

Biyi

The biyi is a mythical creature, composed of 2 birds.

The legend tells that one day, the birds were separated mid-flight.

RULEBOOK

Playing time: approx. 25mn
Age: 10+
Players: 2

TERMINOLOGY

PLAYING PIECES

PILOT

A token with a visible wing, which determines who a stack belongs to.

STACK

A collection of stacked tokens.

TOP PART

The upper part of a stack that's been split in two to perform a slide.

CARRIERS

All the tokens of a stack located under a pilot.

DRAGON

A stack with at least 3 or more tokens of a same color.

WHITE OR BLACK DRAGON

A stack of a single color with 3 or more tokens.

MOVES

CLIMB

A pilot increases its level by one.

DESCEND

A pilot descends from a stack.

SLIDE

A pilot, stack, or top part move, with each token keeping their current level.

JUMP

While atop a dragon, a pilot can jump onto a pilot located at a level higher than itself.

CONTENTS

- 1 Board with 91 spaces comprising 13 rows and 7 columns: **the Biyan**.
- 70 Tokens: 34 white tokens, marked with a single wing.
 - 34 black tokens, marked with a single wing.
 - 1 transparent token, marked with a white bird.
 - 1 transparent token, marked with a black bird
- 20 Position cards.
- 1 Rulebook.
- 1 Manga detailing the Biyi legend.

BASICS

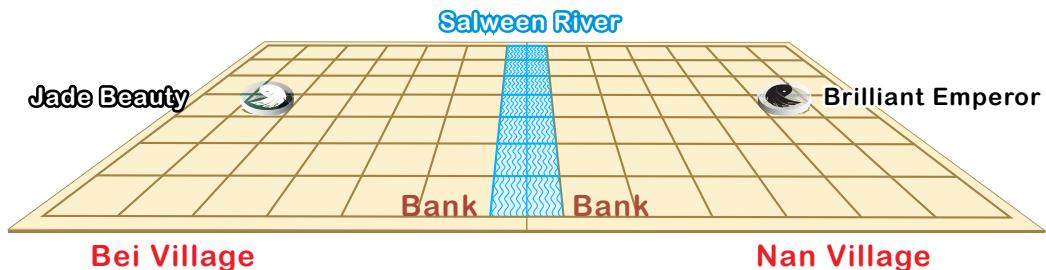
Biyi is a strategy game whose **objective** is to reach the opponent's nest.

Two camps are dueling on the Biyan:

the **Village of Bei** with a black nest, and the **Village of Nan** with a white nest.
The **Salween River** separates them.

The players draw their bird at random: the “**Brilliant Emperor**” black bird for the white camp, the “**Jade Beauty**” white bird for the black camp.

The two bird tokens represent the separated birds. The birds stay in their nests during the entire game and no token can enter the same square as a bird except upon achieving victory.



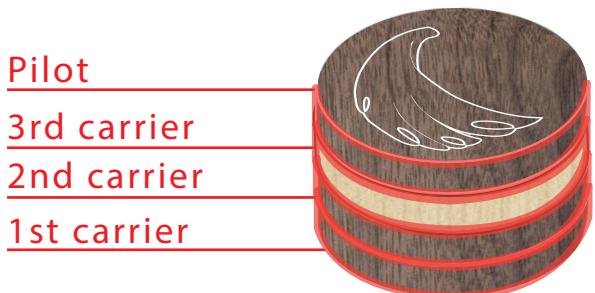
PLAYING PIECES

All tokens whose wings are visible are called **pilots**, regardless of if they are the only token on a square or the token at the top of a stack.

All villagers tokens beneath the pilot are called **carriers**. They can slide with their pilot, keeping their current levels, onto either an empty square or another pilot.

A **stack** is composed of at least 2 tokens. A stack with a white pilot belongs to the white player, and a stack with a black pilot belongs to the black player.

A stack composed of at least 3 tokens of the same color is a dragon.



This dragon has **3** black tokens and **1** white token.



SETUP

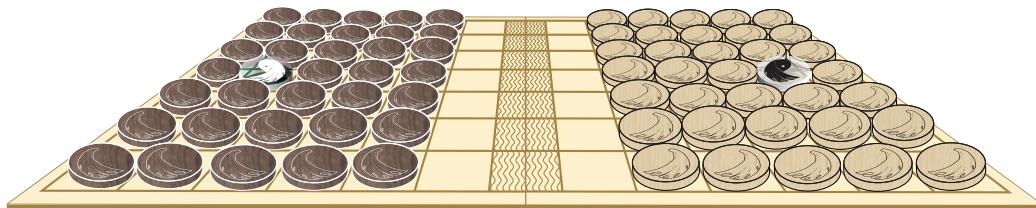
The white player places the *Brilliant Emperor* in the white nest in the village of Nan, and the black player places the *Jade Beauty* in the black nest in the village of Bei.

