

myo



Introduction

In INYO, you will demonstrate your mastery of balance and unbalancing by knocking your opponent out of the arena or forcing them into submission. To do so, take steps with your dice as if they were your feet. Manage your footwork effectively, striking a calculated balance between gentle agility and explosive power. Engage in measured collisions to throw and grapple your opponent.

Win by either:

A. Out-of-Bounds

OR

B. Submission

When your opponent has at least one die out of bounds.

When you throw your opponent in two different directions at once.

Components



Setup

1. Each player rolls all 4 dice. The player that rolls the lowest number is the starting player. If there is a tie, each player rolls again.
2. The starting player takes the a) **Moon Die** AND the b) **Token**. The other player takes the c) **Sun Die**.
3. Set up the components on the d) **Arena** as shown above.
4. Play begins with the starting player passing the Token to the other player and taking the first step. Read on to learn how to take a step!

Terminology

Die Anatomy: Quadrant, Pips, & Gaps

Each die face has four quadrants. Pips are the squares while gaps are empty quadrants. As you read the rules, you will learn the importance of managing your pips. Face-up pips represent the weight you put in your feet.

Generally, having less pips means you are lighter-footed, quicker, more maneuverable, and more vulnerable to collisions, whereas having more pips means you are heavier-footed, slower, more restricted, and stronger in collisions. But a single well-placed pip can still be enough to throw even the heaviest of opponents!

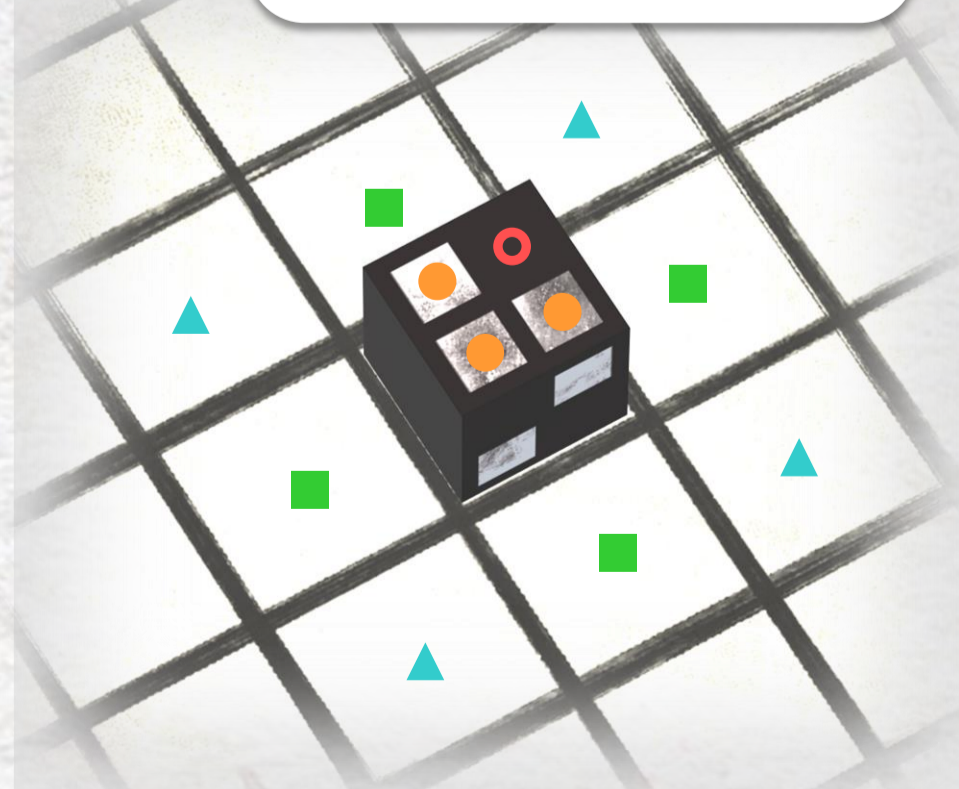
Directions: Adjacent & Diagonal

The rules refer to adjacent and diagonal as directions. For a given space in the arena, **adjacent** refers to the spaces that are directly beside and connected along the edges, while **diagonal** refers to spaces that are connected at the corners.

Terminology

Legend

- Pip
- Gap
- Adjacent
- ▲ Diagonal



This die has 3 pips and 1 gap. Spaces that are adjacent or diagonal relative to this die are marked.

How to Play

INYO is played in steps that involve the following phases:

1. Take a Step
2. Check for Collisions
3. Pick Up

These three phases are performed in order and repeated until at least one player is either out of bounds or submitted.

Phase 1: Take a Step

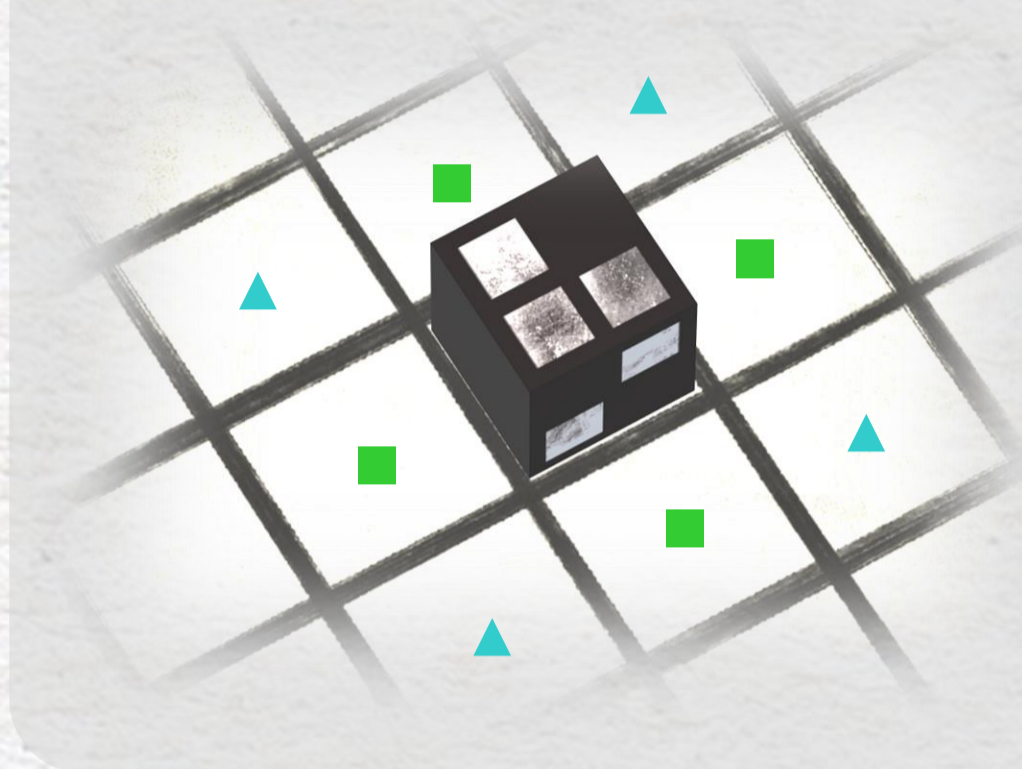
Who takes a step first?

