



فأر



ثور



نمر



أرنب

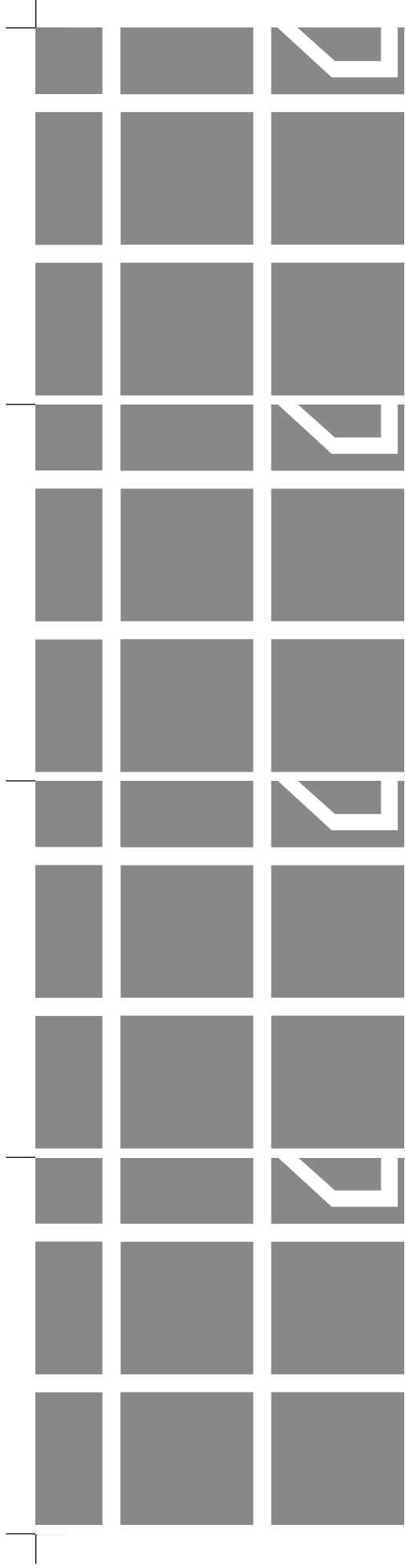


تین

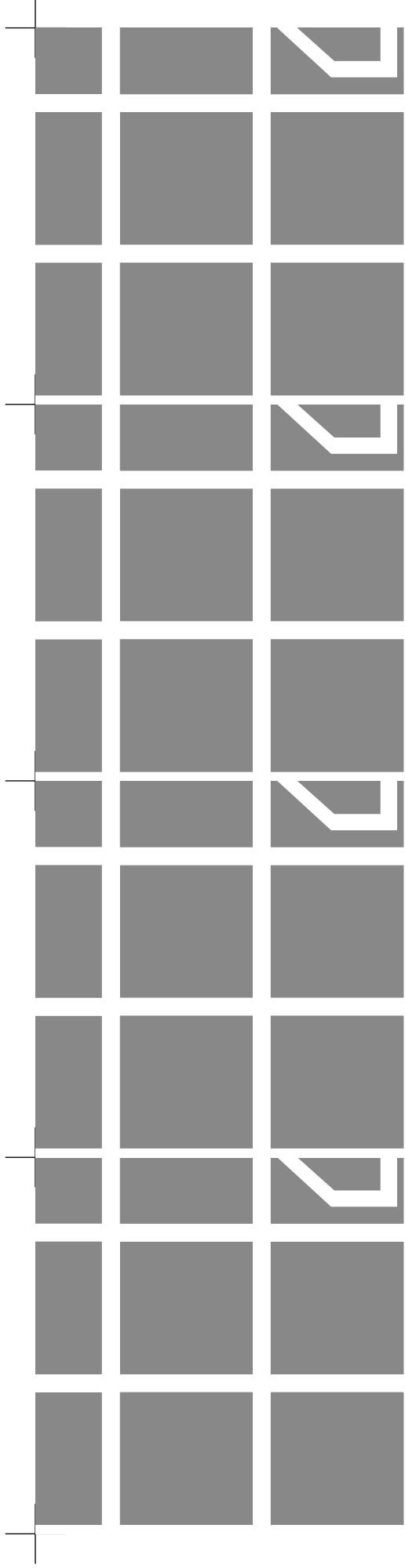
تعبان

حصان

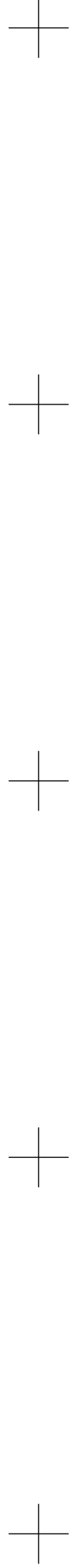
خروف



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any of your pawns

player's onmyo pawn

player's puppet pawn

opponent's puppet pawn

possible move location

onmyo and puppet pawns' starting positions

کرکی

ضفدع

سلحفاة

قرد

دیک

کلب

خنزیر بری

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.

