



Players: 2-6

Age: 8 years and up

Duration: app. 15 minutes

CONTENTS

4 Dice, 1 Gamepad, 4 Pens

GOAL OF THE GAME


In LINYO, your goal is to reach as many squares as possible by drawing four distinct lines. The player with the fewest empty squares at the end wins.


At the start of the game, each player selects four starting points on their game sheet. Then, 4 dice - each showing 2 blue, 2 orange, and 2 light gray dots – determine which squares one of the four lines can extend to. Clever planning allows for extra squares to be drawn in and fewer empty spaces by the end of the game.

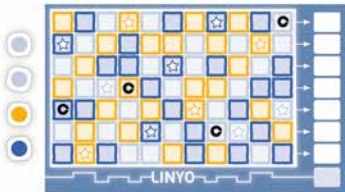
SETUP

Each player takes a pen and a game sheet. Decide whether to use the front or back of the sheet – everyone must use the same side. Choose a starting player, who then rolls all 4 dice once.

START OF THE GAME

The result of the first roll determines the colors of the starting squares for your lines. Each player marks 4 squares that match the colors rolled with an .

Starting on a bonus square  is also allowed.



GAMEPLAY

The next player in clockwise order rolls the dice, and play continues clockwise. All dice must always be rolled together and cannot be adjusted afterwards.

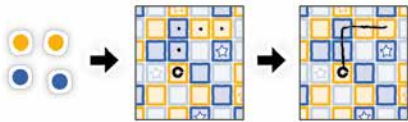
Exception: If a player rolls the same color on all four dice, they may adjust any three dice to a result of **their** choice. However, **one die must remain unchanged!**



After the roll, each player **may** extend **exactly one line** of their choice by **up to 4 squares**. Each die result can only be used once per player to extend a line. If all 4 dice are used, a line can extend 4 squares in a single turn.

Lines can only be extended to the next horizontal or vertical square, but they may bend as often as needed. Diagonal moves are not allowed.

If a player is unsure about their route, they can first mark the chosen path with dots and then connect them into a line (see example).



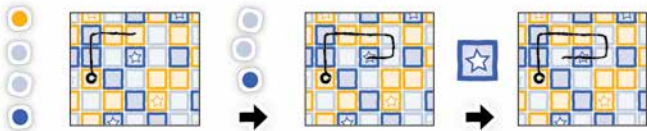
Once everyone has completed their move, the next player rolls the dice, and everyone **may** extend **exactly one line** by **up to 4 squares** again. The game continues in this way until the end.

Important Rules:

- Once a line has been extended, it can only continue from the last square it reached. Restarting from the original starting square is **not allowed**.
- Lines may **never cross** each other!

Bonus Stars

If a player **ends** their line extension on a **bonus star**, they may immediately **extend the line to any adjacent square**. This allows a line to be extended by up to 5 spaces in a single turn.



Players are allowed to deliberately end their movement on a bonus star, letting any unused dice go to waste. There is no requirement to use the extra step provided by ending on bonus star.

At the end of the round

Each player must now check whether any lines need to be canceled. To cancel a line, mark its endpoint with an **X**. Once canceled, the line cannot be extended further during the game.



- If a player has **not extended any of their lines**, they must **select any one** of their lines and **cancel** it.
- If a player has extended the selected line **only by a single square** during the round, they must **also cancel this line**. Of course the extra step for the bonus star counts towards the number of squares!
- In addition, all lines that can no longer be extended because there are no more free squares left next to them, **must** be canceled. This can affect the line that was extended during the round as well as lines that can no longer reach any further squares due to the extension of another line.



Important! It is **not permitted** (e.g. to bring about the end of the game prematurely) to **voluntarily cancel a line** that has been **extended by at least 2 squares!**

END OF THE GAME AND SCORING

If at least **one player has canceled all their lines** at the end of a round, the game ends for everyone after that round.

Now, mark all squares you didn't reach with a line using an **+** and total these for each row. *Both the starting squares of lines **⊙** and squares where lines were canceled (marked with an **×**) count as reached.*

Add up the totals for all rows. The player with the fewest unmarked squares overall wins the game.



In the event of a tie, the winner is the player with the fewest unmarked squares and the longest drawn line. **⊙** and **×** are included when calculating the length of a line.

INCREASING THE LEVEL OF DIFFICULTY

To make the game more challenging, you can increase the minimum number of squares by which a line must be extended in a single turn to 3 or even 4. This means that players must always extend a line by 3 or 4 spaces, or the line will be canceled.

Completing the board on difficulty level 3 is tough but achievable. However, no one has managed such a task on difficulty level 4 yet – good luck!

Note: LINO can also be played competitively with players using different difficulty levels! The difficulty level does not affect the comparability of final results.



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