

ONITAMA

RULES

SET UP

- 1) Player 1 places red pawns.
- 2) Player 2 places blue pawns.
- 3) The master goes on Temple Arch, students in a row beside.
- 4) Randomly pick 5 move cards.
- 5) Each player gets 2 move cards, placed in front of them.
- 6) The extra move card is placed on the side. The stamp colour shows which player goes first.

EACH TURN

- 1) **Choose** a move card to use. Black square is any pawn. The coloured square shows possible moves.
- 2) **Move** your pawn to a new square. If you land on your opponent's pawn, take it off the board. A pawn can't move off the board and can't land on a spot with your pawn.



- 3) **Card exchange.** Put the move card you used on the left side of the board facing your opponent. Pick up the extra move card.

HOW TO WIN

- 1) **Way of the Stone:** Capture your opponent's master.



- 2) **Way of the Stream:** Move your master onto your opponent's Temple Arch.



FOCUS QUESTIONS

- Which pawn are you going to move this time – master or student? Why?
- Why did you choose that card to use this turn?
- Which pawns can you move with that card?
- How do you figure out which square you can move a pawn to?
- Do you try to move close or far away from where your pawn started?
- How would you describe your pawn's movement this turn?
- Are you trying to move forward, diagonal, backward? Why?
- How did you plan to capture your opponent's piece?
- How do you keep your pawns out of your opponent's way?
- What card from your opponent do you really want? Why?
- Is there a card you have that you don't want your opponent to get? Why?
- Should you move the master earlier or later in the game?