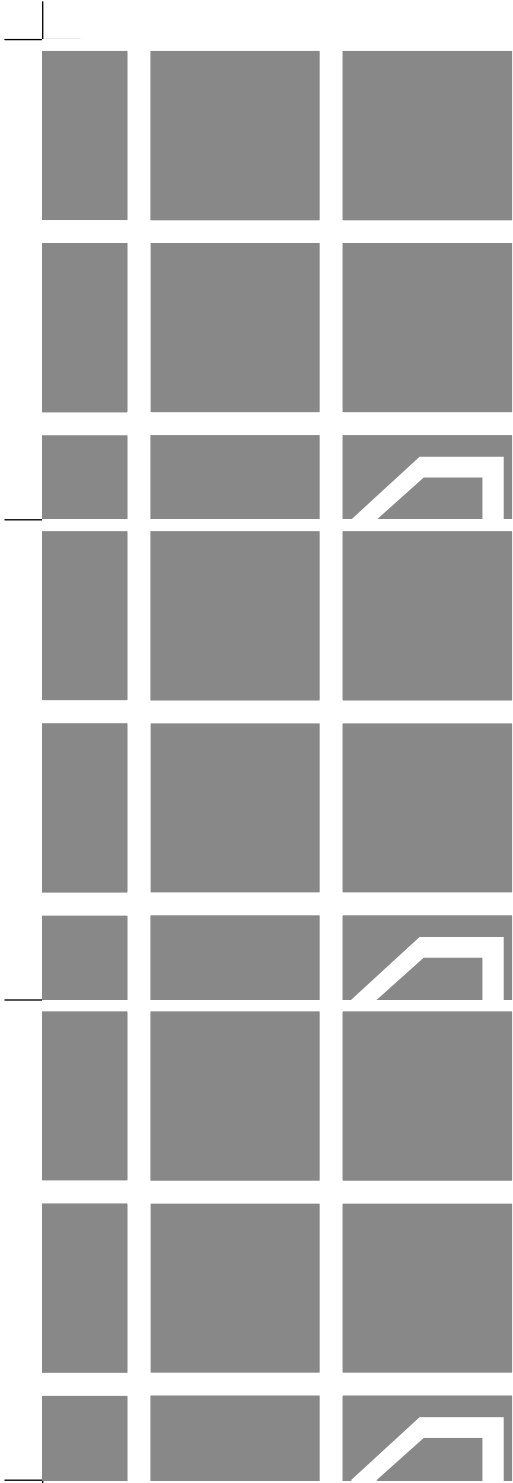
Setup: Each player starts with 1 Onmyo pawn, 4 puppet pawns, and 2 spirit cards face-up. A fifth card is placed beside the board facing the first player.

Gameplay:

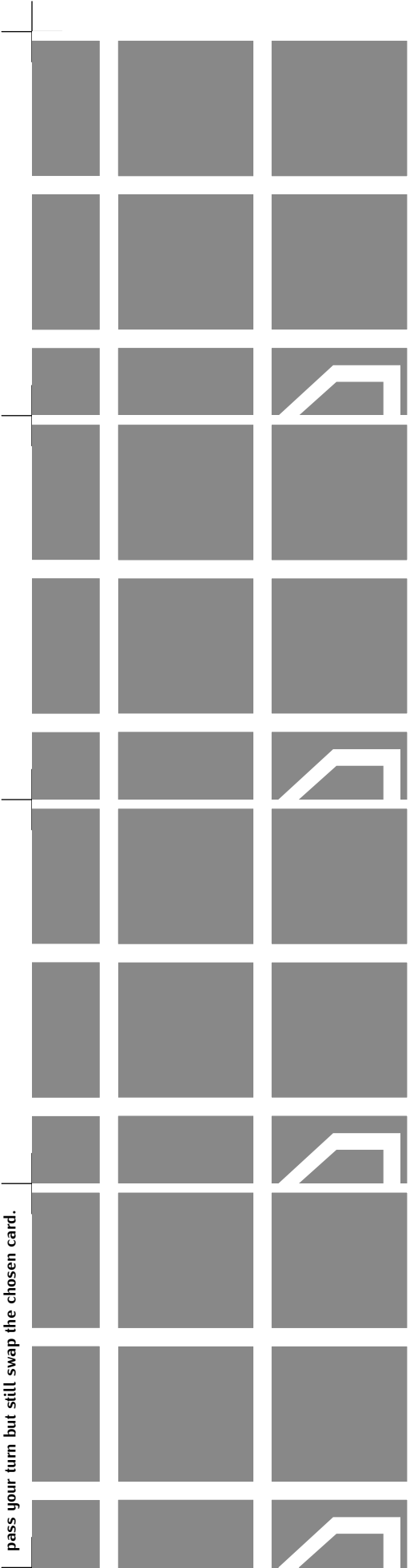
- 1. Players take turns choosing a spirit card to dictate pawn movement.
- 2. Capture opponent pawns by moving onto their square.
- 3. After moving, swap the used spirit card with the one beside the board.
- 4. Movement Restrictions: Cannot move pawns off the board or onto a square with a pawn of the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