The player with less total pips takes a step first. If there is a tie in pips, the player with the Token passes the Token to the opponent then takes a step first.

How do I take a step?

Take a step by placing the die in your hand onto an empty space that is adjacent or diagonal to the die you have in the arena. Your dice cannot have pips that touch (step 3 of the example below illustrates how pips cannot touch).

Where you can take a step



Legend

- Adjacent
- ▲ Diagonal

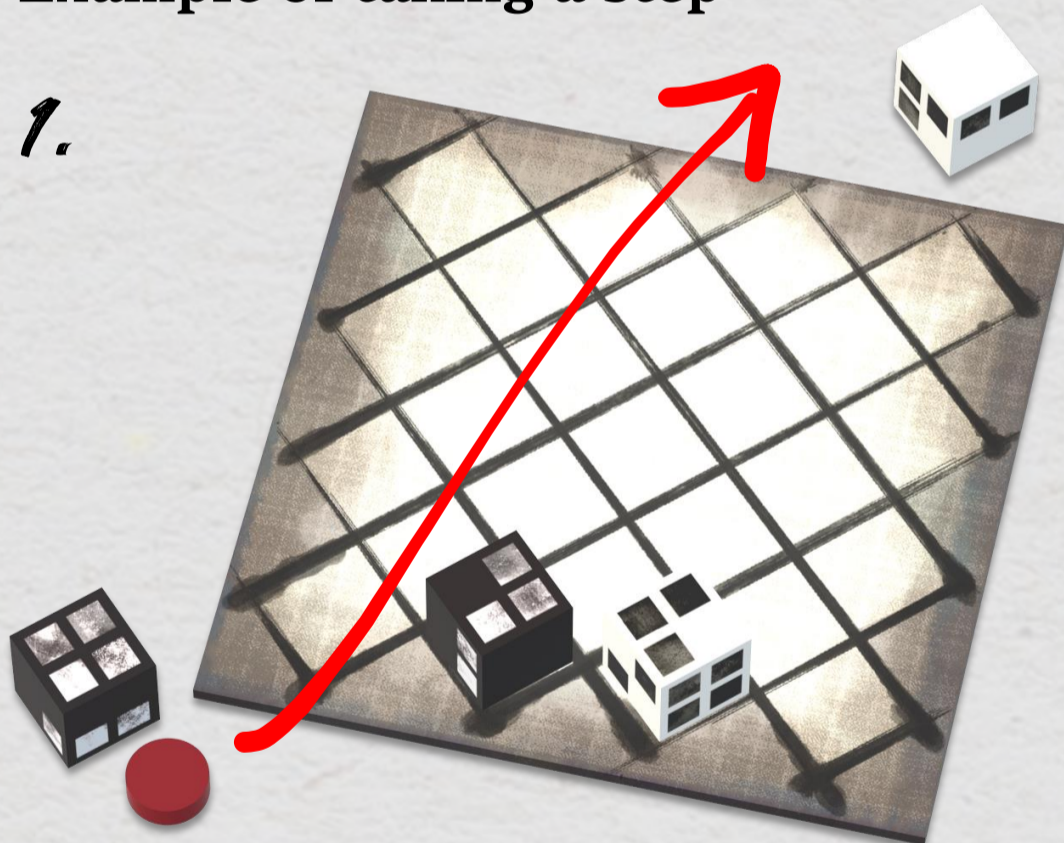
You can place your die from your hand onto an empty space that is adjacent or diagonal to the die you have in the arena.

What's next?

After the first player has taken a step, the other player takes a step. Once both players have taken a step, move on to Phase 2: Check for Collisions.

