

SENET

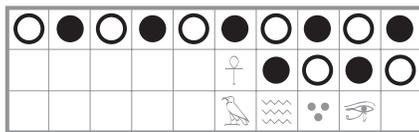
An Ancient Egyptian Board Game

HOW TO PLAY

The original rules of Senet (the game of passing) are unknown, no record of the rules has ever been discovered. But through imagery found on ancient tomb walls and actual Senet artifacts found through excavation, some have attempted to reconstruct the rules.

In this version of Senet we are using what are known as Kendall's Rules. The game is played on a rectangular board consisting of 3 rows of 10 squares called "houses". The board could be a grid drawn on a smooth surface, or a very elaborate box of wood and other precious materials. In this case you can use the "board" located at the top of this sheet.

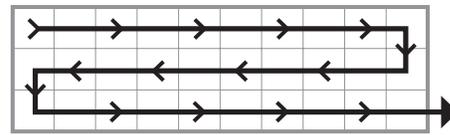
At the beginning of the game the seven pawns per player alternate along the 14 first squares. The original pawns used were objects that ranged from elaborate figures to simple discs in varying colors. For this case we suggest using coins as your pawns, pennies and dimes work best.



The starting square is counted as the 15th. In the oldest games this square featured an ankh, a "life" symbol. The pawns move according to the throw of four sticks or, later, one or two knucklebones. When using the sticks the points seemed to have been counted from 1 to 5: 1 point for each side without a mark and 5 points if the four marked sides were present together. For modern day playing purposes, you can toss any five coins and count the point as the number heads that are facing upward.

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Move one of your pawns a number of squares equal to the number of points you "rolled." Pieces move along the board in an "s" shaped pattern.



When a pawn reached a square already occupied by an opponent pawn, they have to exchange their positions.

The special squares have the following effects on play:



Square 15: House of Rebirth, starting square and the return square for the pawns reaching square number 27.



Square 26: House of Happiness, a mandatory square for all the pawns.



Square 27: House of Water, a square that can be reached by the pawns located on squares 28 to 30 which moved back when their throws did not allow them to exit the board. They have to restart from square 15.



Square 28: House of the Three Truths, a pawn may only leave when a 3 is thrown.



Square 29: House of the Re-Atoum, a pawn may only leave when a 2 is thrown.

The winner is the first to move all of their pawns off the board.

BIBLIOGRAPHY

Kendall Timothy, *Passing Through the Netherworld : The Meaning and Play of Senet, an Ancient Egyptian Funerary Game*, 1978