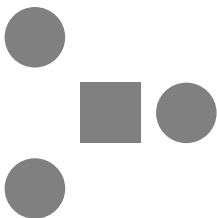


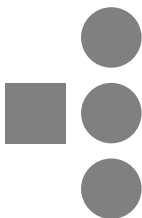
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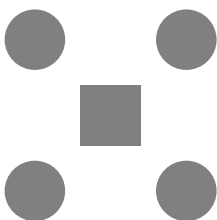
Burol



Tygr



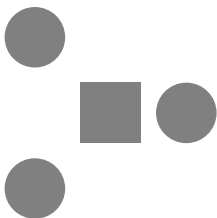
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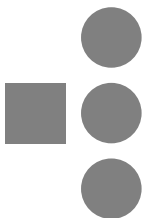
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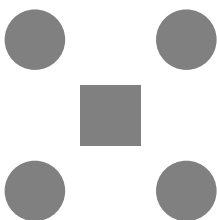
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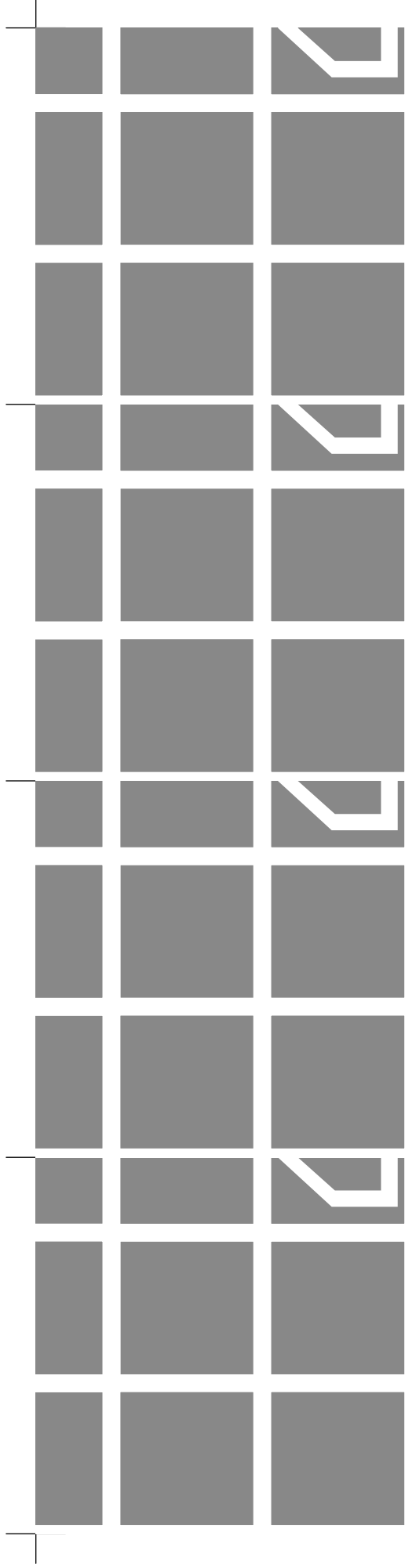


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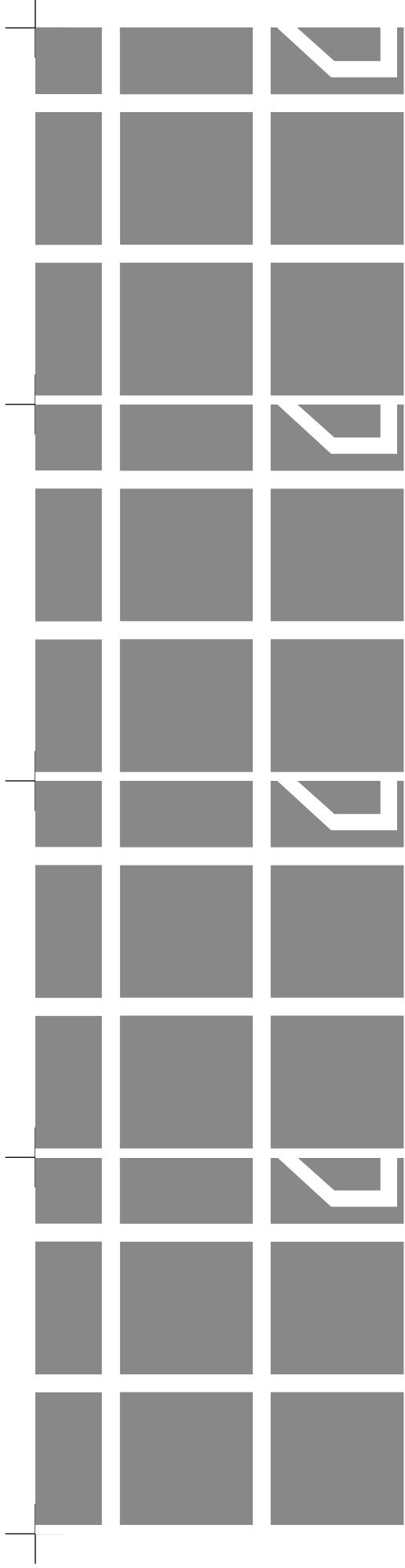


Koza





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



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

$$+ \quad + \quad +$$



any of your pawns

player's onmyo pawn



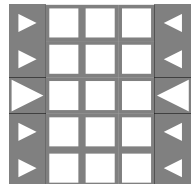
player's puppet pawn



opponent's puppet pawn



possible move location



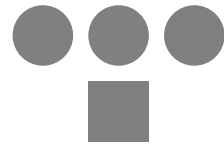
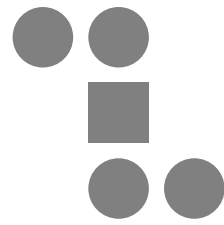
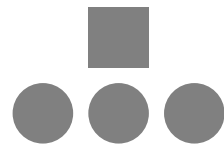
onmyo and
puppet pawns'
starting
positions



Jeřáb

Žába

Želva

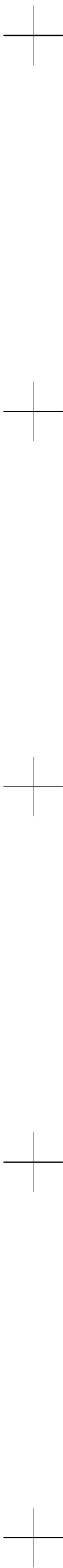


Opice

Kohout

Pes

Prase



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