









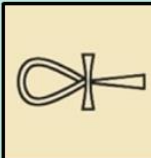
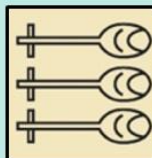
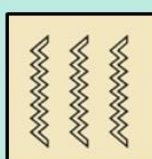
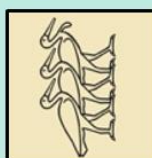


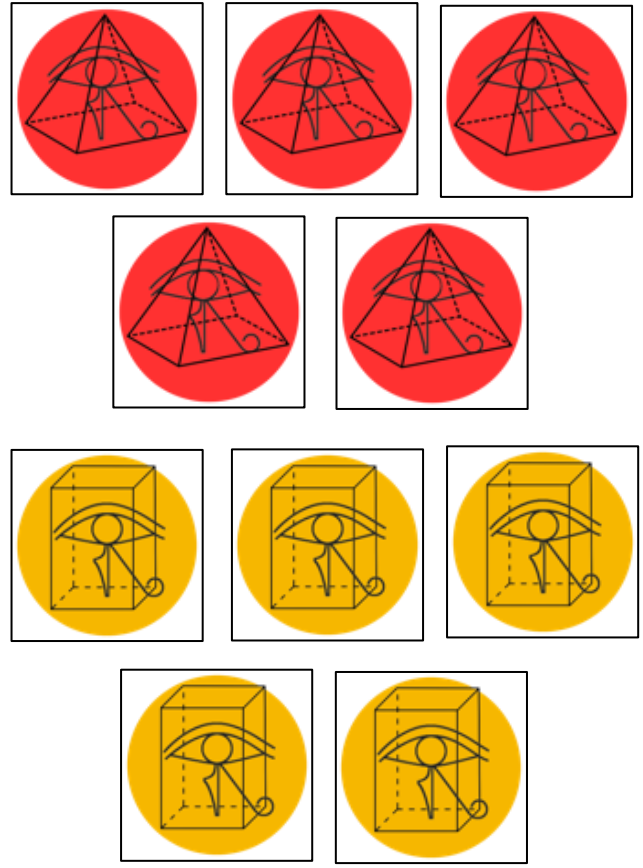


Gameboard and pieces for SENET

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	



RULES The game pieces (or counters) are arranged as shown at the start and move through the squares, (called houses) in the order shown by the numbers, the piece on house 10 moves first. In turn, the players throw the 4 sticks to determine the number of houses to move, and they can jump over other pieces. If they land on one of the opponent's pieces, they move it back to the start and take over that house. If they are blocked in and cannot move, they lose a turn. Players must always make a move if they can.

BLOCKING

If a player has 2 or more pieces in a row then they are safe and cannot be taken but both players can jump over them.

A row of 3 or more of the same players' pieces together are safe and they form a block which the opponent cannot jump over.

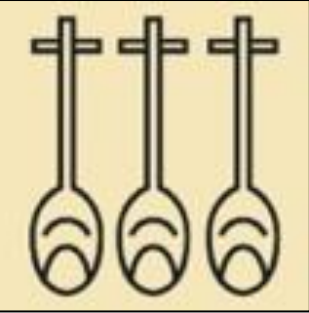
A piece on the House of Happiness is a block because all pieces must visit it and no 2 pieces can occupy the same space. You cannot land on one of your own pieces, you must make a different move with another of your pieces. If you can't make a different move you lose your turn.

THE SPECIAL HOUSES



Square 15. **The House of Rebirth**

This is a safe space, and you get a bonus throw if you land there.



Square 26. **The House of Happiness**

This is a safe space, and you cannot go past it without stopping on it. Even if your throw would take you past you must stop there anyway.



Square 27. **The House of Water**

Here you drown in the river Nile and go back to the House of Rebirth but you don't get a bonus throw.



Square 28. **The House of Three Truths**

This is a safe space; you get a bonus throw. You can only move if you toss a 3.



Square 29. **The House of Ra Atum – the primordial god**

This is a safe space; you get a bonus throw. You can only move if you toss a 2.



Square 30. **The House of Ra Horakhty – dual deity of Ra and Horus**

This is a safe space; you get a bonus throw. You can only move if you toss a 1.



Stick dice can be made from lollipop sticks.

ROLLS OF THE STICK DICE

1 white side up: move 1 house and toss again (bonus throw).

2 white sides up: move 2 houses and lose a turn.

3 white sides up: move 3 houses and lose a turn.

4 white sides up: move 4 houses and toss again (bonus throw).

4 black sides up: move 5 houses and toss again (bonus throw).

When you get a bonus throw you can move any of your pieces.

For a piece to get home from the last three houses the player must throw exactly 3, 2 and 1.