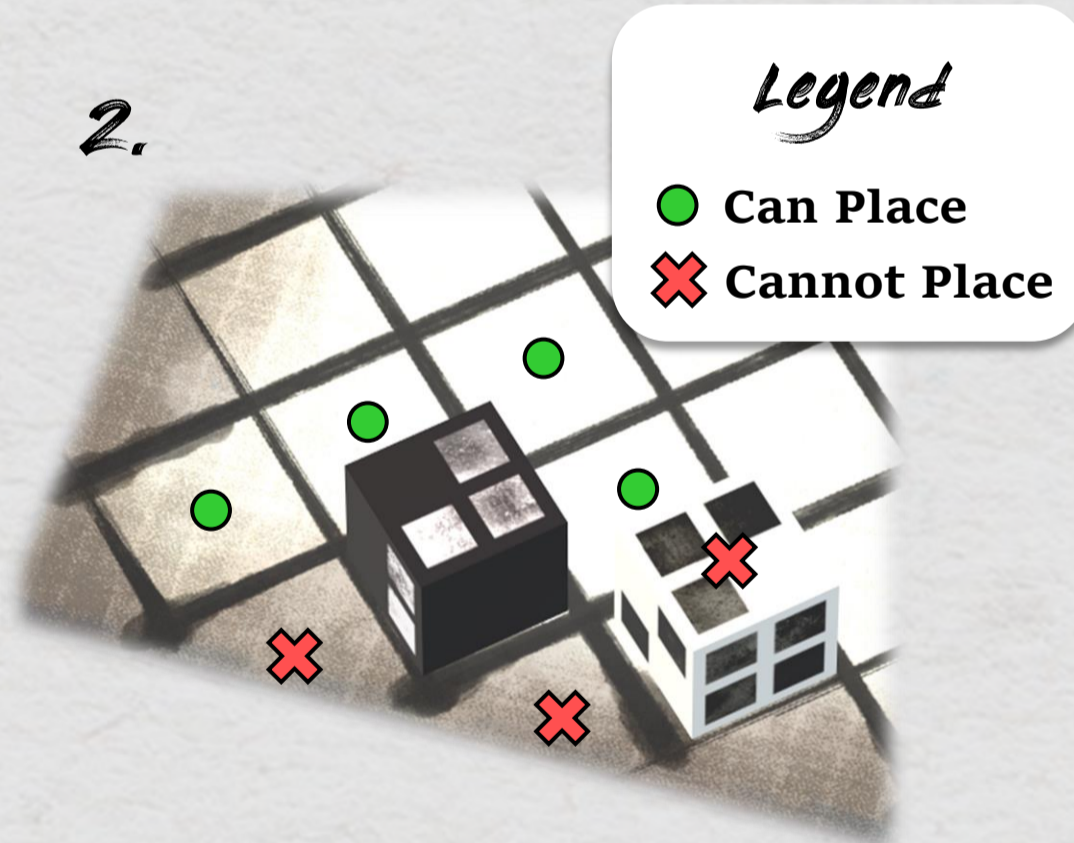
Example of taking a step

1.



Both players have 3 pips. **Moon** has the Token, so they take a step first.

2.

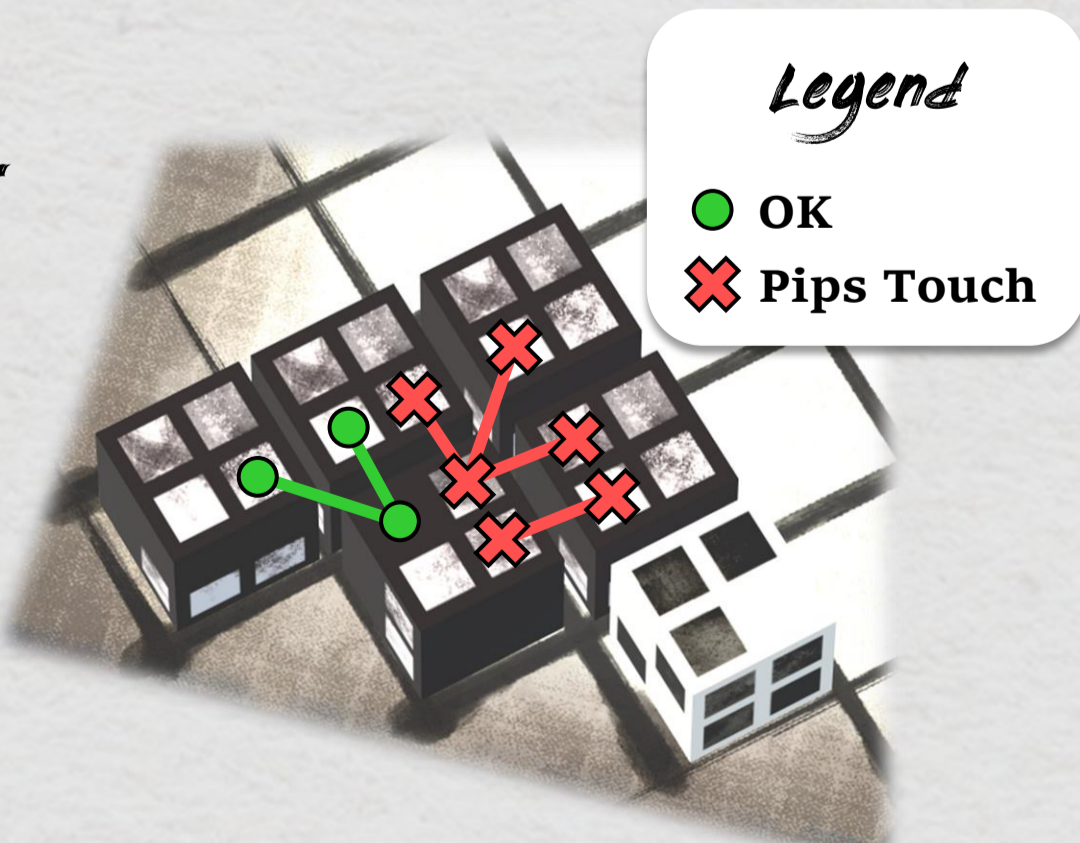


Legend

- Can Place
- ✗ Cannot Place

Moon can place their die on an empty space that is adjacent or diagonal to their die in the arena.

3.

