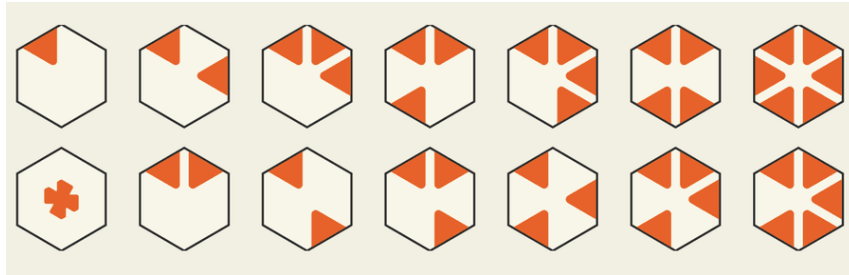


## Xago

2026, Akshay Patil, <https://boardgamegeek.com/boardgame/466570/xago>

Each player has the following set of pieces:

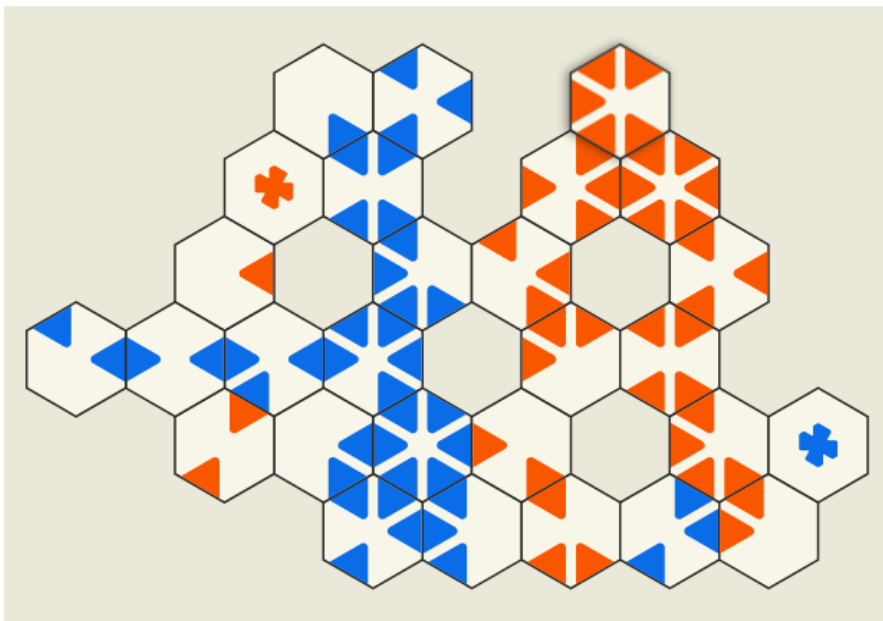


Triangles touch triangles and blanks touch blanks.

New tiles must be played from the outside (so, no tiles can drop in the middle of other already placed tiles).

If a tile is surrounded on all six sides, it pops out and returns to its owner (and the player might lose some of his points)

The game ends when someone can't play their turn. Players get one point for each pair of adjacent friendly triangles (i.e., for each rhombus). Whoever has the most points wins.



*Blue won this match with score 13-9*