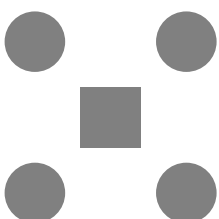
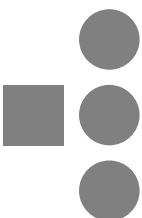
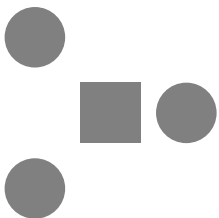
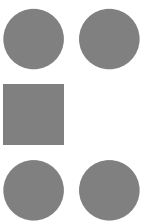


**Krysa**

**Buvol**

**Tygr**

**Zajic**



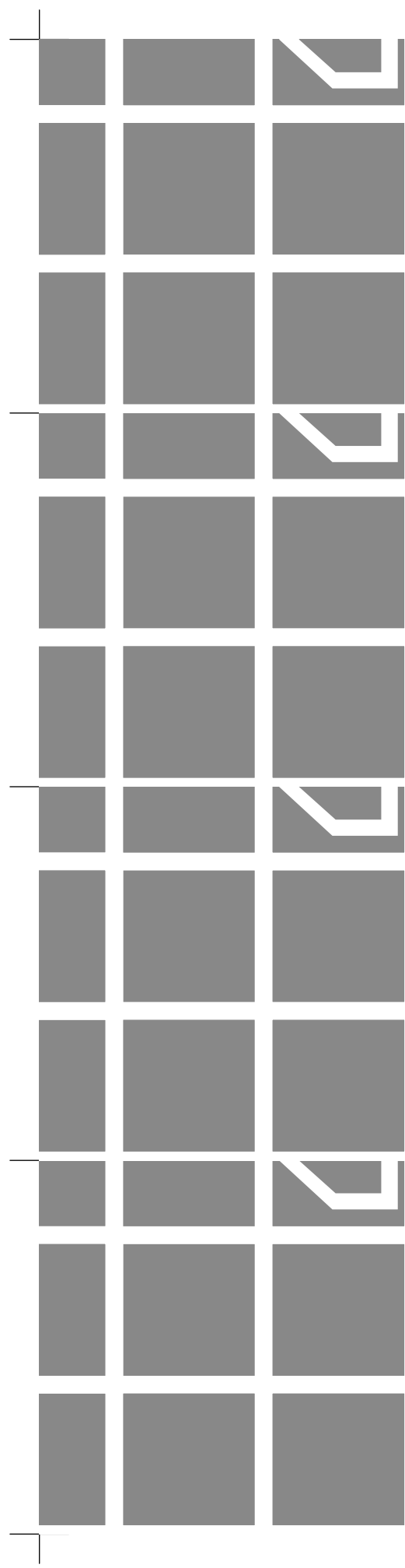
**Drak**

**Had**

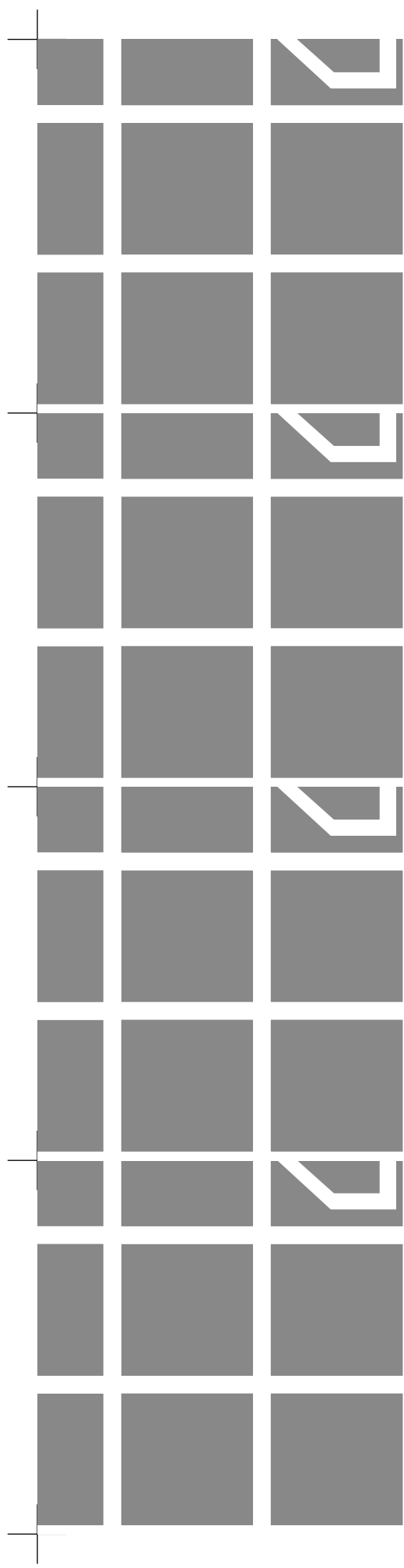
**Kuň**

**Koza**



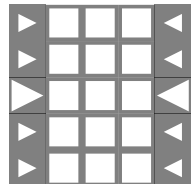


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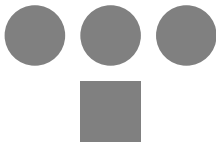
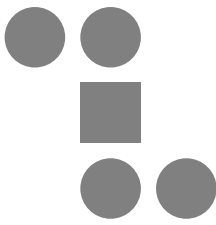
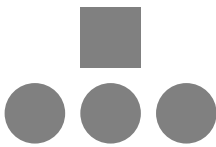
onmyo and  
puppet pawns'  
starting  
positions