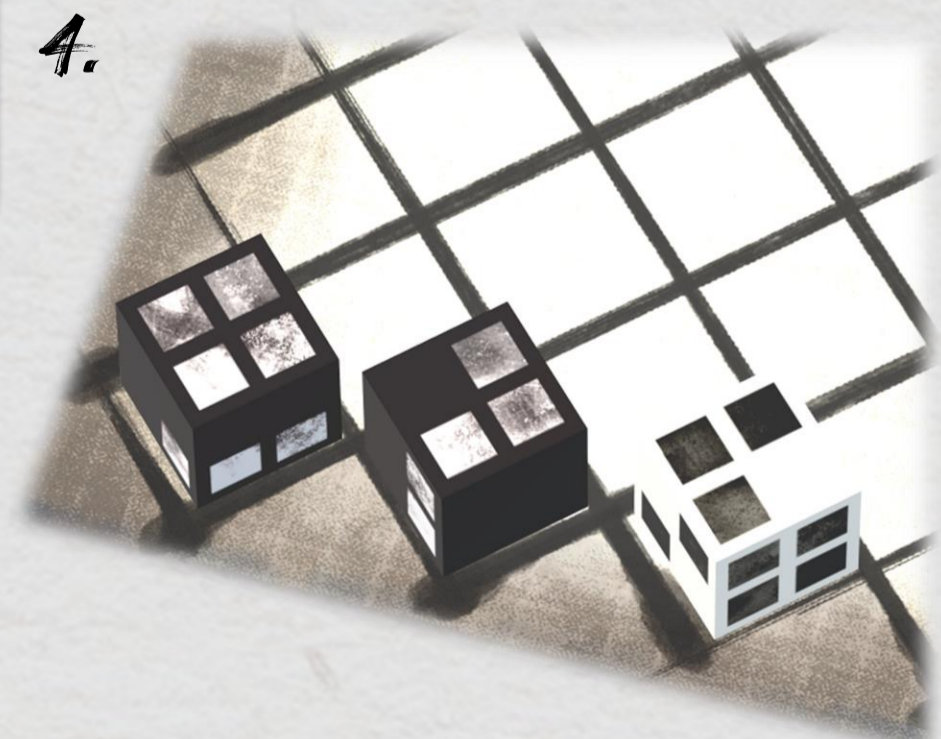


Legend

- OK
- ✗ Pips Touch

In this example, **Moon** chooses to place 4 pips. There's only 1 option that does not cause pips to touch.

4.



Now that **Moon** has placed their die, **Sun** can place their die. Once both players have taken a step, they move on to phase 2.

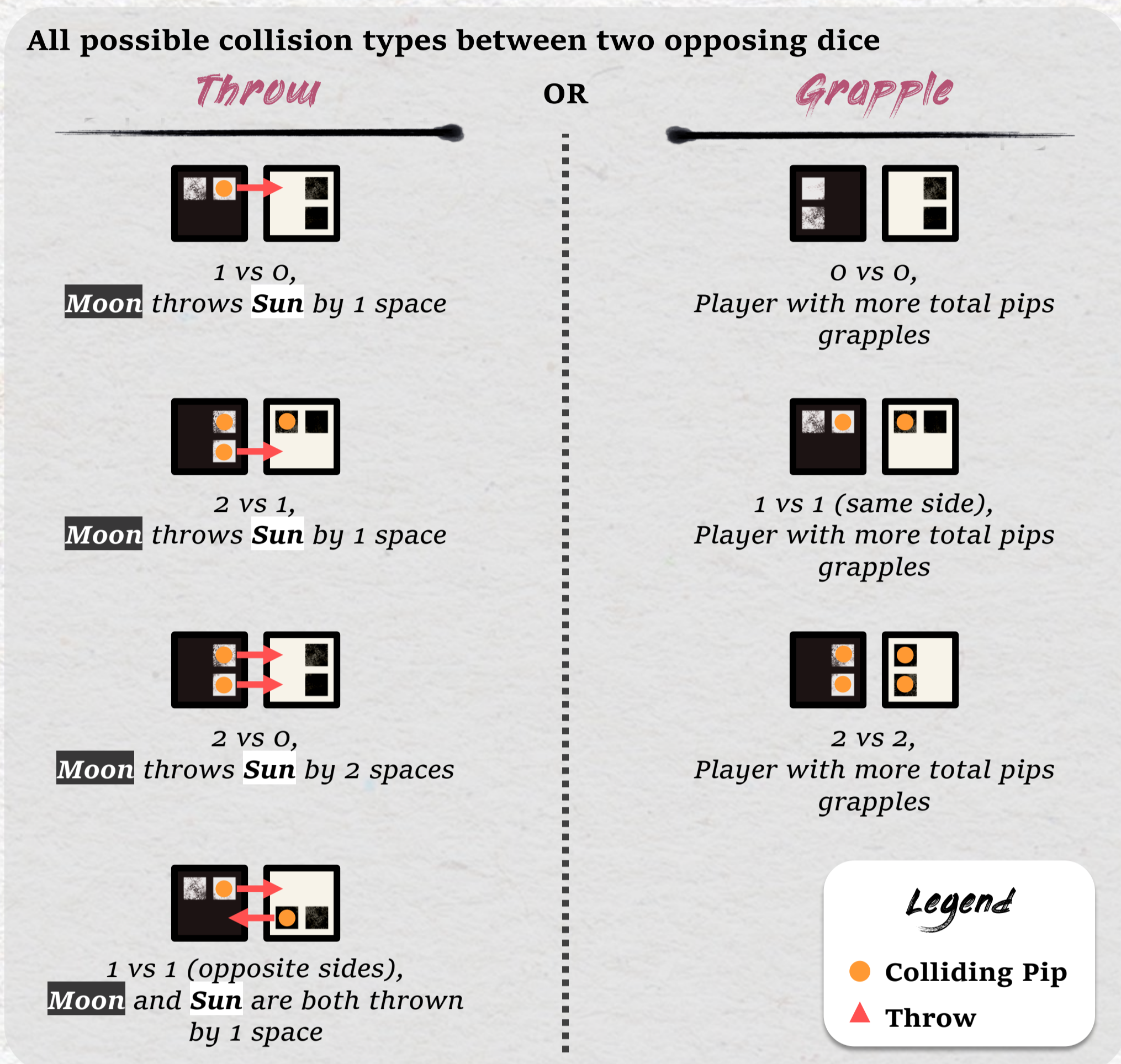


Phase 2: Check for Collisions

Once both players have taken a step, it's time to check for collisions. **Collisions occur when opposing dice are adjacent to each other** (there are no diagonal collisions). To check for collisions, follow these steps:

1. If there are no collisions, move on to Phase 3: Pick Up.
2. If there is at least one collision, determine whether each collision is a **throw or grapple** by looking at the colliding pips. See the diagram below to see all possible types of collisions between two opposing dice. See the next page for more details on how to resolve throws and grapples.

