

# Senet

Origin: Egypt, ~2650 BCE. AKA 30 squares

Players: 2

Pieces: 7 markers of a single color per player (e.g. light and dark), 1 4-sided die.

OBJECTIVE: Move all your pieces from start to finish.

RULES: The true rules are lost to history, but fragments have been discovered. These are the rules that we have found to be best paced and fun.

1. Determine which player goes first. Place P1 and P2 markers on squares 1 – 14, alternating colors.
2. On your turn, roll the die and move that number of spaces according to the following:
  1. Movement is serpentine, following the arrows.
  2. Only 1 marker per space.
  3. If you land on a space occupied by your opponent, the markers switch places.
  4. If you have no moves going forward, you must move backwards.
  5. If you have no moves forwards or backwards, you forfeit your turn.
3. Observe special space rules:
  1. Space 16/Anhk: Roll again to move the same marker off of the Anhk.
  2. Space 26/Anhk: You may not move backwards from this space. : Roll again to move the same marker off of the Anhk.
  3. Space 27/Water: Move to space 16/Anhk and roll again as normal. If a marker already occupies space 16, the pieces are exchanged. You may not move backwards from this space.
  4. Space 28 – 30/III – I: You may not move backwards from these spaces. You may only move if you roll the exact number to take you off of the board (3, 2, or 1). If you can make this move, you must.

WINNING: The first player to move all of their pieces off of the board wins.

Alternate rules: Start with all markers off the board and move them on your turns as you roll, starting on square 1.



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