

Niya is a two player abstract strategy board game. The game is layed out 4x4 tiles with two patterns per tile. Each player has eight playing disc of their color; player 1 tan, player 2 black.

The goal of the game is getting four of your color discs in a row, horizontal, vertical, diagonal or a 2x2 square. The player also win if the next player can not make a legal move.

On the first move, player 1 removes one of the border tiles and places their playing disc in that location. The removed tile is placed beside the game board. On all sequential following, each player chooses any tile on the board, remove it and it is placed on the side of the board. The chosen tile must have one matching pattern with the tile on the side of the board. If there are no matching patterns, then they loose the game. If there is no winner after all sixteen player discs on played, the ends in a tie.

Game controls:

Mouse input to choose tiles to remove.

Keyboard input <Y> or <N> to play again. <ESC> to switch between Window mode and Full Screen.