

# Quick Tips (use along with the original instructions)

## Onitama (2 players)

### Setup:

- Arrange the **playmat** between the two players.
- Each player places their **Master pawn** on the temple arch in front of them and the **4 students** of the same colour on either side.
- Shuffle the **16 Move cards** and **deal 2 cards** to each player face up. Players place these 2 cards **facing up** at the end of their side on the playmat.
- **Draw 1 additional Move card** and look at the stamp in the lower right-hand corner. The colour of the stamp (blue or red) determines who will go first.
  - The player whose pawns match the colour of the stamp takes the card and places it facing up on the **right side** of the playmat.
- The rest of the Move cards will not be used during the game and can be put away.
- See page 1 of instructions *Game Setups* for pictures of the set up.

### How to Play:

- During your turn, choose 1 of the 2 Move cards in front of you and move 1 of your pawns (student or master) as allowed by the illustration shown on the card:
  - the **black** square space shows where your pawn is and starts
  - you can move their pawn to any 1 of the **grey** square spaces
  - you cannot make a move that would take your pawn off the playmat.
- If a move causes your pawn to land on a space where the other player's pawn already is – that pawn has now been **captured!** Move it off the playmat.
  - But just moving over or through a square with a pawn in it does not capture it! You must land on the square and end your turn there.
- Take the Move card you just used and place it to the left side of the playmat facing up. Then take the move card that is on the right side and place it at the of your mat with your remaining card. This ends your turn.

### Game End:

- Continue taking turns until **one** of the two winning goals are completed:
  1. A player **captures the other player's Master pawn** with a Master or pawn.
  2. OR a player successfully **moves their own Master pawn onto the opponent's Temple Arch space.**