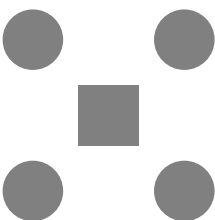
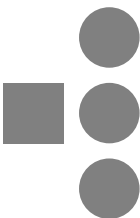
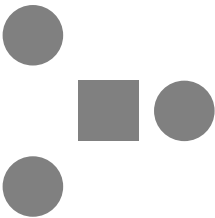
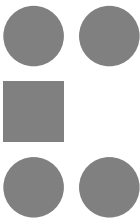


Rat

Ox

Tiger

Rabbit



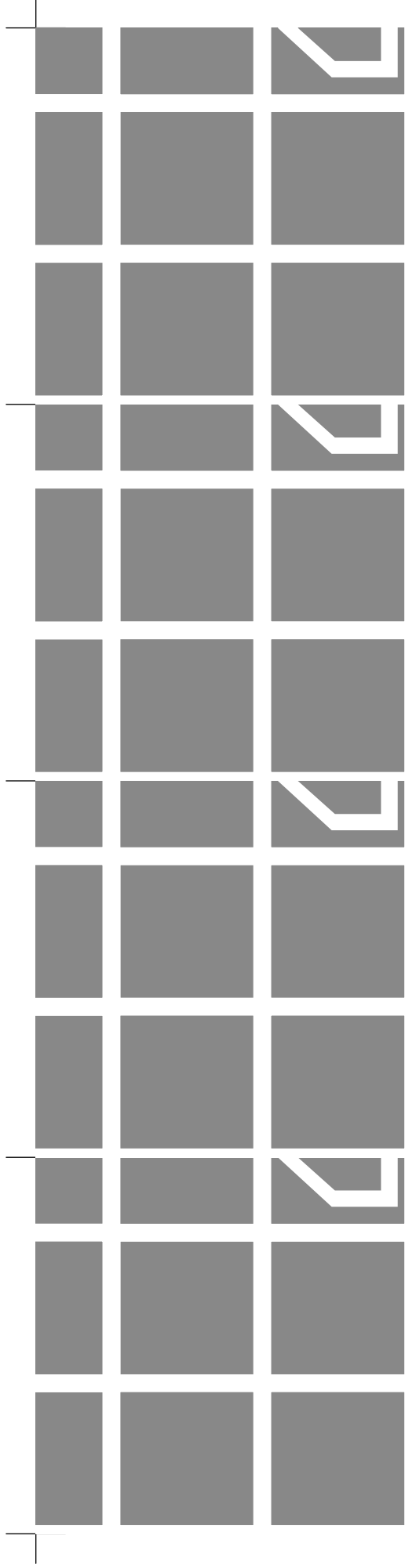
Dragon

Snake

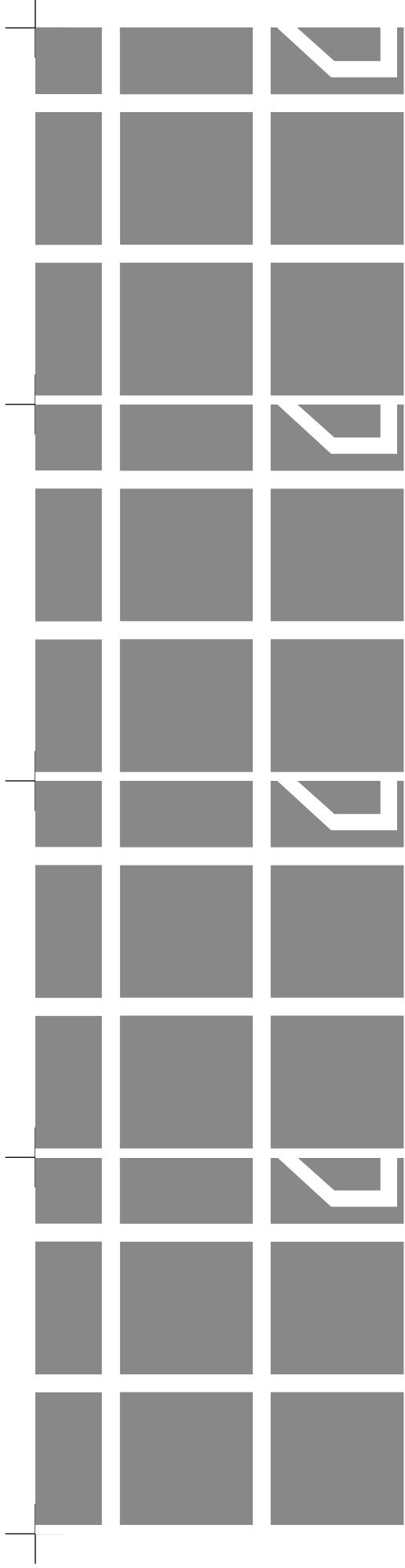
Horse

Sheep





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$$O_{n\ i} \quad O_{n\ i} \quad O_{n\ i}$$

$$+ \quad + \quad +$$



player's onmyo pawn



player's puppet pawn



opponent's puppet pawn

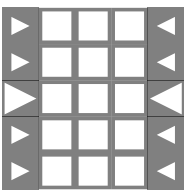


possible move location

Crane

Frog

Turtle



onmyo and
puppet pawns'
starting
positions



Monkey

Rooster

Dog

Boar



Rules for Onitama

Objective: Win by capturing your opponent's Onmyo pawn or moving your Onmyo pawn to your opponent's Onmyo's starting space.

Setup: Each player starts with 1 Onmyo pawn, 4 puppet pawns, and 2 spirit cards face-up. A fifth card is placed beside the board facing the first player.

Gameplay:

- 1. Players take turns choosing a spirit card to dictate pawn movement.
- 2. Capture opponent pawns by moving onto their square.
- 3. After moving, swap the used spirit card with the one beside the board.
- 4. Movement Restrictions: Cannot move pawns off the board or onto a square with a pawn of the same color.

Special Cards: Some cards have unique movement rules (e.g., Crane, Frog, Turtle). Choose one of the depicted options.

Turn Passing: If no legal moves are available, pass your turn but still swap the chosen card.

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t a m a t a m a t a m a