



Onami

Credits:

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Art: Dazy for Line Art Studios

Business Operations: Brad Ellis

Promotional Support: Wes Walker





Overview:

Onami is a strategic card game rooted in Japanese culture.

Players draw cards from a deck of 49 cards. Each card has 4 numbers on it representing a direction (North, East, South, and West).

The action takes place within a 5x5 grid of squares, where opponents lay claim to territories via card and gaming token placement. Working off a greater than-less than scenario, you gain power by taking control of your neighbor's holdings which can be done in a single move or a more powerful 'wave' of play. *Onami is easy to learn yet possesses enough complexity to keep even the most diehard gamer coming back for more.*

Setup:

1. Start by laying out the board on a flat surface.
2. Then each player will draw cards from the shuffled deck. Draw 5 cards in a 1-4 player game or 4 cards in a 5-6 player game.
3. There are two different sets of player markers provided. Each player gets an assigned color.
 - If you are playing a 2 player game, use the two sided tokens.
 - If you are playing a game with 3 or more, use the six sided dice.

Whoever last saw the ocean goes first. Rotate first player in future games.

Card Placement:

On your turn, place a card on the board inside one of the squares that is not already taken. You may orient the card in any direction you desire. You will then place your token on the card with your color facing up. This indicates your control of that square.



The Wave:

After placing the card, examine the numbers on the card and the adjacent numbers on other cards next to it that you do not control. If the number on your card is greater than the adjacent card, you can take control of that square by changing the token so that your color is facing up.

In addition to that, you can potentially chain react and take control of other squares following the same rules. The number of cards you can affect is equal to the number on your initially placed card minus the number on the adjacent card. Each square you take control of needs your token on the card with your color facing up.

You cannot chain react through cards that you already control.

A wave stops when:

- It reaches the border of the game board
- It reaches a square you already control.
- The adjacent card has a larger than or equal number.
- It has run out of power. You only get wave power from the original card placed. Power is based on the difference between that card's number and the adjacent card's number.

Examples:

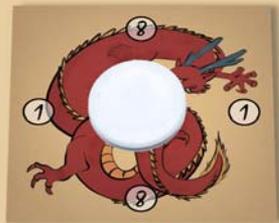
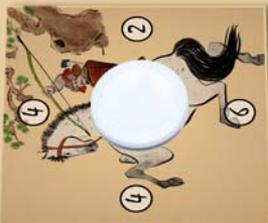
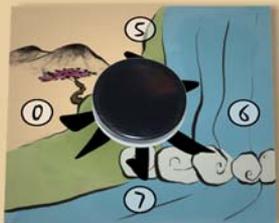
You place the card on the left that has a 7 on the east face. The adjacent card to the right of it has the number 6 on its west face.



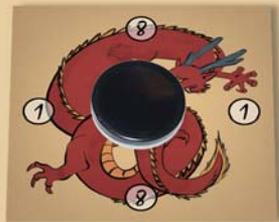
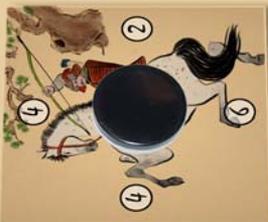
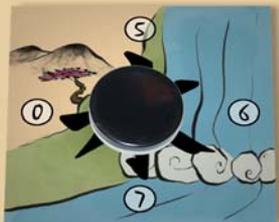
That would allow the player to only take control of that one card.



Example 2, you place the card on the left that has 6 on the east face. The adjacent card to the right of it has the number 4 on its west face.

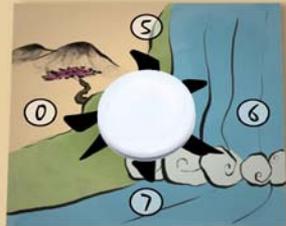
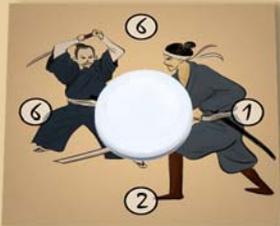


Because 6 minus 4 is 2, the player of the black token would be allowed to take control of potentially two cards.

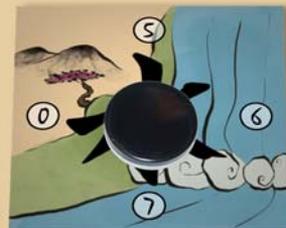


For the wave to continue, the card taken must have a number on any face that is greater than a number on an adjacent card you do not control.

Example 3, a wave can travel in multiple directions from one card placement. In a scenario such as this, where the middle card was just placed:



On the card to the left, our 4 beats their 1 by 3. On the card on the right, our 2 beats their 0 by 2. In this case, the wave could potentially capture 3



cards to the left and 2 cards to the right. The wave would keep traveling in both directions. Waves can also turn, as long as the rules regarding when a wave stops are followed (see page 6).

Ending Your Turn:

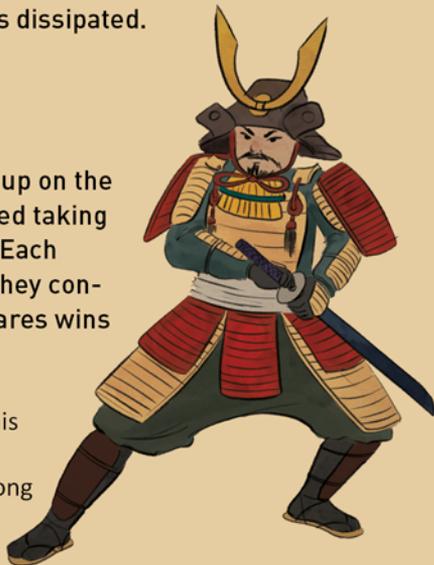
To indicate your turn is over, draw a new card. It is the responsibility of the player that played the card to flip the control of squares. Once you draw your card, your turn is over. Any squares missed are lost and are retained by the current owner.

Once your turn is over, the next player begins their turn, proceeding clockwise. Play continues until all squares have been filled with cards and the last wave has dissipated.

Winning the game:

Once all the squares have been filled up on the table and the last player has completed taking control of squares, the game is over. Each player will count how many squares they control and the player with the most squares wins the game.

In the event of a tie, you may arbitrate this however you wish. For example, you can leave it a draw or play another game among those who have tied.





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Ages 8 and Up



15 ~ 30 Minutes



2 to 6 Players

How to Play



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