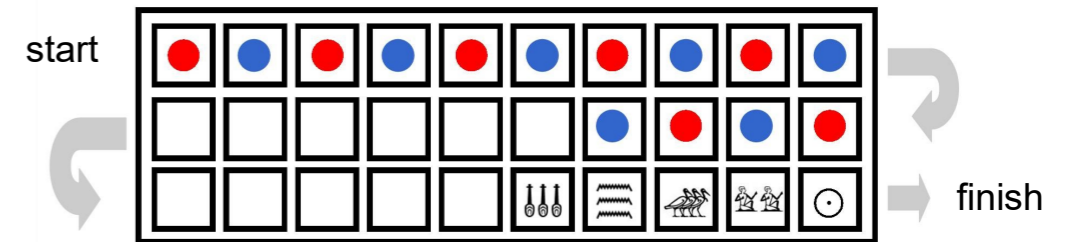


Senet (The Gateway) Ancient Egypt

You will need: 14 counters, 7 of one colour, 7 of another colour. 1 die.



1. Lay the pieces out as shown on this diagram. The aim is to move from left to right along the first row, down to the middle row, back across the board from right to left and then down and across left to right again to finish, in a sort of backwards S shape. The first person to get all of their pieces off the board wins. You can only move forwards.
2. The first player throws the die to begin, and moves one of their pieces forward. You can start with any piece but your first move must be to a blank square. You need scores of 1 to 5 only for this game, so if you roll a 6 you miss your turn.
3. A piece may land on an empty square or swap places with an opponent's undefended piece.
4. Two pieces of the same colour next to each other defend one another and cannot be swapped.
5. Three pieces of the same colour in a row cannot be overtaken by any of the opponent's pieces.
6. The last five squares have special meanings. Most of them are safe squares, so your opponent cannot land on you and swap with you, but beware the water square!



Safe square,
you must throw
5 to finish



Water square -
take your piece
right back to
the beginning!



Safe square,
you must throw
3 to finish



Safe square,
you must throw
2 to finish



Safe square,
you must throw
1 to finish