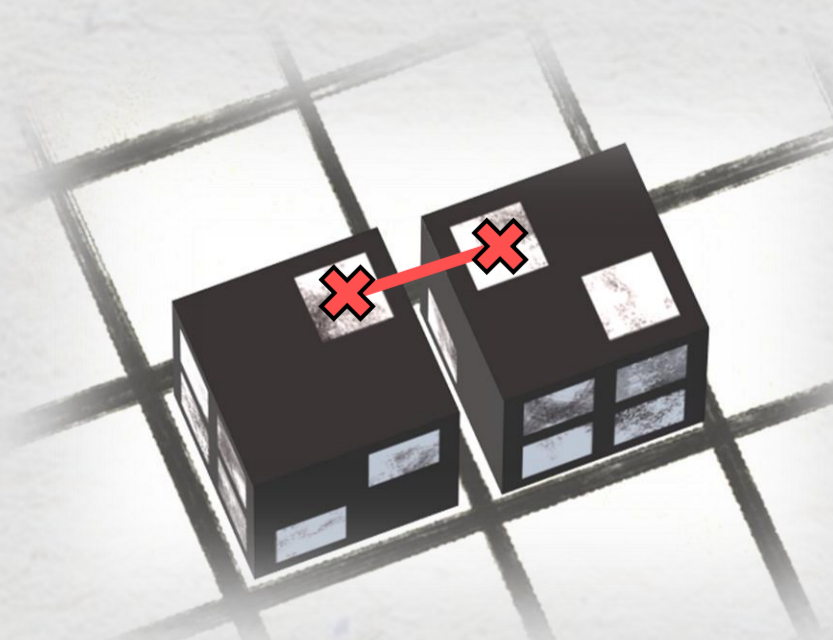
All possible collision types between two opposing dice



3. **Resolve collisions.** Resolve throws before considering grapples.
4. **Continue to resolve collisions** until there are no collisions remaining.
5. **Once there are no collisions, check if either player has pips that touch.** If your dice have pips that touch, flip both of your dice upside down, then rotate them such that the dice do not have pips that touch (see example below).

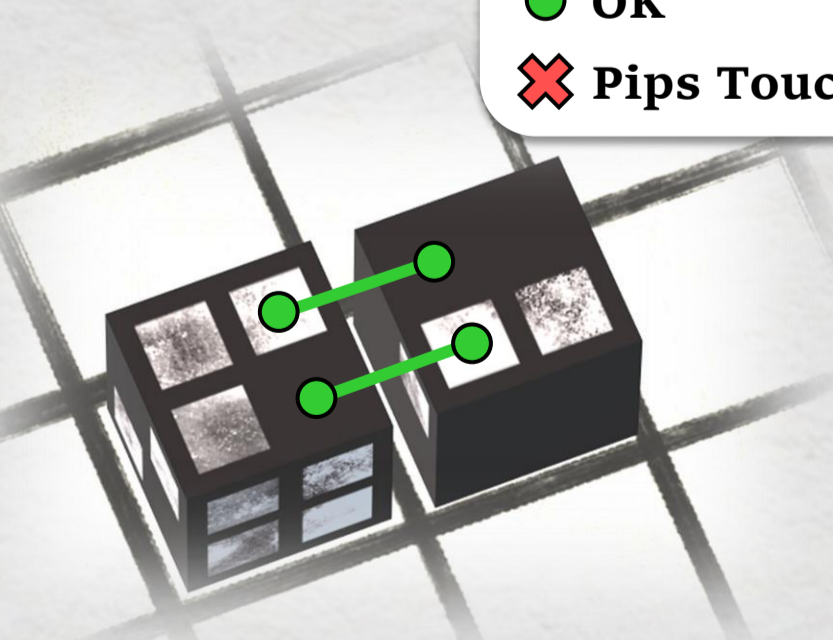
Example of flipping dice after a throw

1.



After a throw, **Moon** has pips that touch. Therefore, **Moon** needs to flip their dice upside down.

2.



Moon flips their dice upside down and rotates their dice such that they do not have pips that touch.

6. Once there are no players' dice with pips that touch, continue to Phase 3: Pick Up.

Throws

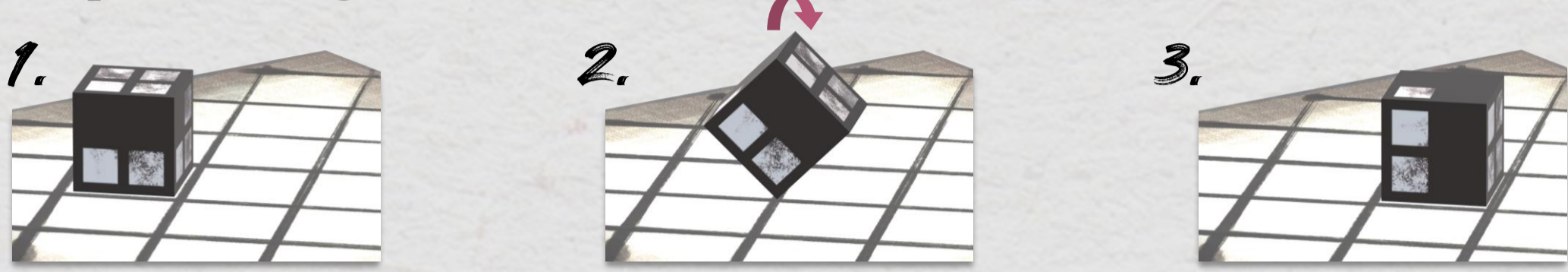
What is a throw?

If at least one of your pips collides with an opposing gap, throw the opponent. If the opponent is being thrown in two different directions at once (see bottom of next page for an example), you win! Otherwise, continue the throw.

How do I throw?

To throw, tilt the opponent's dice away from the collision.

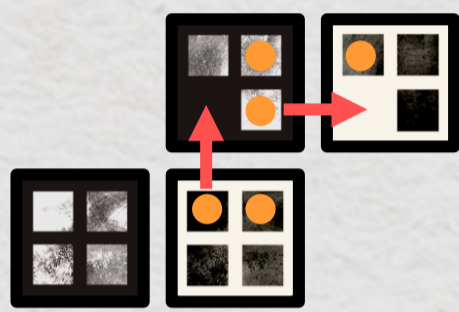
Example of tilting motion*



*remember to tilt both dice when getting thrown or when grappling

Repeat this for each pip that collided with an opposing gap. If the opponent is thrown out of the arena, you win!

