















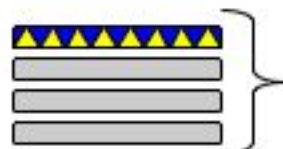
SENET BASICS

									
20	19	18	17	16	15	14	13	12	11
21	22	23	24	25					30

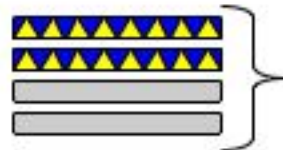
Before you begin, alternate the pawns on the top row, numbered 1 - 10.

For a more challenging game, you can use 7 pawns each and alternate the pawns through to space number 14.

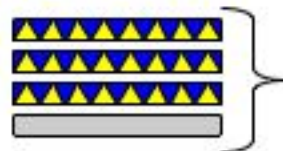
To determine who starts, you will throw the sticks. The first person who throws a 1 begins. (This is true even if the first person throws a 1 and the second person hasn't taken a turn.)



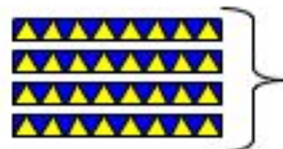
Only one stick has a pattern.
The score is 1



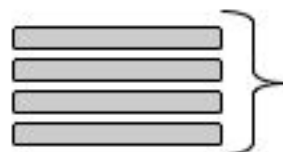
Two sticks have a pattern.
The score is 2



Three sticks have a pattern.
The score is 3



Four sticks have a pattern.
The score is 5
(you will never get a score of 4)



No sticks have a pattern.
You will miss a turn.

SENET RULES

At the beginning of the game five pawns per player alternate along the 10 first squares. (So, there is a cube in the first square, a spool in the second square, a cube in the third square, and so on).

Throw the sticks to see who starts. The first person to throw a 1 begins. Even if the second person hasn't thrown the sticks yet, you start with the first person to throw a 1.

When a pawn reaches a square already occupied by the other person's pawn, positions are exchanged. This is true if your opponent only has one pawn in a space and he does not have any other pawns next to his pawn.

If your opponent has two pawns in a row, you cannot land on them and switch places. You can jump over the two pawns if you have thrown a 3 or 5, but you can't land on them with a throw of 1 or 2.

If your opponent has three pawns in a row, you may not jump over and pass the three pawns, even if you throw a 5

If you throw your sticks and can't move forward the number that you see on the sticks, then you have to move backward.

If none of your pawns can move, either forward or backward, your turn is ended.

Some squares are safe squares and some are danger squares. The first player to get all of their pieces off the board wins the game.

Square 15 : Ankh. This is the square pawns are returned to if they land on the House of Water. This is also a safe square. No matter how you got here (you can land on this any time), you are safe and your opponent may not switch places with you.

Square 26: House of Happiness. This is a mandatory square for all the pawns. You must land on this square exactly. This is a safe square and your opponent may not switch places with you. You must throw the exact number to land on this square. So, if you are on square 24 and throw a 3, then you would have too many points for the House of Happiness. So, you would have to move three spaces backwards.
















Square 27: House of Water. If you land on this square you have to restart from Square 15 (Ankh). If Square 15 is occupied, you would have to go back to the beginning. (To get to this square, you would either have thrown a 1 from the House of Happiness (26) or you would have moved back from squares 28 to 30 (if your throw did not allow you to exit the board).

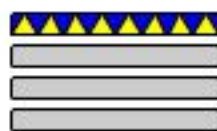
Square 28: The House of Three Truths. This is a safe square. Your opponent may not switch places with you. You must throw exactly a 2 to get off this square and off the board.

Square 29: The Eye of Horus. This is a safe square. Your opponent may not switch places with you. You must throw exactly a 1 to get off this square and off the board.
















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

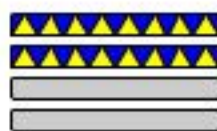
SENET SAMPLE GAME - PAGE 1

									10
20	19	18	17	16		14	13	12	
21	22	23	24	25					30


















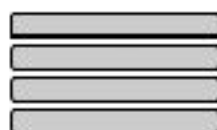
Cube throws a 1.
He moves from space 10 to space 11.

									10
20	19	18	17	16		14	13	12	
21	22	23	24	25					30


















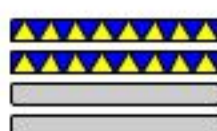
Cylinder throws a 2.
She moves from space 9 to space 11.
She moves her pawn into space 11 and the cube in space 11 is moved into the space she had just occupied, space 9.