Each player has 34 villager tokens.

Each player places a token in each square of their village, according to their color. The players will leave the Salween River and its 2 banks empty.

White in the Village of Nan

Black in the Village of Bei



STARTING THE GAME

The white player starts by moving a pilot. The players take alternating turns by moving a single pilot or a stack orthogonally (right/left - forwards/backwards). Diagonal movement is forbidden in Biyi.

Tokens and stacks move a single space each turn, except in one specific instance for a pilot, which is explained in the “Pilots and Dragons” section.

MOVES

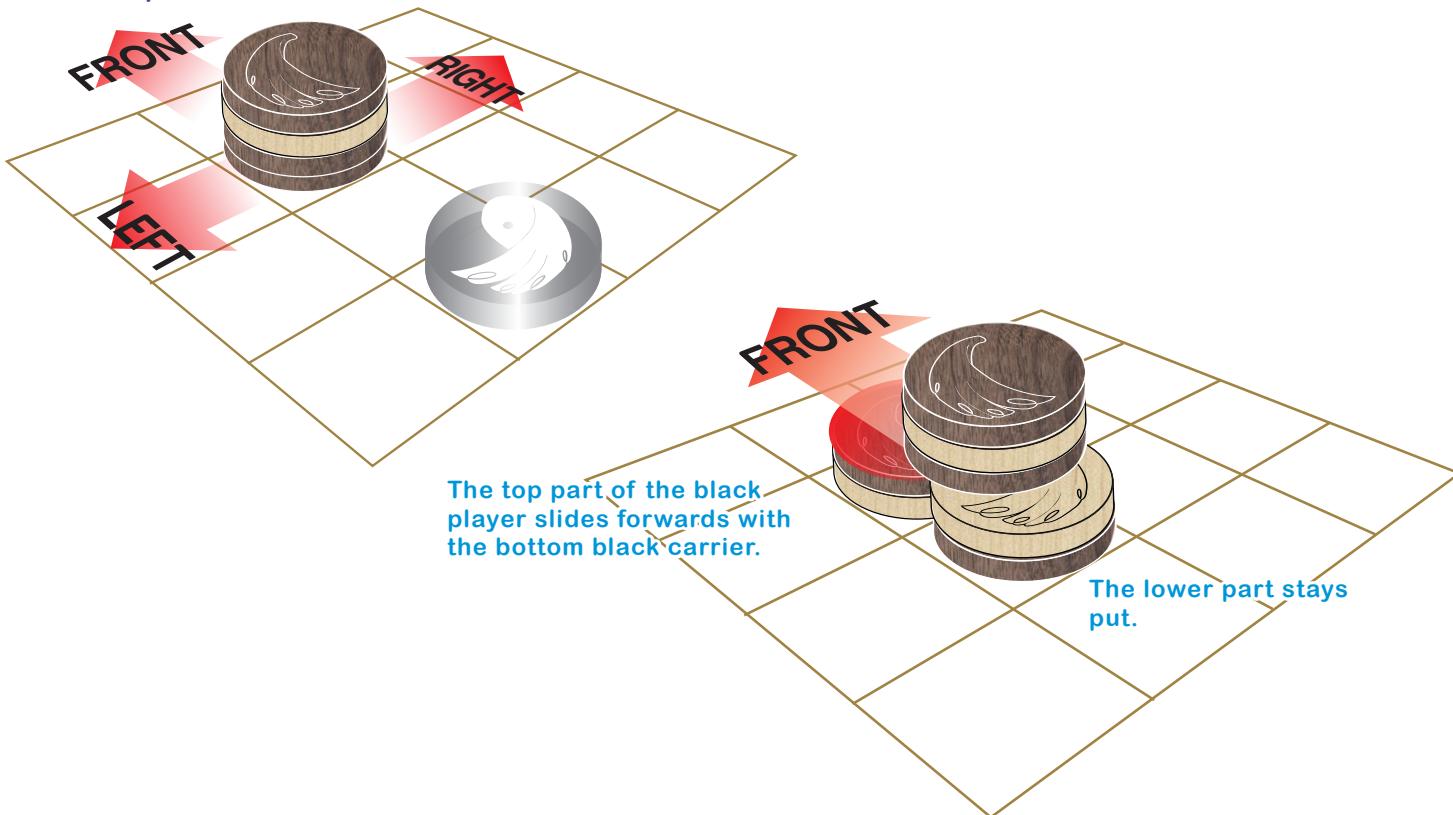
STACKS

A stack can stay intact or be split into a top part and a lower part, and if the tokens stay at the same level. A player can move a stack or a top part if their pilot is of its color. They can move:

