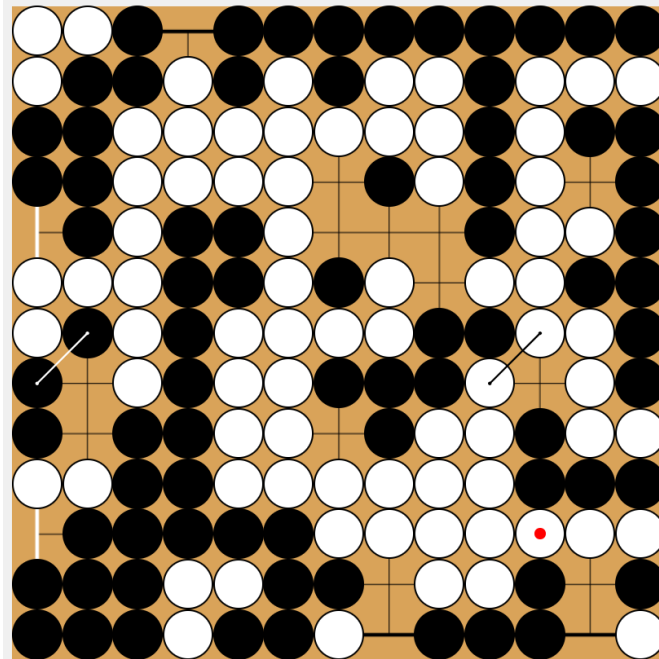


Akimbo

2026, Luis Bolaños Mures, <https://boardgamegeek.com/boardgame/466041>



Akimbo is a drawless connection game for two players: Black and White. It is played on the intersections (*points*) of an initially empty square grid (*board*). The top and bottom edges of the board are colored black; the left and right edges are colored white.

A *naked diagonal* is a pair of like-colored, diagonally adjacent stones with no other like-colored stone adjacent to both. A *crosscut* is a 2×2 area with two interlocking naked diagonals of opposite colors.

Black plays first, then turns alternate. On your turn, place a stone of your color on an empty point. If this completes a crosscut, remove your other stone in the crosscut. There must never be more than one naked diagonal of each color on the board — not even momentarily before removing a stone.

You win if, at the end of your turn, there is a chain of orthogonally connected stones of your color touching the two opposite board edges of your color.

To make the game fair, White will have the option, on their first turn only, to swap sides with Black instead of making a regular move.

[BGG description]