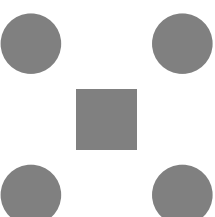
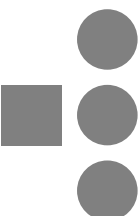
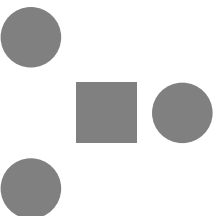
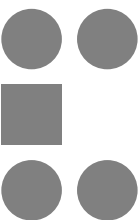


**Maus**

**Ochse**

**Tiger**

**Hase**



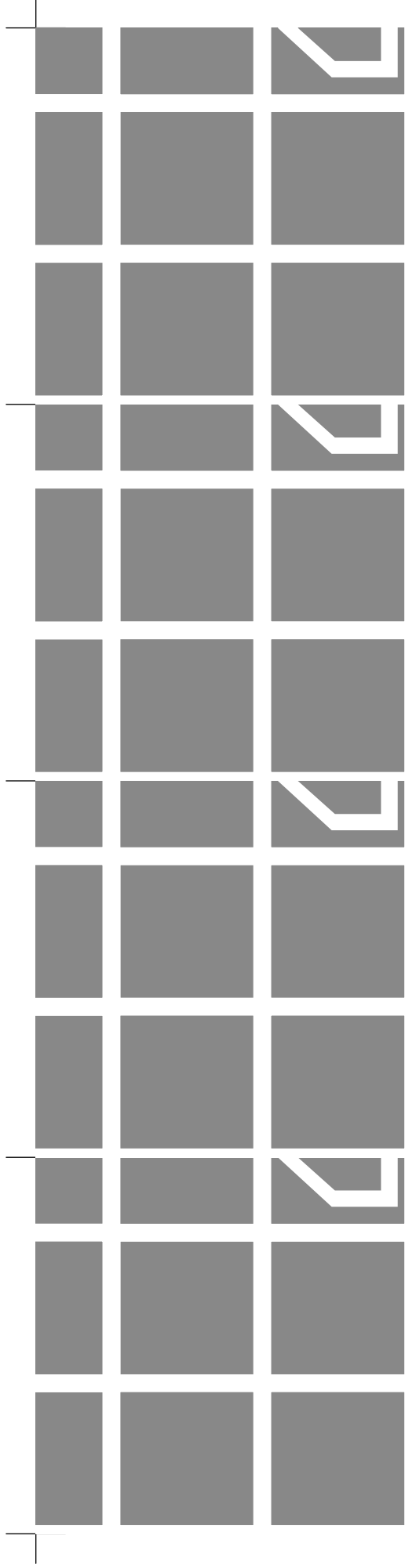
**Drache**

**Schlange**

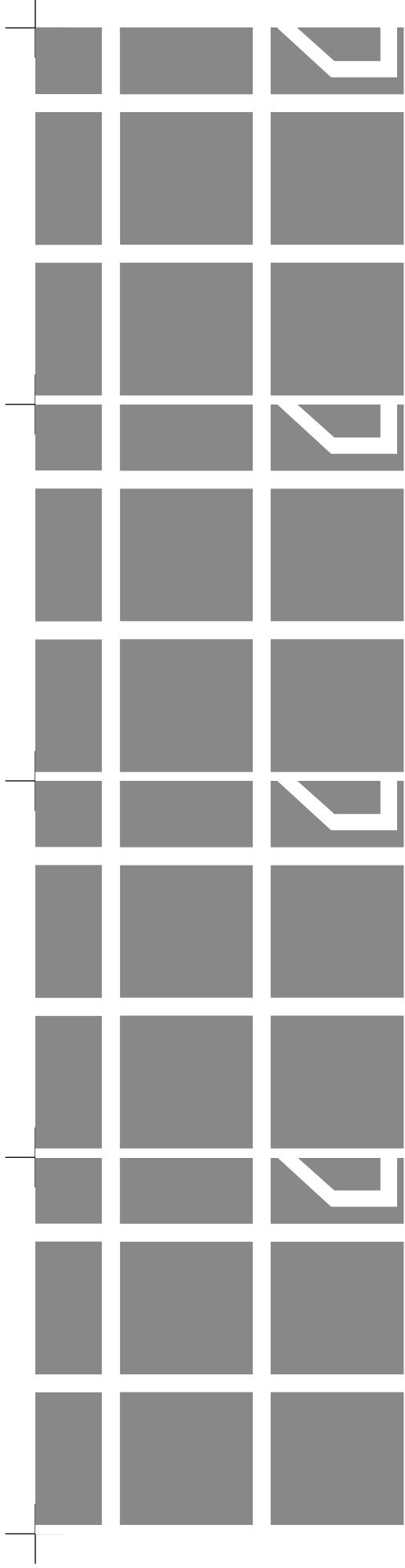