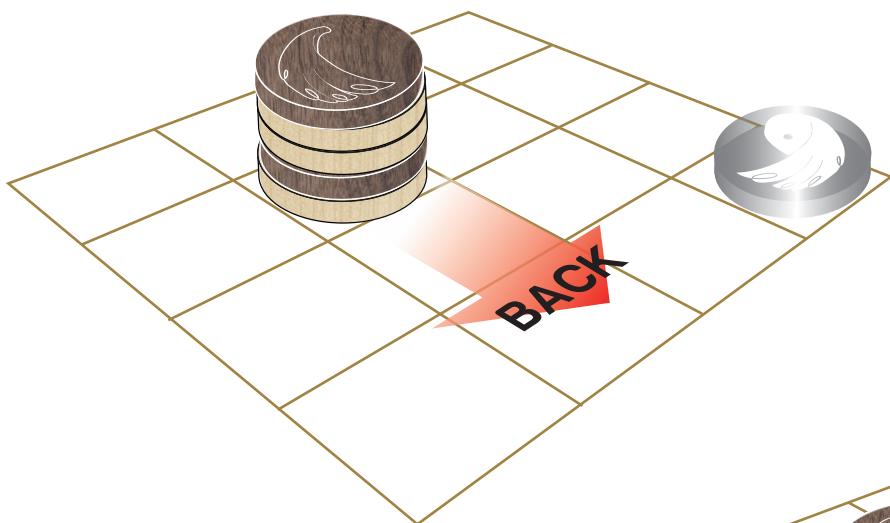
Left

Right

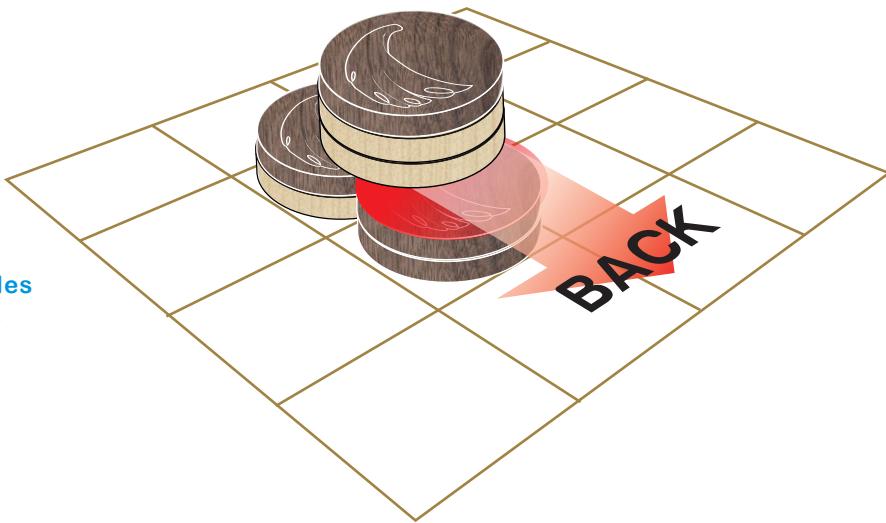
Forward, if the bottom carrier of a stack or a top part is of the same color as the pilot.



Backward, if the bottom carrier is of the pilot's opponent color.



The top part of the Black player slides backwards with a 1st white Carrier.



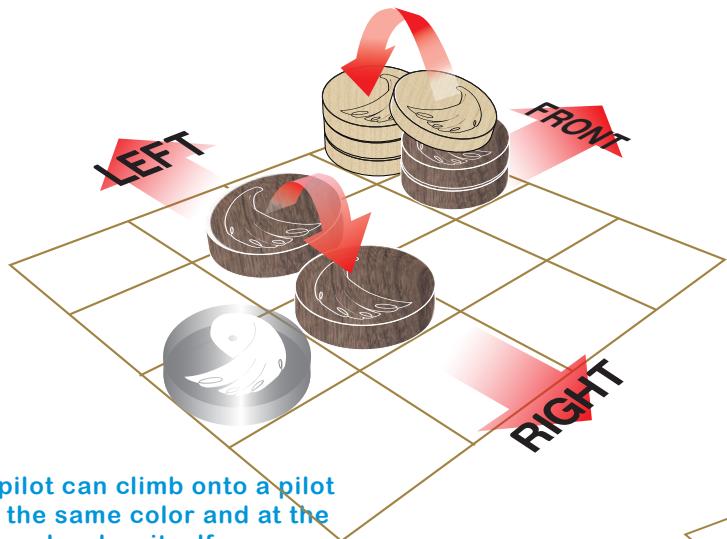
Having an opponent's bottom carrier is the only way to move backwards.

