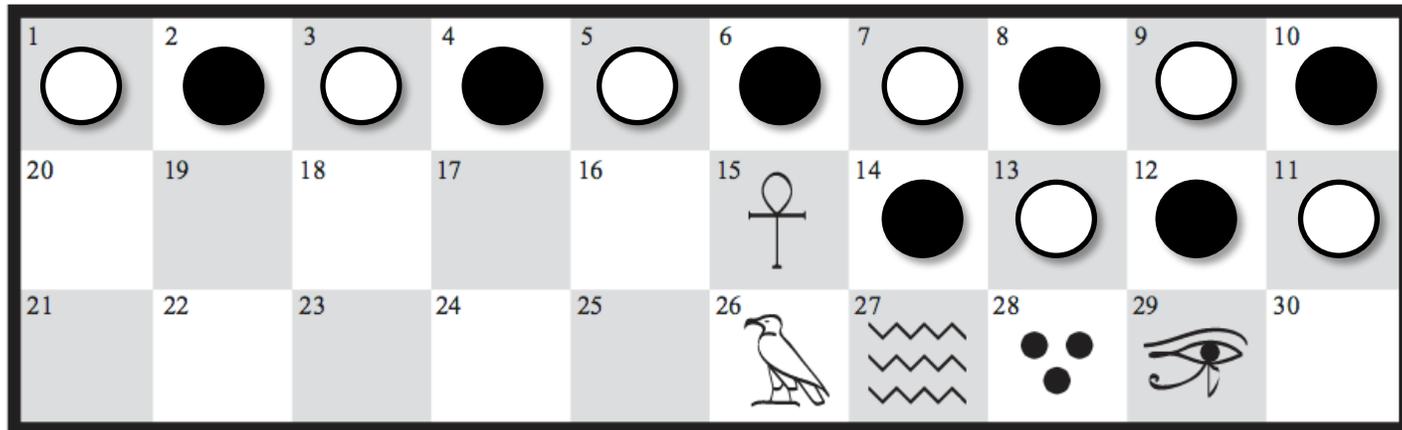


Senet: An Egyptian Game of Passing



How to Play

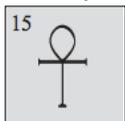
The goal of the game is to get all of your pieces off the board before the other player. It's a race!

- Put your pieces on the board as shown above. Roll the dice to figure out who goes first— this person has the dark pieces.
- Pieces move in an S shape (see right).
- Roll the dice. Move your piece forward the number of spaces you rolled.

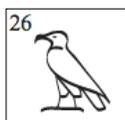


- If you land on a spot that is already occupied by the other player, swap your piece with theirs (moving them backwards).
- You can't put two of your pawns into the same square. If you can't move any of your pawns to an empty square or a square your opponent is already on, you forfeit your turn.
- Remember, pawns don't have to move "in order." A pawn way at the back of the board can move up – this is your strategic decision.

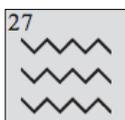
4. Some squares require special actions or throws:



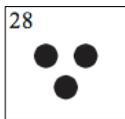
Square 15: House of Rebirth. This is the starting square if you have landed on Square 27 and been kicked off the board. You can't place your pawn on this square unless it is empty.



Square 26: House of Happiness. You must land directly on this square before proceeding (a mandatory square).



Square 27: House of Water. If you land directly on this square, your pawn is kicked off the board. You can place your pawn on Square 15: House of Rebirth on your next turn as long as the square is empty.



Square 28: House of Three Truths. You can only leave this square when you throw a 3 (and then you are also off the board).



Square 29: House of Re-Atoum. You can only leave this square when you throw a 2 (and then you are also off the board).