



WAY
OF THE
WIND

RULEBOOK

*Once again, rival schools
have come to Onitama to
see who has the dominant
Art. But something is
different this time: their
activity has attracted the
attention of a Wind Spirit!*

*This indomitable force will
interfere with the students,
but it may on occasion
grant an unforeseen
benefit as well...*

COMPONENTS

- 1 Wind Spirit miniature
- 2 Move Cards
- 8 Wind Spirit Cards

Note: You will need your original Onitama game in order to play.



SETUP

After you arrange the playmat as normal, place the Wind Spirit pawn in the centermost space of the game mat. *During the game, both players can move the Wind Spirit around the board, creating new choices and tactics!*



Choose 5 cards to play with: 2 Wind Spirit cards and 3 Move cards (from the original game and/or an expansion). You can decide which cards to use, or shuffle them and choose randomly.

Give each player 1 of the Wind Spirit cards (at random) along with 1 random Move card to start with. Place the last Move card in the middle of the table, as usual. The stamp on this card will determine which player goes first.

HOW TO PLAY

Play proceeds just like the normal game, except for these changes:

On Your Turn, you must play a card from your hand:

- If you play a regular Move card, you may use it (as normal) to move your Student or Master **OR** you can use that card to move the Wind Spirit **instead**. You may only do this if the Wind Spirit has a legal move (as shown on the Move card).
- If you play a Wind Spirit card in your hand, you may use it to move **two pawns**. Each Wind Spirit card shows 2 moves on it: a top move (1) and a bottom move (2).



The image shows a card for the Scorpion Wind Spirit. On the left is an illustration of a scorpion. Below it, the word "SCORPION" is written in large, bold letters. Underneath that is a quote: "Clamp your enemies, sting as with a venomous strike. Poison their resolve." To the right of the illustration are two numbered callouts, 1 and 2, each pointing to a 5x5 grid. Callout 1 shows a black Student and Master piece on the 3rd row, 3rd column, with red squares at (1,4), (2,4), (4,4), and (5,4). Callout 2 shows a blue Wind Spirit piece on the 5th row, 3rd column, with green squares at (1,2), (1,4), (2,2), (2,4), (3,2), (3,4), (4,2), and (4,4).

When you play a Wind Spirit card, you **first** use the **top move** to move your Student or your Master, just like normal. Then, if it is possible, you **must also** move the Wind Spirit as shown in the **bottom move**. If either move has no legal options, that move is ignored (the other move is still used).

MOVING THE WIND SPIRIT

- The Wind Spirit moves like any other pawn, following the move shown on a card. (As usual, the square grid will show you the way.)

- If the Wind Spirit lands on a **Student** pawn (friendly or enemy), it does not capture it. Instead, it swaps places with the other pawn. (A great way to advance one of your own pawns or thwart an enemy's position!)



- The Wind Spirit can never move into the same space as a master pawn (friendly or enemy).



- You can **never** move a Student or Master pawn onto the same space as the Wind Spirit. (Thus, the Wind Spirit can be used to "block" your opponent's moves!)



- Moving the Wind Spirit onto your opponent's Temple Arch space **does not** win the game. (You must prove your mastery over your rival to claim victory!)

- **Remember:** The Wind Spirit **cannot** capture another pawn, nor can it be captured itself.

ALTERNATE SETUP

Once you have mastered the *Way of the Wind*, you can change the game by using one (or more) of these alternative game setups:

Greater Wind Spirit

You can play the game with more Wind Spirit cards. This ensures that the Wind Spirit will move more often and have a higher impact on the game - both by swapping places and blocking moves. These games involve a lot more thinking and planning, and may take a little longer to play.

- **3 Wind Spirit cards, 2 Move cards:** Randomly deal each player 1 Wind Spirit and 1 Move card, and place the remaining Wind Spirit card in the middle of the table.
- **4 Wind Spirit cards, 1 Move card:** Randomly deal each player 2 Wind Spirit cards and place the Move card in the middle of the table.
- **5 Wind Spirit cards, 0 Move cards:** Randomly deal each player 2 Wind Spirit cards, and place the last Wind Spirit card in the middle of the table.

Lesser Wind Spirit

You can also play the game with fewer Wind Spirit cards. These games are faster and simpler to play.

- **1 Wind Spirit card:** Randomly deal each player 2 Move cards then place 1 Wind Spirit card in the middle of the table.
- **NO Wind Spirit cards:** You can play the game without any Wind Spirit cards! Play the game as normal, using only regular Move cards. Players can still use their Move cards to move one of their pieces or the Wind Spirit.

An illustration of Robin Hood and a Merry Man. Robin Hood is on the left, wearing a green turban and a green tunic with a brown sash, looking towards the right. The Merry Man is on the right, with long, curly red hair, wearing a green tunic and a dark hood, looking down. The background is a dark, misty forest.

SHERIFF

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