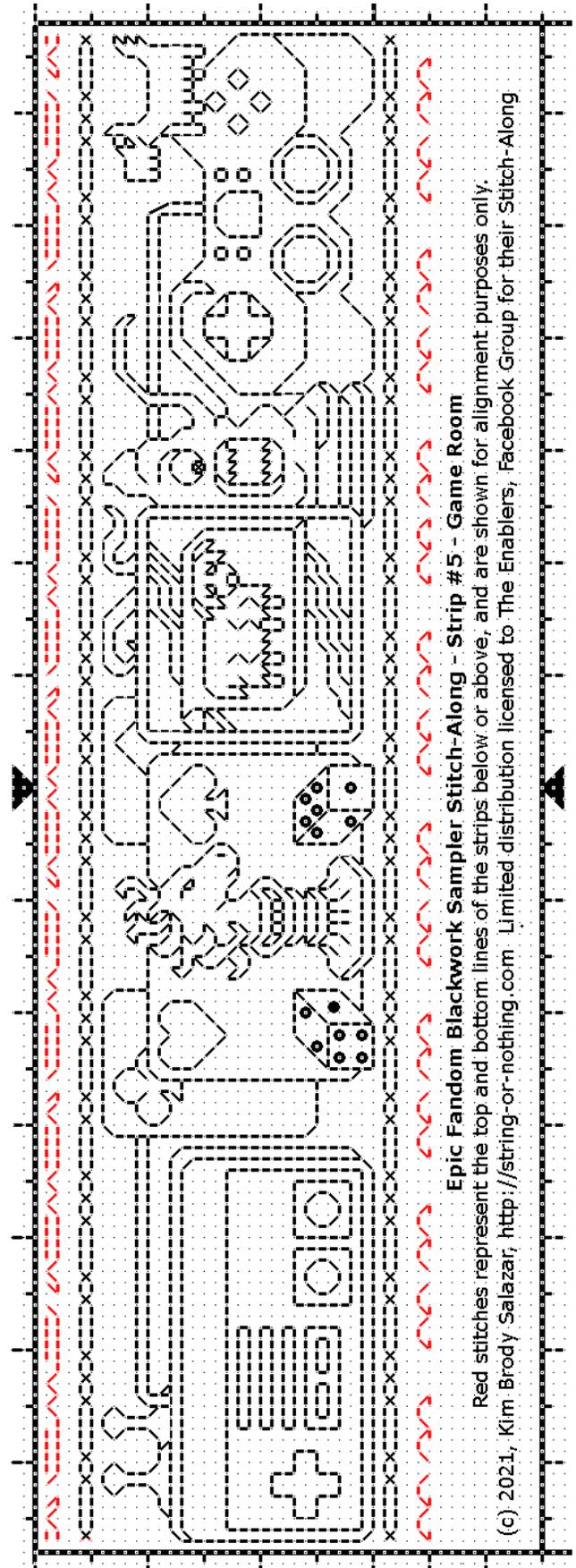
134 stitches wide x 28 stitches tall. 2 blank rows left between this and the following strip.

What's a con without a game room? Chess, retro console games, cards, dice, *Monopoly*, *Parcheesi*, even a D&D Roper miniature, and an escaped sheep from *Settlers of Catan*. All you need is the popcorn and beverage of your choice to round out your game room experience.

This strip is about the only place I've deliberately used a different stitch. Feel free to work the pips on the dice as French Knots, tiny little 1x1 thread cross stitches (if you are working on evenweave), or use seed beads or tiny sequins/paillettes if you like. There are seven pips per die, so you'd need 14 beads or paillettes, total if you wanted to use one for each pip.

This one is Time Factor 3 for height and lack of repeat, plus the very long straight runs which can be easy to miscount. That's why I provide the narrow companion border. Work the top one first, then use it to help "proof" those annoying long straight runs to keep you on count.

And sincere apologies to our stalwart Beta Stitchers. I discovered an error, and also inadvertently made an addition when I stitched mine up. That's why on the last provided sample, the hand-held unit on the left in mine actually has a left edge, and the mane of the chess knight is a bit more elaborate. The chart has been updated to include those fixes.

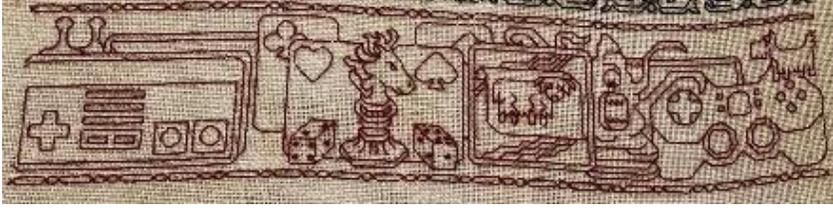
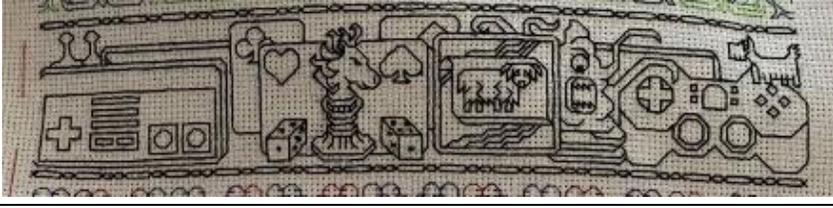
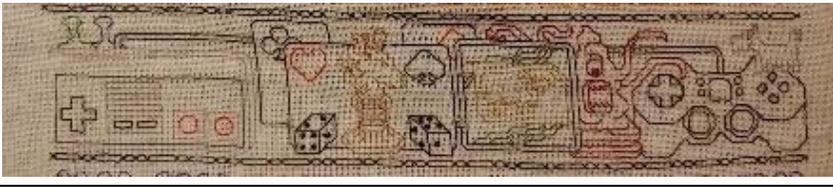


Epic Fandom Blackwork Sampler Strip #5 - Game Room

Red stitches represent the top and bottom lines of the strips below or above, and are shown for alignment purposes only.

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**Band 5 – Game Room – Inspiration:**

Samples	Fabric used	Stitch	Thread consumption
	28 count evenweave	Back stitch 1 ply	Pips are French Knots
	18 count Aida	Back stitch 1 ply	About 3 yards  Pips are French Knots
	28 count evenweave	Back stitch 1 ply	Pips are French Knots
	28 count evenweave	Double running 2 plies	About 1 yard of blue, ½ yard of yellow, ¼ yard of red, ¼ yard of light green, ¼ yard of light blue. Plus 2 small flat paillettes. Pips are tiny 1x1 cross stitches

Top to bottom: Renditions by Beta Testers Heather, Danielle; Callie, plus Kim

**Hints:**

- Centering this one is tricky. There’s no clear centermost axis, everything is offset. As mentioned before, the narrow band above is VERY useful for determining starts and stops, and for proofing positioning of the individual elements as you go along.
- On the last example, I did the large round “one pip” sides of the dice using a tiny 2mm black paillette (flat center hole sequin). I happened to have a few, shed from a knitting yarn I used in a recent project. They are too big to use for every pip, but there are lots of dice that emphasize that singlet side. The other pips I worked as tiny 1x1 thread cross stitches, done carefully so they don’t slide into the ground cloth’s weave. If I hadn’t had the paillettes to hand I would have used a seed bead in exactly the same way.

All general project information can be found in download that includes Band #1 – Giant Robot and Kaiju