Senet Game of the Pharaohs





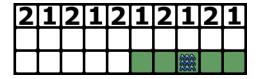
To move all of your playing pieces off the game board before your opponent does.

GAME SET UP

Senet is a two-player game. Each person needs 5 markers that are similar to each other but different from the other player's pieces (example: player 1 could use pennies and player 2 could use nickels). Both players also need a set of throw sticks. To make a complete set of throw sticks, first get 8 popsicle sticks. Color one side of each stick with a permanent marker. Leave the other side plain. Give 4 to each player.

THE RULES

Both players set up their markers along the top of the board, alternating the markers belonging to player 1 with those belonging to player 2 (see diagram).



Markers move in a reverse S path: to the right on the first row, to the left on the middle row, and to the right on the bottom row.



- 1. Both players take turns tossing their sticks until one person gets 1 point (see scoring chart).
- 2. The winner goes first and tosses his sticks. He moves any one of his markers ahead by however many points he just earned. If he gets a 1, 4, or 6, he can go again.
- 3. Markers can NOT go backwards.
- 4. You can not land on your own markers although you can pass them.
- You can also pass your opponent's markers, unless if he has two in a row. This is a good strategic way to create a blockade! Players can only pass their own double markers.
- If you land on any one of your opponent's markers, put that marker back on the spot you just came from. But, you can not land on an opponent's markers if there are two in a row.
- 7. Only the last 5 squares are the ones where both players can safely land.
- 8. Watch out for the Nile in the last five squares. If you land on it, you have to go all the way back to the beginning! You can skip a turn to avoid landing in it, but you also have to give up any extra tosses you may have won on your turn.
- 9. To get off the board, you have to get the exact toss needed to land on the last square.

SCORING CHART

Sticks	<u>Points</u>	Toss again?
	6 points	toss again
	1 point	toss again
	2 points	don't toss again
	3 points	don't toss again
	4 points	toss again



