

# Learn to play SENET!



## What is Senet?

*Senet* is an ancient Egyptian board game that has been played for thousands of years. The famous pharaoh Tutankhamun was buried with senet in his tomb! Use this guide to create your own senet game and learn how to play like the ancient Egyptians.

## Creating Your Game

Use the game board provided or make and decorate your own. Draw a 10-column by 3-row grid and number each square from 1-30, like the picture.



Create the “four fingers” by coloring four craft sticks all one color on one side and black on the other side. These are your dice.



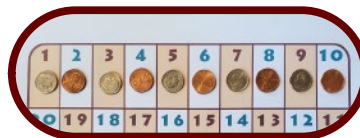
Pick 10 game pieces or tiles. These can be anything, such as pennies and dimes. Since senet is for two players, each player must

have five game pieces that are the same color, but different from their opponent's.



## Play Instructions

To begin, each player takes five matching game pieces and sits on opposite sides of the board. The first player places their pieces in “houses” (squares) 1, 3, 5, 7, and 9 of the first row. The second player places their pieces in houses 2, 4, 6, 8, and 10 of the first row. Only one piece can occupy any one house at a time.



To begin play, player one takes the fingers and throws them into the air. When they land, count the number of color and black sides showing up and move a piece as follows:

- 1 color side up = move one house and toss again
- 2 color sides up = move two houses and lose turn
- 3 color sides up = move three houses and lose turn

- 4 color sides up = move four houses and toss again
- 4 black sides up = move five houses and toss again

Pieces move towards the end of the first row (house 10), turn the corner, and move down the second row from house 11 to 20, then turn again and move from house 21 to 30. The first player to move all their pieces off the board at the end of the last row wins!

## Moving Pieces


You can jump over pieces in your way to complete your move. You must move one of your pieces the full number of houses indicated. If you cannot, you cannot move and you lose your turn. You cannot end your move on a house occupied by one of your own pieces. Therefore you must end your move on an empty house or one occupied by the other player.


## Capturing Pieces


If you end your move on a house occupied by your opponent, you capture that piece. Move the captured piece back to the house where you started; you trade places! Beware: If two or more of the same player's pieces are in a house next to each other, each piece is protected and cannot be captured.


**See next page for special rules!**


## Special Rules

 Square 15: House of Rebirth. A piece can stay there until you choose to move it again.

 Square 26: House of Happiness. You may not jump over this house (why skip happiness?), and you must land each piece there. You may keep the piece there until you choose to move it again.

 Square 27: House of Water. When you land a piece on the House of Water, move it straight back to the House of Rebirth.

 Square 28: House of the Three Truths. After landing in this house, you can only move a piece off the board by throwing a three.

 Square 29: House of Re-Atum. After landing in this house, you can only move a piece off the board by throwing a two.

1	2	3	4	5	6	7	8	9	10
20	19	18	17	16	15	14	13	12	11
21	22	23	24	25	26	27	28	29	30

The board is a 3x10 grid of squares. The top row contains squares 1 to 10. The middle row contains squares 20 to 11. The bottom row contains squares 21 to 30. The squares are colored in a checkerboard pattern: squares with an even number (1, 3, 5, 7, 9, 11, 13, 15, 17, 19, 21, 23, 25, 27, 29) are light orange, and squares with an odd number (2, 4, 6, 8, 10, 12, 14, 16, 18, 20, 22, 24, 26, 28, 30) are white. Special rules are indicated by symbols in specific squares: an Ankh symbol in square 15, a Sphinx symbol in square 26, wavy lines in square 27, three dots in square 28, and an Eye symbol in square 29.