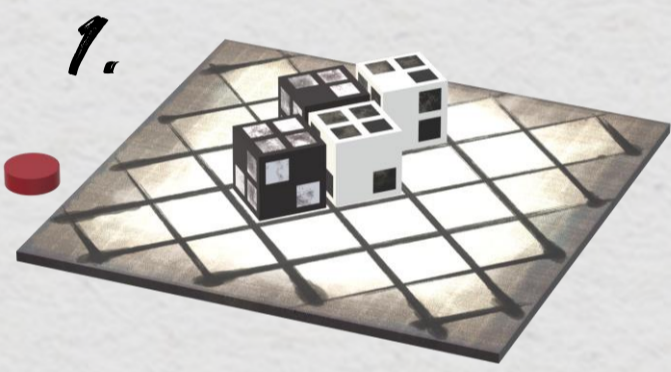
Example of opponents throwing each other



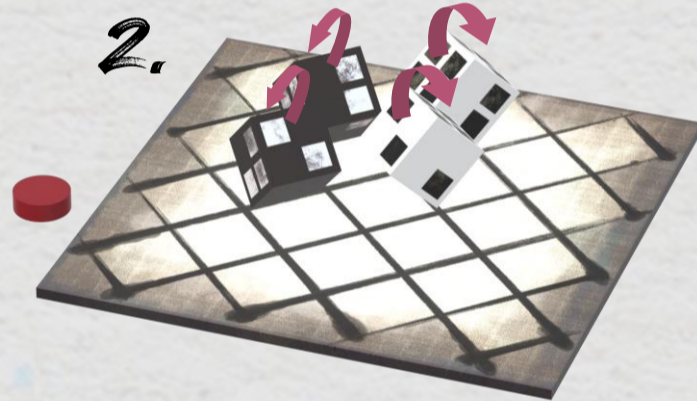
Top-down view: **Moon** throws **Sun** to the right by 1 space and **Sun** throws **Moon** upwards by 1 space.

Legend

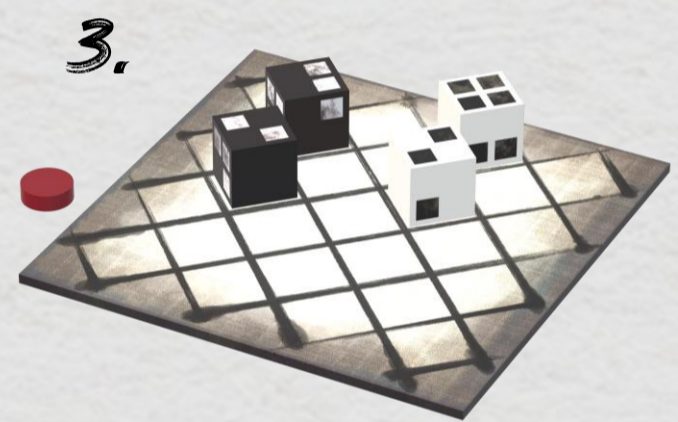
- Colliding Pip
- ▲ Throw
- ↻ Tilt



Moon and **Sun** both throw each other.



Both players tilt their dice away from the collision that threw them.



Now, there are no remaining collisions, so the players move on to phase 3.

Grapples

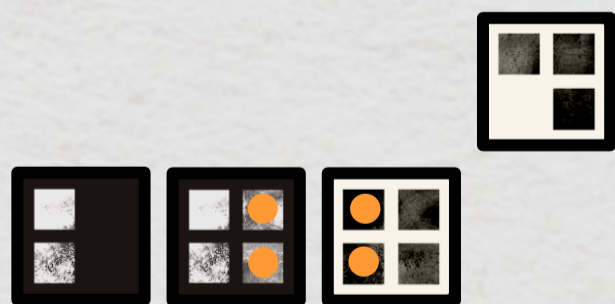
What is a grapple?

If there is no pip colliding with an opposing gap, then it is a grapple. The player with more total pips grapples. If there is a tie in pips, the player with the Token grapples after passing the Token to the opponent.

How do I grapple?

To grapple, choose an adjacent direction to tilt both of your dice. If you choose to grapple towards the opponent, tilt their dice away from the collision first, then tilt towards the opponent.

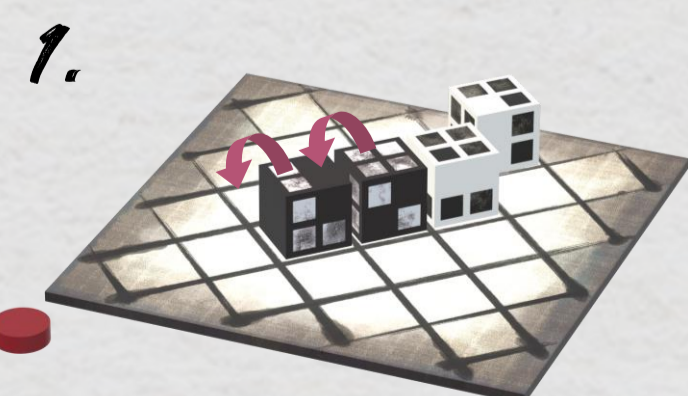
Example of grapple



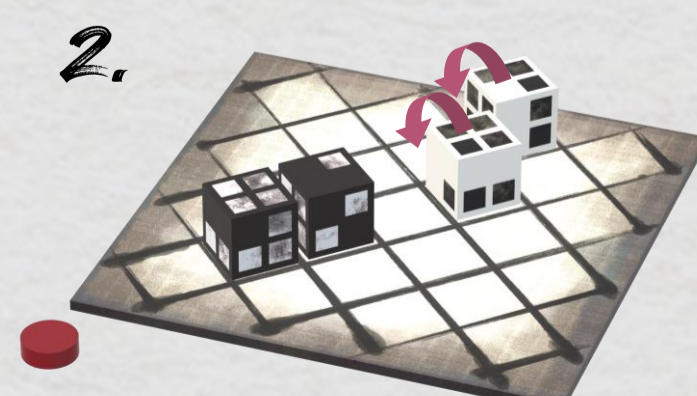
Top-down view: **Sun** has more pips (7) than **Moon** (6). Therefore, **Sun** gets to grapple.