MOVES

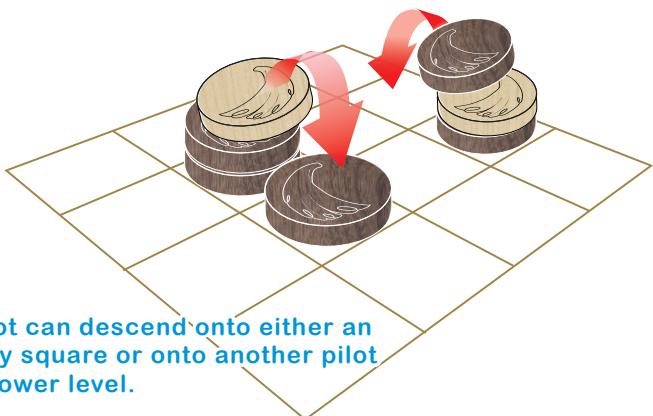
PILOTS

A player can only move a pilot of their color:

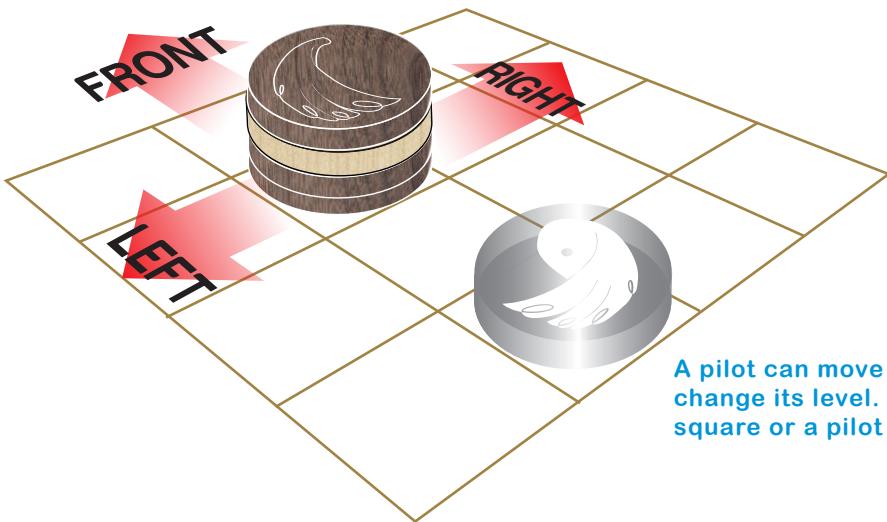
- Left
- Right
- Forwards
- Never backwards



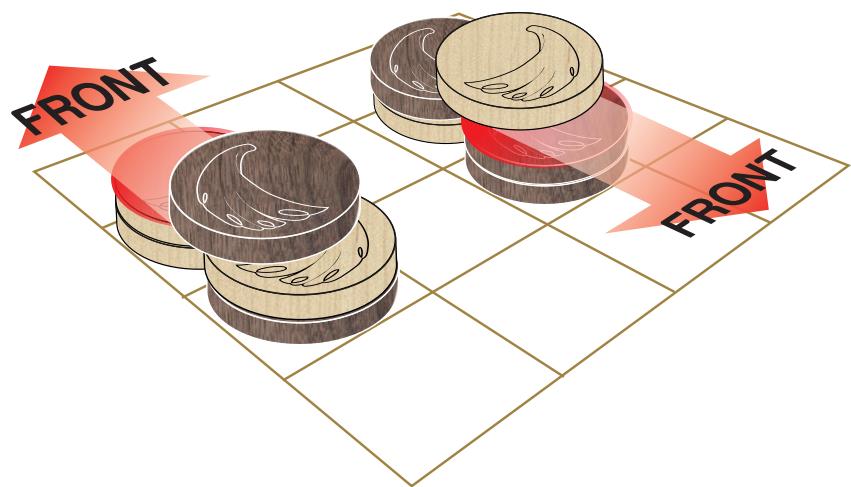
A pilot can climb onto a pilot of the same color and at the same level as itself.



A pilot can descend onto either an empty square or onto another pilot at a lower level.



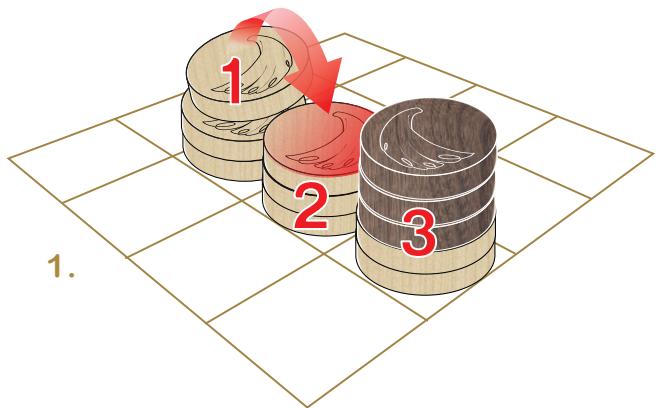
A pilot can move by sliding, as long as it doesn't change its level. It slides onto either an empty square or a pilot at a lower level.