**Pferd**

**Schaf**



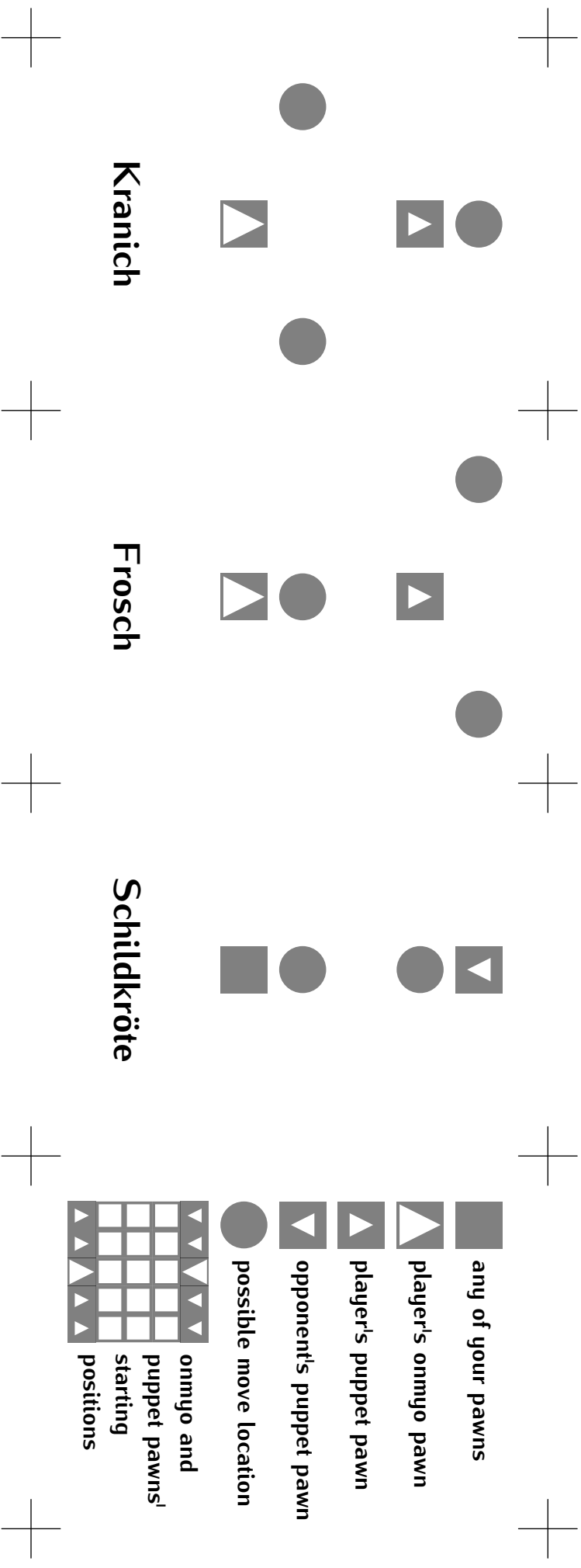


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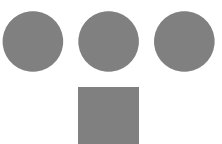
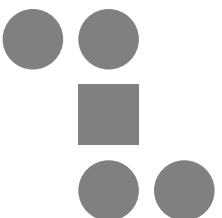
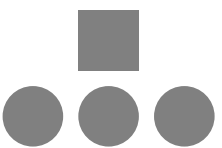
$$+ \quad + \quad +$$



# Kranich

# Frosch

# Schildkröte



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.