Legend

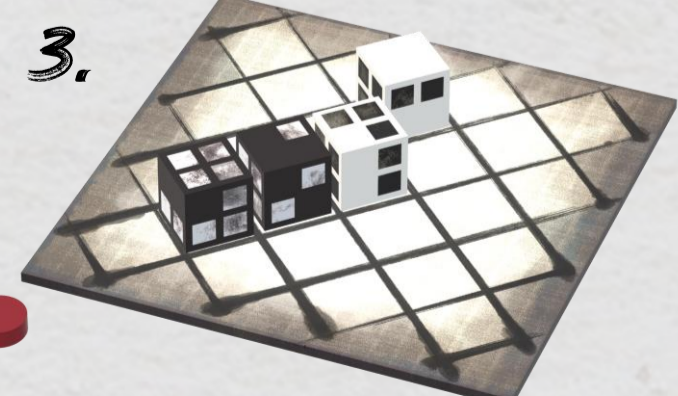
- Colliding Pip
- ↻ Tilt



Sun chooses to tilt towards **Moon**. First, **Sun** throws **Moon** by 1 space.



Then, **Sun** tilts towards **Moon**.



This results in another grapple. Now, **Moon** has more pips, so **Moon** grapples.



Phase 3: Pick Up

Who picks up first?

The player with less total pips picks up first. If there is a tie in pips, the player with the Token passes the Token to the opponent then picks up first.

How do I pick up?

Pick up by choosing one of your dice in the arena and taking it into your hand.

What's next?

After the first player picks up, the other player picks up. Once both players have picked up, move on to the next step, starting with Phase 1: Take a Step.

End of Game

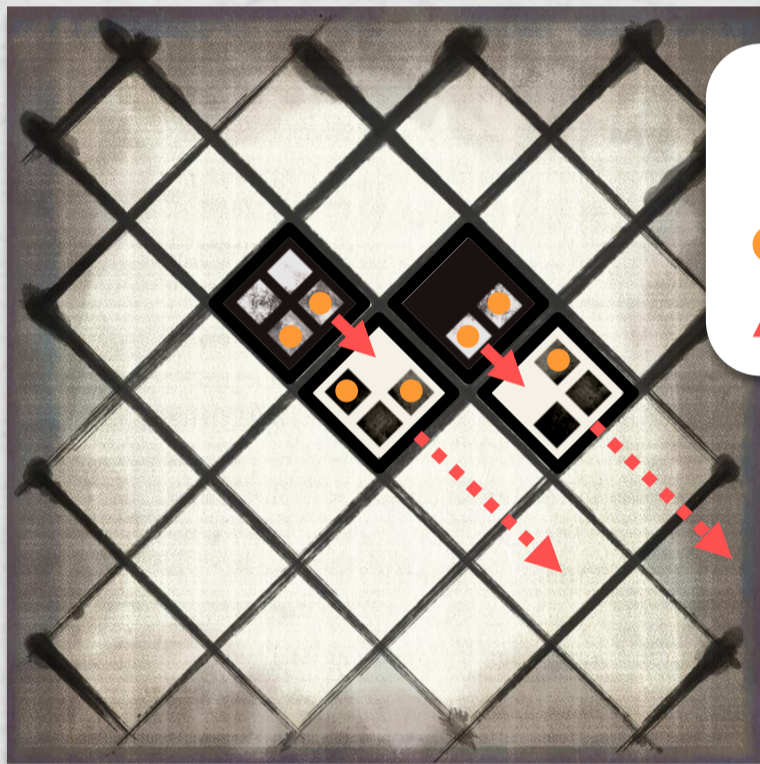
Win Conditions

The game ends, and you win when:

A. Out-of-Bounds

Your opponent has at least one die out of bounds.

Example of out-of-bounds



Moon throws **Sun** by 2 spaces. **Sun** is out-of-bounds, **Moon** wins!

OR

B. Submission

Throw your opponent in two different directions at once.

Example of submission



Moon throws **Sun** in two different directions at once. **Moon** wins!

Legend

- Colliding Pip
- ▲ Throw

Tiebreakers

If both players are losing, the player that was thrown less wins. If both players were thrown equally, the player with the Token wins.

Example of a tiebreaker



Legend

- Colliding Pip
- ▲ Throw

Moon and **Sun** are both losing by submission, so there is a tie. **Moon** has 2 throws on **Sun**, **Sun** has 2 throws on **Moon**; still, there is a tie. **Moon** has the token to break the tie, so **Moon** wins!

Notes

- **Threefold repetition rule:** Like in chess, if a position occurs three times during a game, either player can call a draw. Positions are the same if the same dice are in the same positions with the same pips, the token is with the same player, and the same player is taking the next action first.
- **Ties in pips:** Players count and compare their total pips to determine: 1. Who takes a step first; 2. Who gets to grapple; and 3. Who picks up first. If there is a tie in pips, the player with the Token takes the action first. When this happens, remember to pass the Token to the other player! This way, the next time there is a tie in pips, the other player will get to go first.
- **Both players must complete a phase before moving on:** For Phase 1: Take a Step, make sure both players have taken a step before moving on to Phase 2: Check for Collisions. Likewise, for Phase 3: Pick Up, make sure both players have picked up their dice before moving on to the next step.
- **There are no diagonal collisions:** Although a player cannot have pips that touch between their own dice, there are no diagonal collisions between opposing dice. Collisions only occur when opposing dice are adjacent to each other.
- **Edge case 1:** It is possible to have an infinite loop of throws. If this happens, continue to resolve the throws, one after the other, until a player is out of bounds. The player that is out of bounds first loses.
- **Edge case 2:** It is possible to throw a die into an opposing die. If this happens, the player that is thrown into an opposing die loses.

Advice

- **Thinking in three dimensions:** Due to INYO's three-dimensional nature, it is important to consider all sides of your dice, not just the sides that are. When moving your dice, setting up attacks, or preparing to defend against your opponent, think ahead and consider what will happen when the dice get tilted.
- **Staying light on your feet:** INYO's unique turn structure means that your decisions influence which player will take the next action first. Having less pips might let you move first... or it might leave you vulnerable to your opponent's attacks!
- **Digging your heels in or rolling with the punches:** If you see a grapple coming, it might be best to put down a heavy die, even if it means taking a step back. But if you expect to get caught in a losing grapple, consider forcing a throw instead, even if you are the one getting thrown! Losing a grapple can be devastating, often leading to unexpected defeats. In comparison, getting thrown might be a safer, more predictable option.
- **Taking the middle:** It is good to fight for the middle of the arena. For the most part, staying in the middle keeps you safe from getting thrown out of bounds; however, you might need to pursue your opponent to the edges of the arena to land a winning blow.
- **Stepping diagonally:** You may find it advantageous to step diagonally as it has better reach... but be careful! Stepping diagonally can leave you exposed to submissions.
- **Fight for initiative:** If there is a tie when checking for total pips, the player with the Token has the advantage of getting to take the next action first. This allows the player with the Token to play bolder moves. But when the Token is used, it is passed to the other player. So, it's best to try to keep the token as much as possible, only using it for finishing blows or keeping yourself in the game.