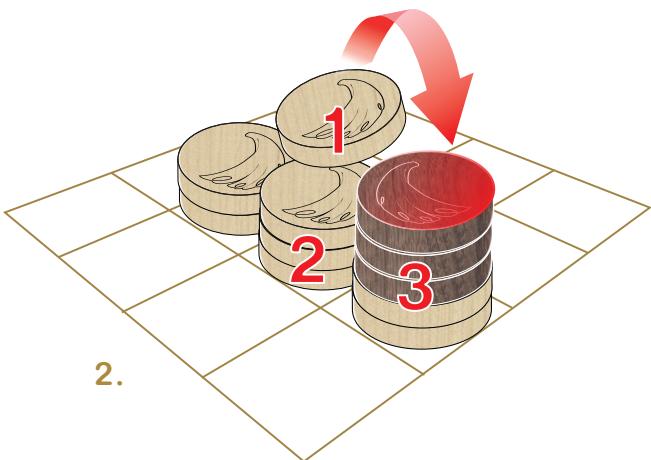
It is forbidden to climb or descend with more than a single pilot.

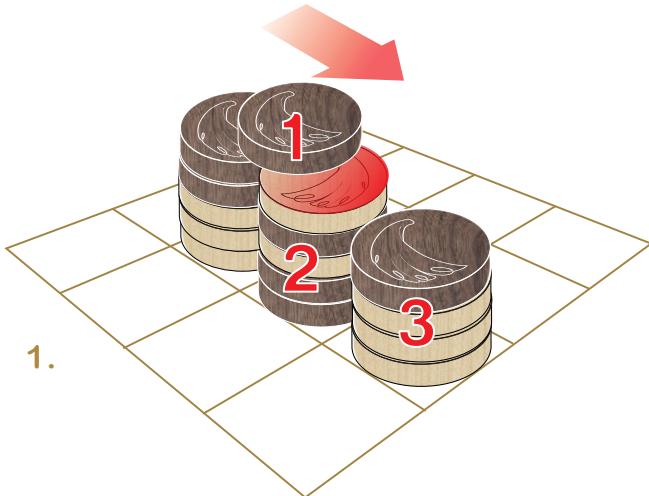
MOVEMENT CHAINS PILOTS AND DRAGONS

After moving a pilot, stack, or top part, the related pilot can be placed on an adjacent dragon with 3 or more carriers of its color. In this case, the pilot -- and only the pilot -- must then descend, slide, climb or even jump to any level and on any adjacent pilot.



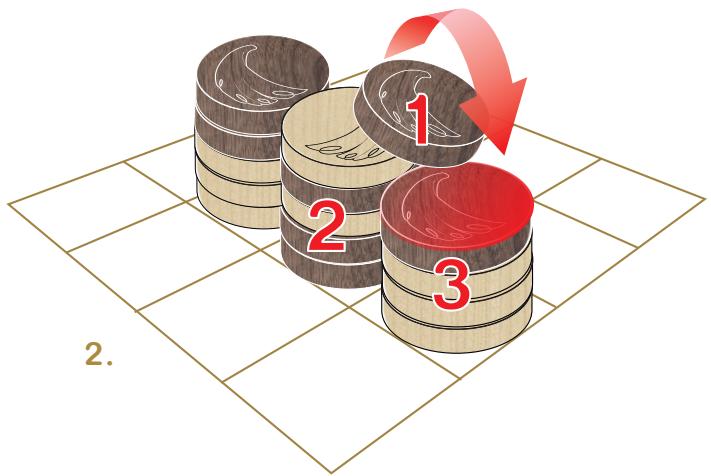
The white pilot (1) climbs onto the white dragon (2). It can't stay, and therefore jumps onto the black pilot (3).





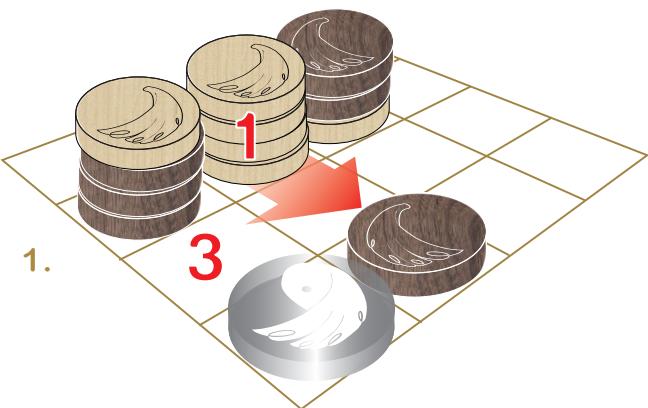
1.

The black pilot (1) slides onto a Dragon with 3 black Carriers (2). It descends immediately onto the black pilot (3).

