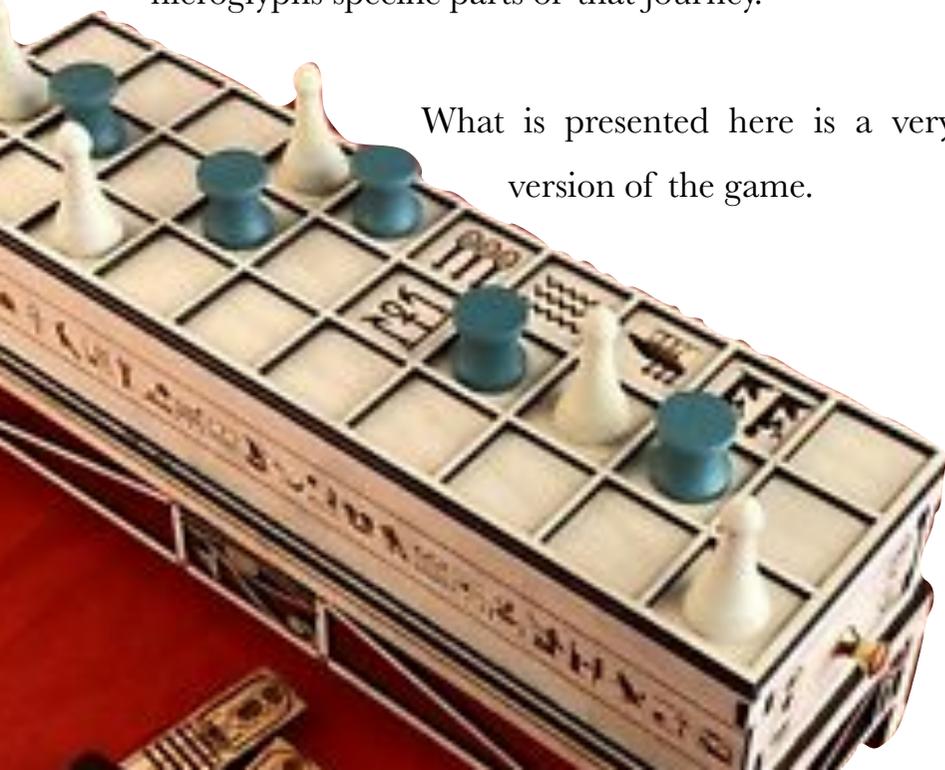


# ANCIENT EGYPTIAN GAME

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Senet is one of the oldest known board games. Fragmentary boards that could be *senet* have been found in First Dynasty burials in Egypt c. 3100 BC. The game is also referred to in chapter XVII of the *Book of the Dead* and is thought that the game represents the journey from the land of the living to the land of the dead. The hieroglyphs specific parts of that journey.

What is presented here is a very simple version of the game.



## TASK ONE

Learn and play the game of Senet. The rules are on page 2 and the board is on page 3. You will need to print these out.

## TASK TWO

Once you have mastered the game, make your own board and rules to show you have understood the game. If you wish to learn more about the history of these game's follow this link <https://en.m.wikipedia.org/wiki/Senet>. You could use this to help with your rules.

# RULES

## COMPONENTS

You will need:

**Board** (*printed on the next page*)

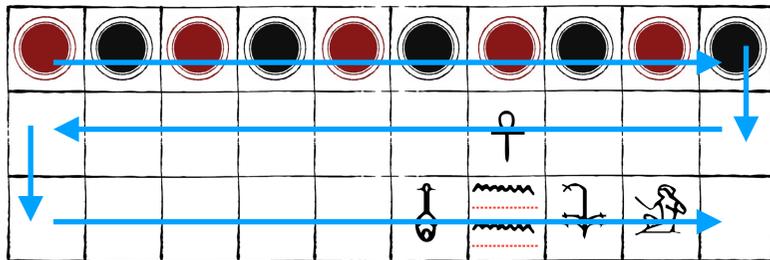
**5 black counters** (or what you can find)

**5 red counters** (or what you can find)

**4 lolly sticks painted on one side** (or 4 coins)

## SETTING UP

1. Place all of the **red counters** on the red circles
2. Place all of the **black counters** on the black circles



*This diagram shows the forward direction counters will move.*

## TURNS

Players take alternate turns, with the red player going first.

Throw the sticks/coins. How they land will tell you how many squares forward you can move. You do not need to use all of your moves, but you can only move one counter in a turn.

**1 painted side up (1 head) move 1**

**2 painted side up (2 heads) move 2**

**3 painted sides up (3 heads) move 3**

**4 painted sides up (4 heads) move 4**

**All unpainted (all tails) move 6**

You cannot land on one of your own counters. If you land on an opponents counter, those counters swap places.

Counters on hieroglyphs are safe and cannot be landed on.

You need the exact number of moves to land on a hieroglyph.

You need the exact number of moves to land on the last square.

If you can't move forward you must move backwards.

When you get a counter to the last square remove it from the board.

The first player to remove all of their counters is the winner.