

# ★ xats

A strategy board game with recycled parts  
for 2 or 3 players by  
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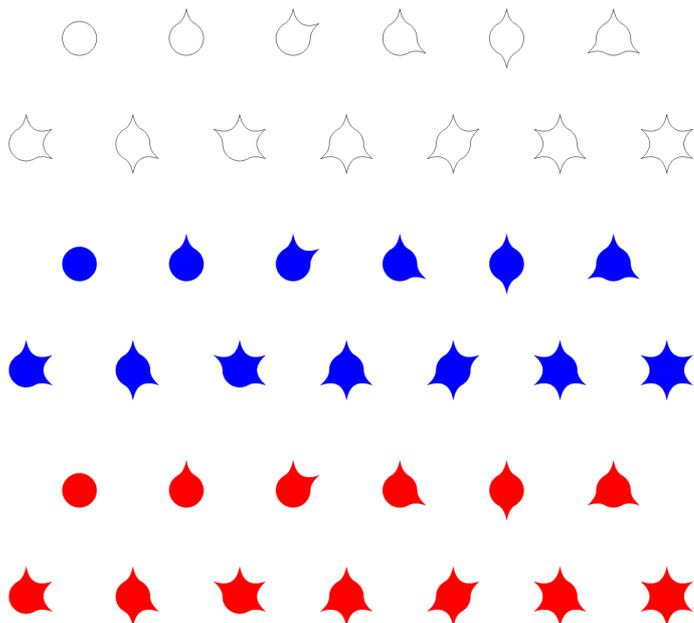
## INTRODUCTION

**XATS** is a game that uses the spare parts generated when cutting the spiked holes of the tiles for the game **STAX** (Cameron Browne - 2011). I decided to 'recycle' these tiles by designing a game for them. **XATS** is a boardless game where 2 or 3 players create and destroy towers while trying to match the number of tiles on their reserve with the number of spikes of their topmost tiles in play.

**XATS** is simple enough to be learned quickly, but deep enough to reward the toughest players.

## EQUIPMENT

Each player has thirteen tiles of the same colour, each with a unique arrangement of spikes. There are 3 colours (white, blue and red).



Notice that the 8<sup>th</sup> tile is asymmetrical and can be placed either side up.

## HOW TO PLAY

It is recommended to arrange the tiles of each player's reserve in groups of five, so the number of tiles left can be easily spotted, without having to count them each turn.

White starts by placing any white tile on the playing surface.

Players then take turns in anticlockwise order during the game until the victory condition is reached.

On your turn, you **must either PLAY** a tile or **DESTROY** a stack:

a. **PLAY** a tile of your colour:

a.1. If it's possible to stack a tile on top of an already placed tile so that:

a.1.1. The newly placed tile has fewer spikes than the tile underneath.

a.1.2. All the spikes of the newly placed tile must match with spikes of the tile underneath.

... then you **must** stack a tile according to the above rules.

a.2. if move a.1 (above) is not possible, then you can place any tile from your reserve on the playing surface, thus starting a new stack.

...or...

b. **DESTROY** a stack by spending a tile from your reserve:

b.1. Select the stack that you want to destroy.

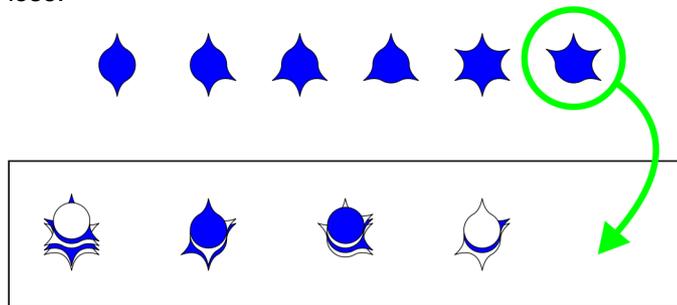
b.2. Discard a tile from your reserve that has as many spikes as the height of the stack that you want to destroy. That tile is never used again during the game. Example: Destroy a height-3 stack with a 3-spikes tile.

b.3. Each player takes all the tiles of their colour from the destroyed stack back to their reserve.

## GAME END

At the end of your turn, count the total number of spikes on the topmost tiles of your colour. If this is the same as the number of tiles you have remaining, you win.

If the above condition is not reached and you cannot make a legal move (you've run out of tiles), then you lose.



Example: It's Blue's turn to play. The topmost tile with more spikes has only one spike. There is no tile with fewer spikes on Blue's reserve, so Blue can play a tile directly on the playing surface. Blue plays a 4-spikes tile. There are now 5 tiles in Blue's reserve and 5 spikes in the Blue's topmost tiles (1+0+4). Blue wins the game.