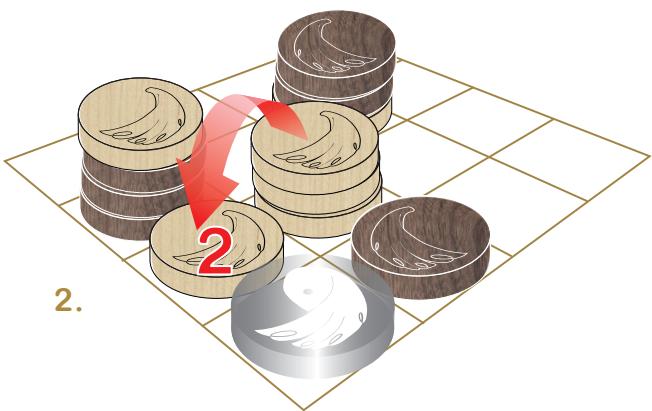


2.

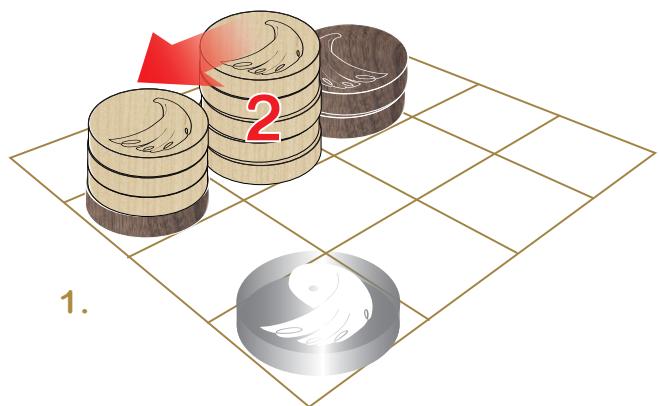
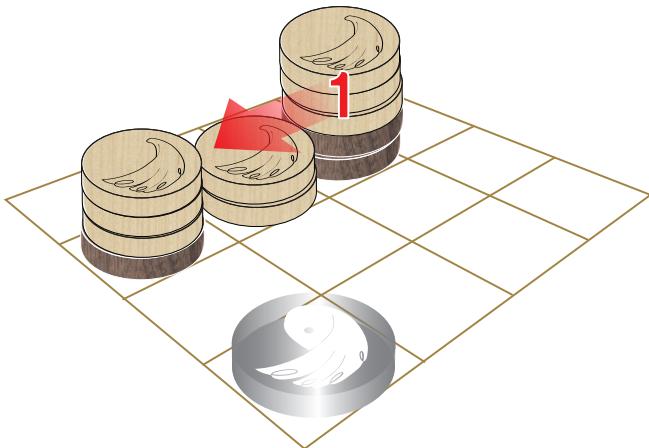
A pilot does not stop moving as long as it continues to encounter a Dragon with at least 3 Carriers of its color.



The white dragon (1) slides forward. Its pilot (2) descends at once onto an empty square (3).



A player can never start their turn with a jump.



The top part (1) slides to the right onto a white stack. This forms a dragon containing 3 carriers of the pilot's color.

The pilot (2) immediately moves again (3).



RETURNING TO A PREVIOUS SQUARE

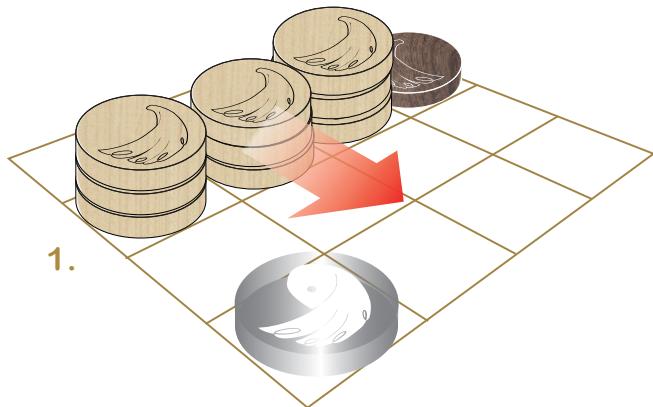
It is forbidden to do the exact opposite of a previous move. A player must never return the exact same tokens moved during their previous move to the same level and same square they previously occupied.

During a pilot's chained move, the last movement of a player is their very last move performed during their turn.

