

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
									

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

SENET



An Ancient Egyptian Board Game

HOW TO PLAY

Senet is an ancient Egyptian board game that was played thousands of years ago. The exact original rules are uncertain, as no complete set of rules has survived. This version uses a classroom-friendly reconstruction based on clues from ancient Egyptian art and modern research.

GAME SETUP

The board has 3 rows of 10 squares, numbered in an S-shaped path from 1 to 30. Each player starts with 7 pawns. The pawns alternate along the first 14 squares, with one player on square 1, the other on square 2, and so on. Coins, buttons, or other small markers may be used as pawns.

OPENING SETUP (FIRST 14 SQUARES)

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

● = Player 1 pawn

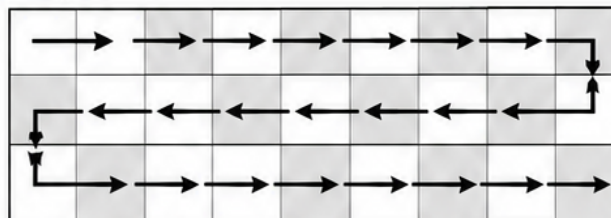
○ = Player 2 pawn

GAMEPLAY BASICS

- Players take turns.
- Roll the sticks (see page 2) to determine how many spaces to move.
- Move one of your pawns that many spaces.
- If you land on a square with an opponent's pawn, you may swap places with their pawn.
- The winner is the first player to move all of their pawns off the board.

THE BOARD

Pawns move along the board in an S-shaped path, starting at square 1, moving right to 10, then left to 11, then left to 20, then right to 30.



SPECIAL SQUARES



Square 15: House of Rebirth

This is the starting square and the return square for pawns that are sent back.



Square 26: House of Happiness

A mandatory square for all pawns.



Square 27: House of Water

A pawn that lands here may be sent back by the pawns on squares 28 to 30 and must return to square 15.



Square 28: House of the Three Truths

A pawn may only leave this square when a 3 is thrown.



Square 29: House of the Re-Atum

A pawn may only leave this square when a 2 is thrown.

TURN SUMMARY

1

Roll the sticks (page 2).

2

Count your move (1, 2, 3, 4, or 5).

3

Move one pawn that many spaces.

4

Swap with an opponent if you land on their pawn.



ROLLING WITH THE STICKS

Moves, Examples, and Blocking



THE THROWING STICKS

Four throwing sticks are used in Senet. Each stick has one black side and one white side. The number of black sides facing up determines the throw, except that all white sides up counts as 1 point.

THE FOUR STICKS



Each stick has one black side and one white side.

SCORING THE THROW

Count the number of black sides facing up to find your score. All white sides up counts as 1 point.

STICK RESULT	POINTS
 All white sides up (0 black)	1
 1 black side up	2
 2 black sides up	3
 3 black sides up	4
 4 black sides up	5

HOW TO USE YOUR ROLL

- 1 Roll the four sticks.
- 2 Count the points (use the chart above).
- 3 Choose one of your pawns.
- 4 Move that pawn the number of spaces shown, along the S-shaped path on the board (see page 1).

IMPORTANT NOTES

- Players move one pawn per roll.
- Only one roll is used each turn.
- Use coins, buttons, or other counters if traditional pieces are not available.
- Page 1 contains the board setup and a description of the special squares.



EXAMPLE MOVES

Here are some common moves and what happens.

EXAMPLE A: MOVE FORWARD

A pawn rolls a 3 and moves forward 3 spaces along the path.



The pawn moves 3 spaces from square 1 to square 4.

EXAMPLE B: SWAP PLACES

A pawn lands on a square with a single opponent pawn and swaps places with it.



Your pawn moves to square 8, swapping places with the opponent's pawn, which moves to square 7.

EXAMPLE C: EXACT ROLL TO LEAVE

A pawn is near the end and must roll the exact number needed to leave the board.

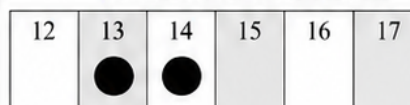


The pawn must roll a 1 to move from square 29 to 30 and leave the board. A higher roll cannot be used.

BLOCKING

Two friendly pawns standing next to each other form a block. An opponent may not land on that block or pass through it. Single pawns are vulnerable and can be landed on (and swapped), but a pair of pawns protects itself.

A BLOCK OF TWO PAWNS



The two pawns on squares 13 and 14 form a block. An opponent may not land on either square or move through them.

