

# Onitama

An abstract game for 2 players aged 8 and up.

Game design : SHIMPEI SATO (conception)  
Art direction : JUN KONDO (CYALAXY)



mail : conception24@gmail.com

## Introduction

In the peaceful Heian era, there were two siblings, children of a famous onmyo master.

Both children were of the opinion that they and not the other should inherit the title of onmyo master, and decided that they would show the other how skilled they were in controlling various spirits – or in other words, letting their own and their puppet's bodies be overtaken by their spirits.

## Contents

1 board  
1 rulesheet  
2 onmyo pawns  
8 puppet pawns  
15 spirit cards



×15

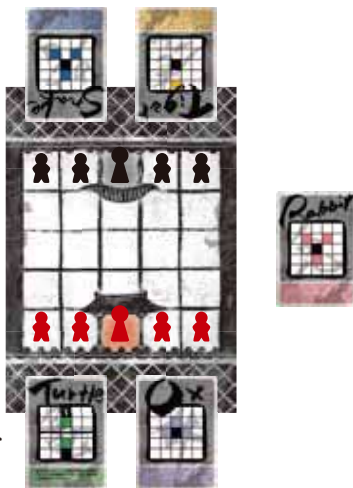


## Preparations

Arrange the board and pawns as shown on the figure below (line up the pawns on opposing sides of the board, the onmyo pawn on each respective middle square).

Decide who will go first.

Shuffle all the spirit cards, and give 2 to each player to place face up on their side of the board. Then draw a fifth card and place beside the board, so that it's facing the first player and is on his right side. The remaining 10 cards aren't used at all in the game and are placed back in the box.



The active player

## Goal of the game, end conditions

If you take your opponent's onmyo pawn, or place your onmyo pawn in your opponent's onmyo pawn's starting space, you win the game.

## Flow of the game

- ①. The player whose turn it is chooses one of his two cards and moves any of his pawns as shown on the card.
- ②. If he moves onto a square where a pawn of his opponent stands, that pawn is removed from the game.  
*\* Important : You cannot make a move that would either cause your pawn to move out of the board, or cause any pawn to move to another pawn of the same colour!*
- ③. The card that the player used is put beside the board on the player's left side, so that it faces the opponent (turn it 180°).
- ④. Lastly, the player takes the card that lies on the right side of the board. He can use that card next turn. Turn then goes to the opponent.

## Special spirit cards

Some of the spirit cards have special movement rules.

For example, the Ostrich and the Frog vary in movement depending on whether you move your onmyo pawn or one of your puppet pawns.

Also, the Turtle makes one of your own pawns take a step forward, or forces (if possible) your opponent's onmyo pawn to take a step forward.



## Special cases

If you find that you actually cannot use any of the cards legally, and only then, you pass your turn (none of your pawns will move). However, you still need to select one of your cards and place it on the left of the board, and take the card on the right side of the board.

Translator : Simon Lundström (Zimeon)

Onitama