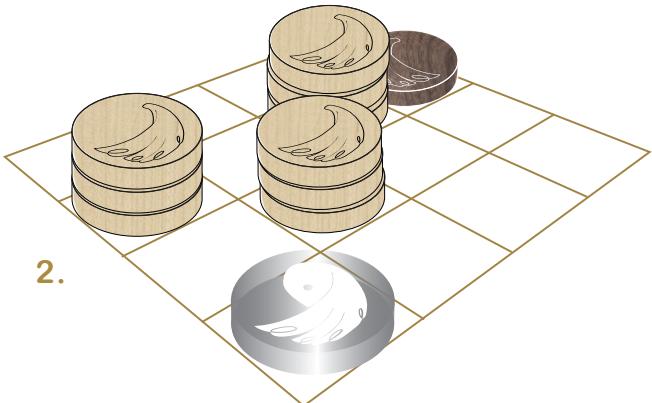
DISCONNECTING DRAGONS

*Tokens on adjacent squares are said
TO BE CONNECTED.*

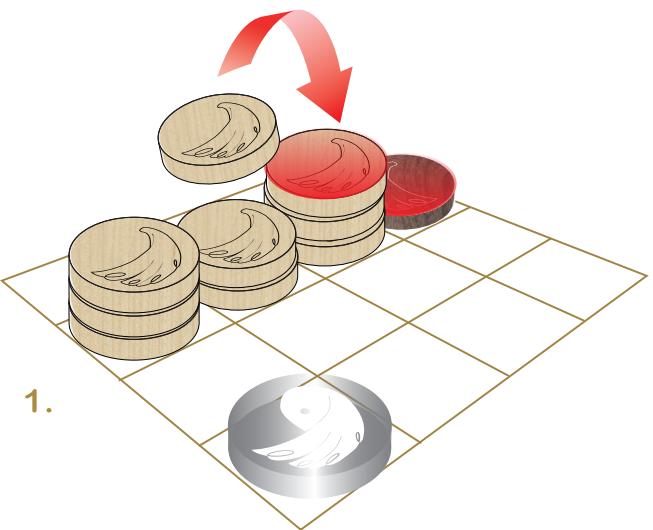
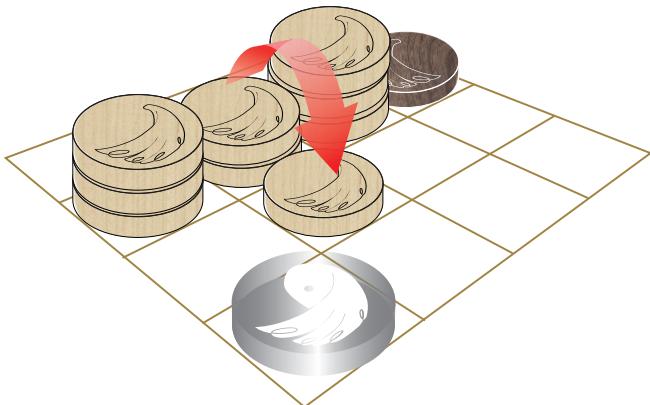
A player can have dragons of its color (white or black) connected together at the start of their turn. In this case, they must ensure they no longer have connected dragons (even new ones) at the end of their turn. Otherwise, they lose the game.



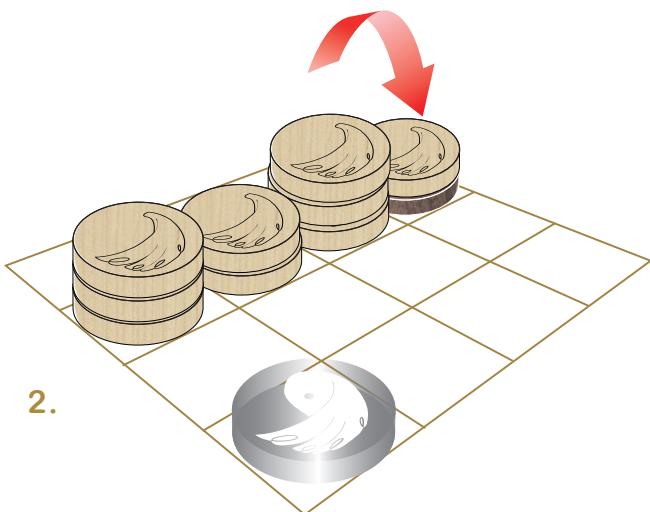
The white player has 3 white dragons connected together. The white dragon then slides forwards...



... or its pilot descends forward...

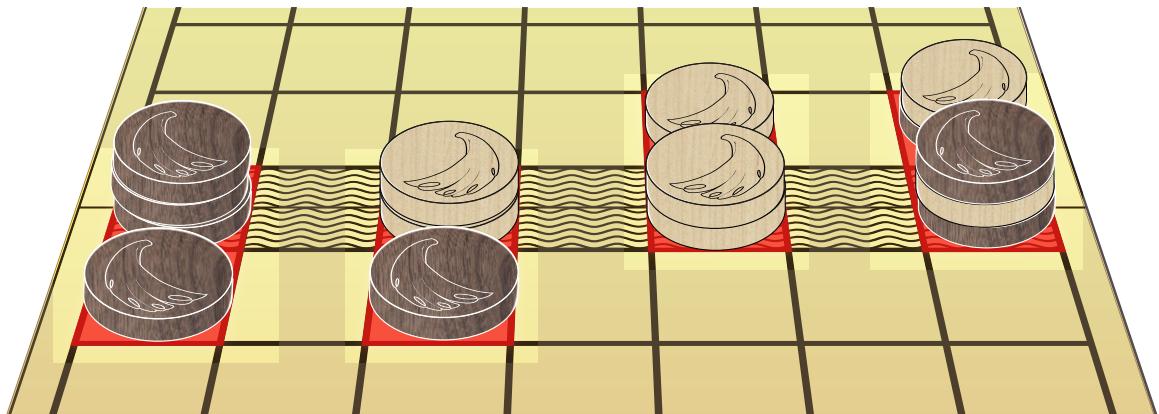


... or its pilot finishes its movement by descending onto the black pilot, after having climbed onto the white dragon on its left.