**Jeřáb**

**Žába**

**Želva**

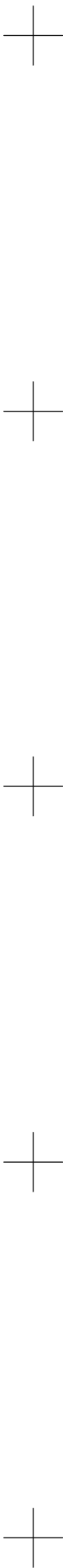


**Opice**

**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.

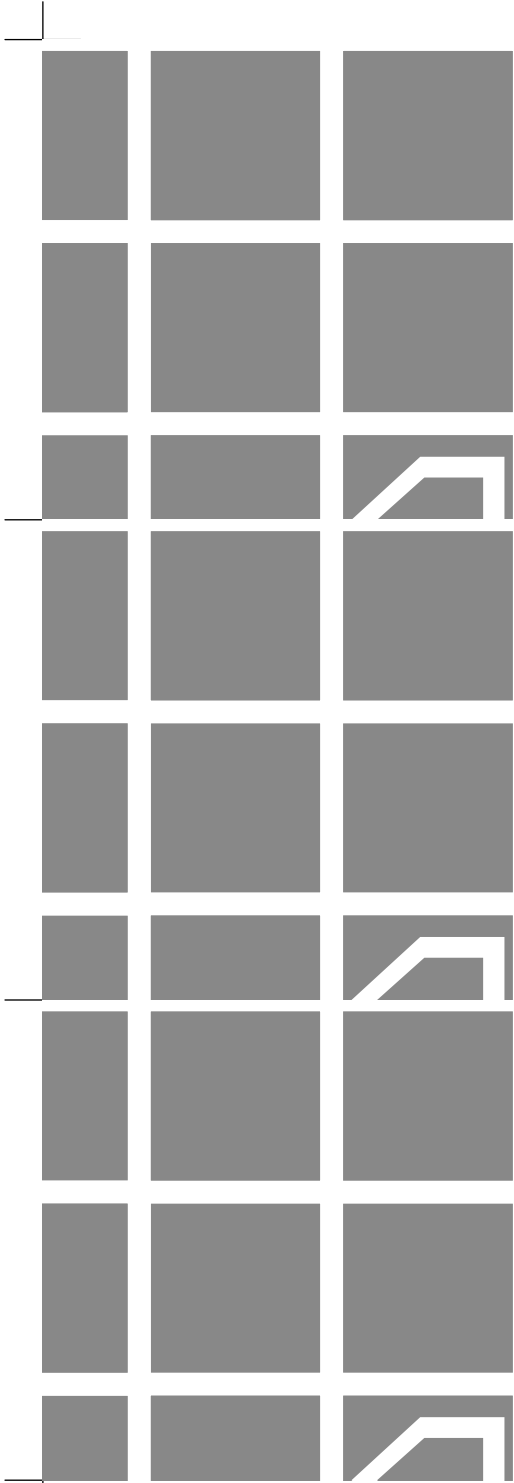
**Setup:** Each player starts with 1 Onmyo pawn, 4 puppet pawns, and 2 spirit cards face-up. A fifth card is placed beside the board facing the first player.

**Gameplay:**

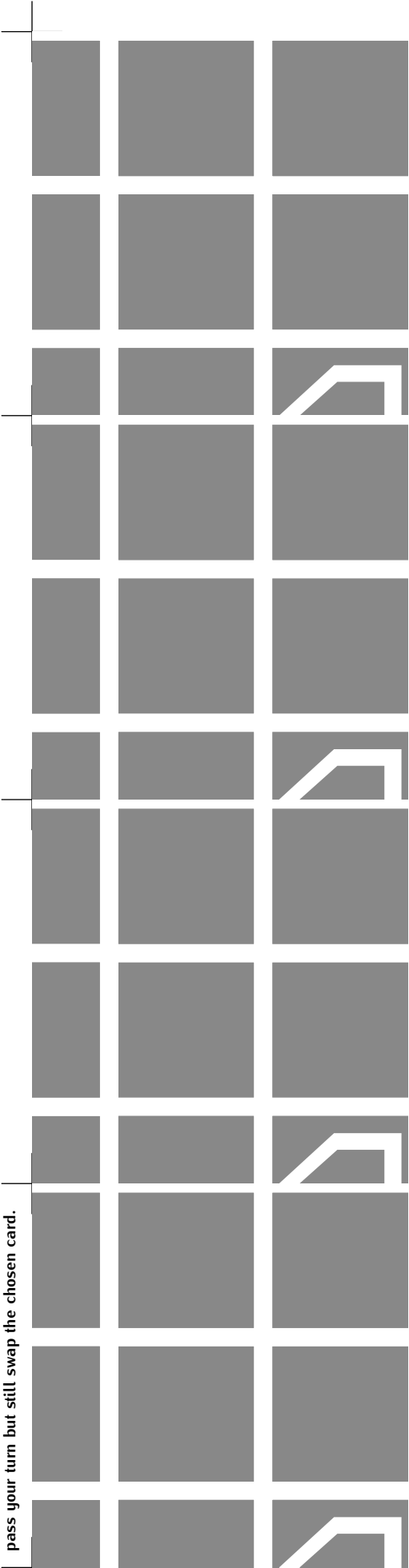
- 1. Players take turns choosing a spirit card to dictate pawn movement.
- 2. Capture opponent pawns by moving onto their square.
- 3. After moving, swap the used spirit card with the one beside the board.
- 4. Movement Restrictions: Cannot move pawns off the board or onto a square with a pawn of the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