Reference

Objective

A. Out-of-Bounds

OR

B. Submission

Your opponent has at least one die out of bounds.

Throw your opponent in two different directions at once.

Phases

1. Take a Step

The player with less total pips takes a step first. Take a step by placing the die in your hand onto an empty space that is adjacent or diagonal to the die you have in the arena. Your dice cannot have pips that touch.

2. Check for Collisions

Collisions occur when opposing dice are adjacent to each other. If there are collisions, determine the type of collision and resolve. Continue to resolve until there are no collisions remaining. Then, check if either player has pips that touch. If you have pips that touch, flip both your dice upside down and arrange such that the dice do not have pips that touch.

3. Pick Up

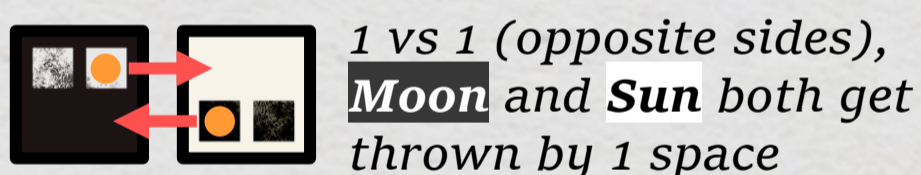
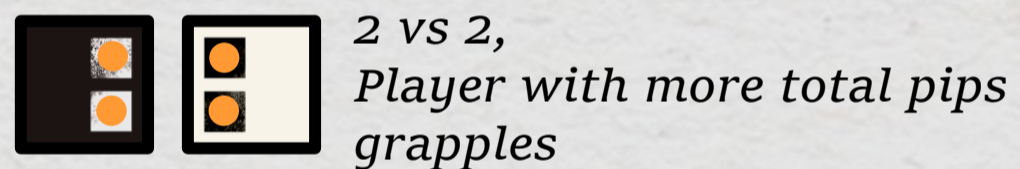
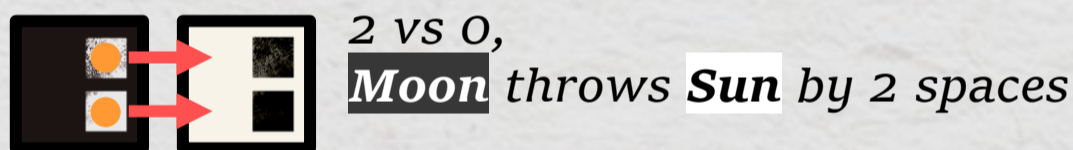
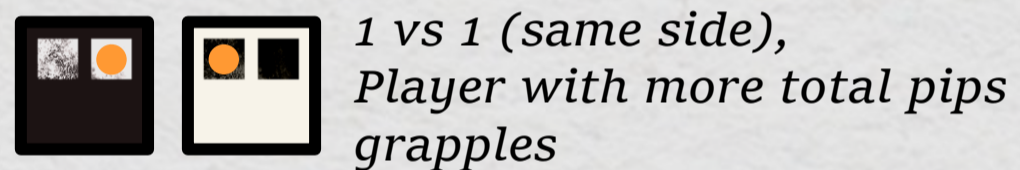
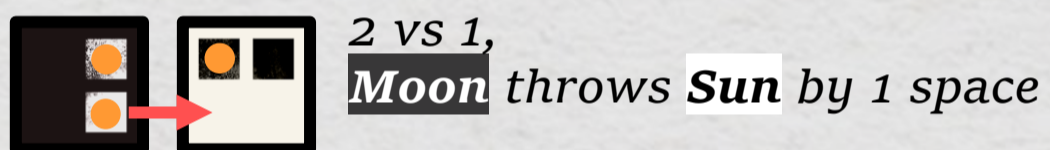
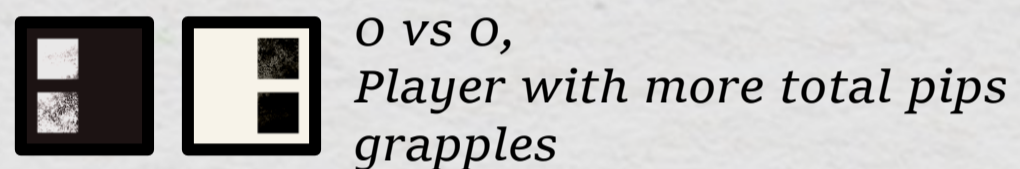
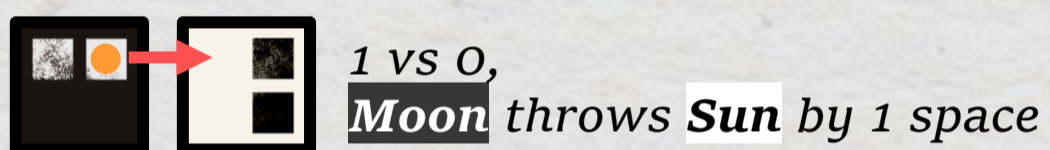
The player with less total pips picks up first. Pick up by choosing one of your dice in the arena and taking it into your hand.

All possible collision types between two opposing dice

Throw

OR

Grapple



Legend

- Colliding Pip
- ▲ Throw

Remember

- Both players must complete a phase before moving on to the next
- If there is a tie when comparing pips (for taking a step first, grappling, and picking up first), the player with the Token passes the Token to the opponent then takes the upcoming action.
- Resolve throws before considering grapples.
- If both players are losing, the player that was thrown less wins. If both players were thrown equally, the player with the Token wins.

Credits

design by Ian Czajczyc

art by Adrian Cogswell



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Video Tutorial