CONNECTIONS ON THE RIVER

All pilots or stacks located on the Salween River must be connected to one of its banks either by:



A pilot or stack located on the banks, regardless of who they belong to...



... or pilots or stacks connected to one another by a chain connected to a bank, regardless of who they belong to.

A pilot or stack can never abandon a pilot, stack, or chain of tokens to drown in the Salween River, regardless of whom they belong to.

END OF THE GAME

A player **WINS** if they
can climb, descend or slide one or more tokens
onto the bird in their opponent's nest,
without leaving any dragons of their color
connected to each other.

The winning player declares “**Biyi!**”

A player **LOSES**
if they have no legal moves to perform.

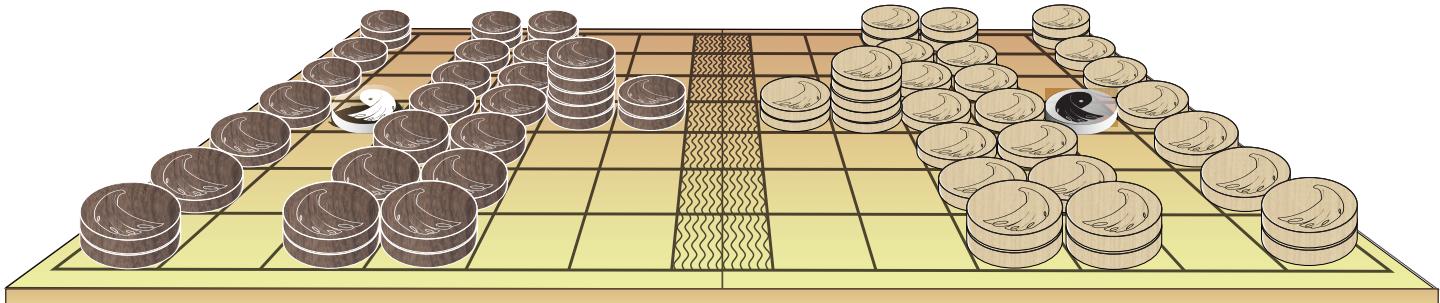
A game immediately **ENDS IN A DRAW**
if the position of all tokens on the board repeats itself once.

We hope you have fun playing Biyi!

VARIANTS

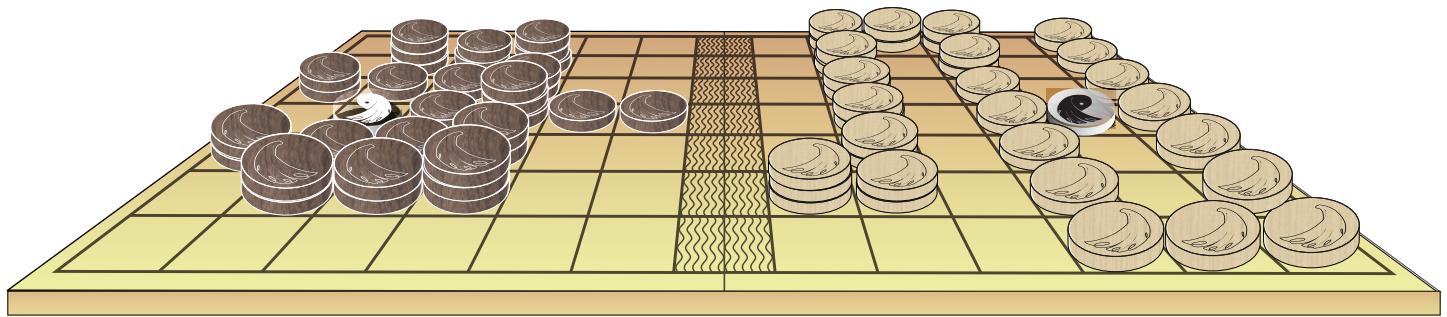
Optional POSITION CARDS allow you to configure the Biyian differently at the start of the game.

You can use a card to have two symmetrical start positions...



2 Scarab positions

... or use 2 different cards to have two asymmetrical starting positions



Black camp's *Castle* position against the white camp's *Snake* position.

Position cards can be chosen or drawn randomly.