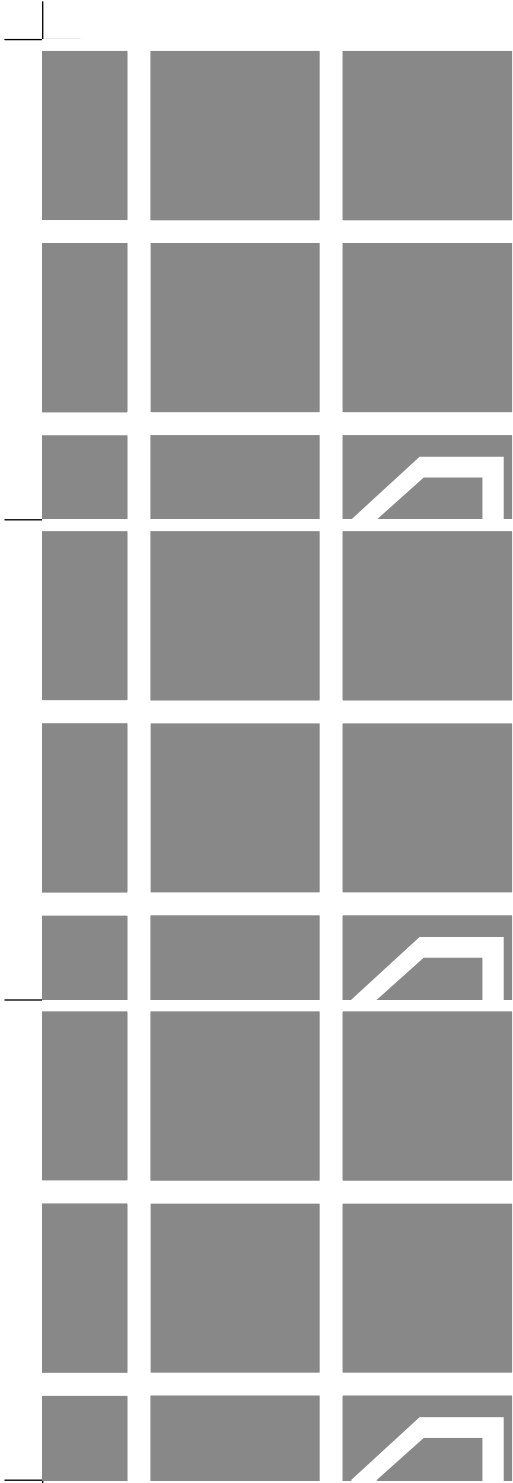
*Setup:* Each player starts with 1 Onmyo pawn, 4 puppet pawns, and 2 spirit cards face-up. A fifth card is placed beside the board facing the first player.

*Gameplay:*

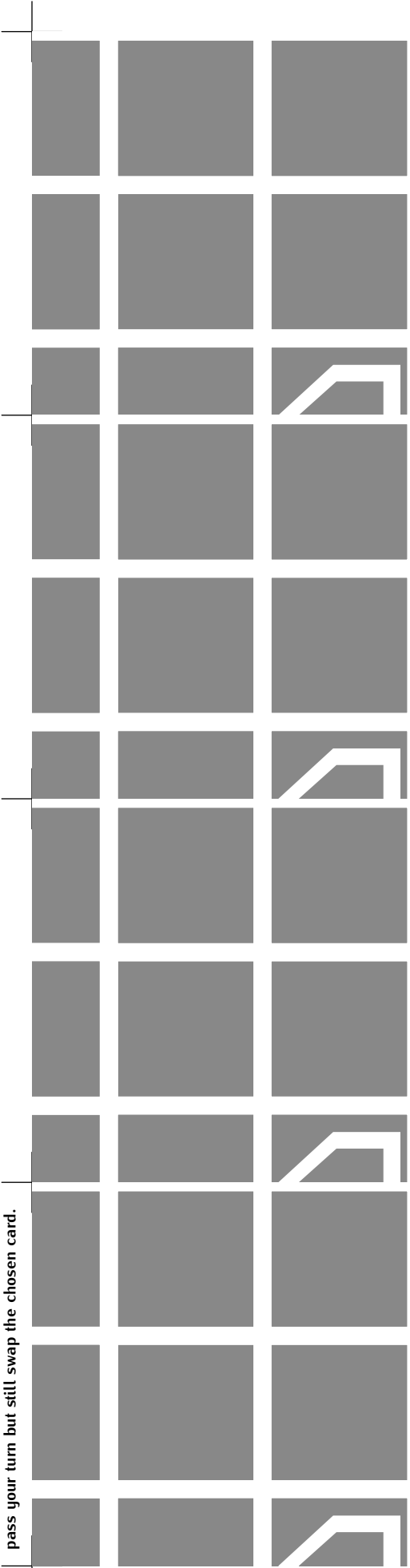
- 1. Players take turns choosing a spirit card to dictate pawn movement.
- 2. Capture opponent pawns by moving onto their square.
- 3. After moving, swap the used spirit card with the one beside the board.
- 4. Movement Restrictions: Cannot move pawns off the board or onto a square with a pawn of the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