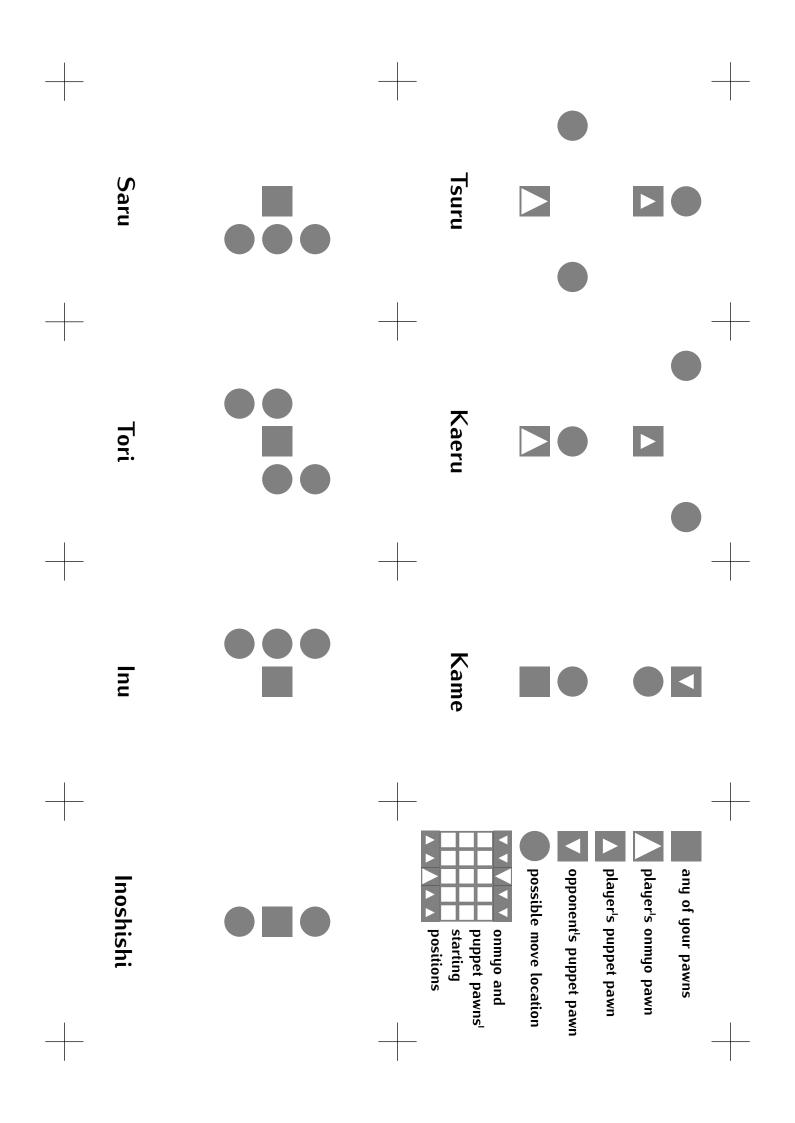


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your opponent's Onmyo pawn to rting space. th 1 Onmyo pawn, cards face-up. A e board facing the ing a spirit card by moving onto by cannot move Cannot move sed spirit ard d Cannot move	nave unique Frog, Turtle). pptions. /es are available, the chosen card.		ma
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. 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.		Onitama
Rules for (Objective: WOnmyo pawn your opponee Setup: Each 4 puppet pav fifth card is pfirst player. Gameplay: 1. Players to dictate pay 2. Capture their square. 3. After mowith the one with the one howns off the	Special movemen Choose Turn Pa		