									10
20	19	18	17	16		14	13	12	
21	22	23	24	25					30


















Cube throws all blanks.
He loses a turn.

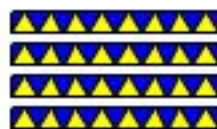
									10
20	19	18	17	16		14		12	11
21	22	23	24	25					30



Cylinder throws another 2.
She can't land on herself, so can't move from 1, 3 or 5. Because cylinder has two in a row, she also can't exchange her pawn with the cube in space 9. She moves the only pawn she can move, from space 11 to space 13.
















SENET SAMPLE GAME - PAGE 2

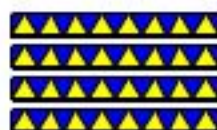
					6				10
20	19	18	17	16		14			11
21	22	23	24	25					30

















Cube throws a 5. (Remember, 4 sticks with patterns is 5)

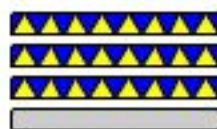
He can move from 2 to 7 (and exchange pawns). He can move any of his pawns from 6, 8 or 9. He cannot move from 4 to 9 as he can't land on himself. He will leave 8 and 9 in place so that cylinder can't switch. He will move from 6 to 10.

1									10
20	19	18	17	16		14			11
21	22	23	24	25					30

















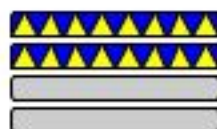
Cylinder throws a 5.
She moves from 1 to 6.

1									10
20	19	18	17	16		14		12	11
21	22	23	24	25					30



Cube throws a 3.
He moves to Space 15. This is a safe square. Cylinder can't land on this space as long as Cube is on it.

		3							10
20	19	18	17	16		14		12	11
21	22	23	24	25					30






Cylinder throws a 2.
She can't move from 3 or 5 because she is already on 5 and 7. She can't move from 6 or 7 because Cube has two in a row on 8 and 9 (you can't land and exchange pawns if there are two pawns of the opposing side in a row). She can't move from 13 to 15 because Cube is safe on 15. She will have to move **BACKWARD** two spaces from 3 to 1 (she also could have moved from 13 to 11).

SENET SAMPLE GAME - PAGE 3







Let's move ahead a bit.

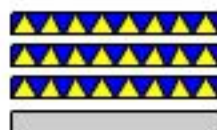
We'll imagine that both Cube and Cylinder have moved all their pawns off the board except for the ones you see below.

We'll begin here...It's Cube's throw.

1	2	3	4	5	6	7	8	9	10
20	19	18	17	16	♀	14	13	12	11
21		23		25					30

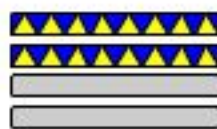
1	2	3	4	5	6	7	8	9	10
20	19	18	17	16	♀	14	13	12	11
		23	24	25					30

1	2	3	4	5	6	7	8	9	10
20	19	18	17	16	♀	14	13	12	11
	22	23		25					30



Cube throws a 3.







Because he has to land on Space 26 exactly, he can't move forward. Cube has to move backward from space 24 to space 21.

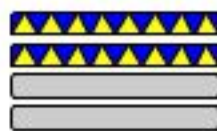


Cylinder throws a 2.

No problem. She moves from 22 to 24.







SENET SAMPLE GAME - PAGE 4

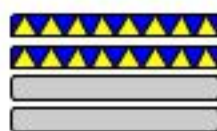
1	2	3	4	5	6	7	8	9	10
20	19	18	17	16		14	13	12	11
21	22	23		25					30



Cube throws a 5.







Hooray. He moves from 21 to 26. This is a safe square, so Cylinder can't land on him.

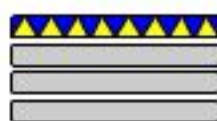
1	2	3	4	5	6	7	8	9	10
20	19	18	17	16		14	13	12	11
21		23	24	25					30



Cylinder throws a 2.

She can't land on space 26 (because Cube is on this space), so she needs to move backwards from 24 to 22.

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



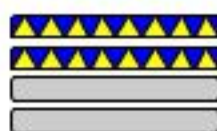
Cube throws a 1.

Oh no. He landed on Space 27 (The House of Water). He has to move back to Ankh. Space 15.

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

SENET SAMPLE GAME - PAGE 5

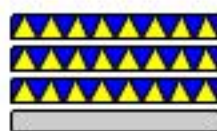
1	2	3	4	5	6	7	8	9	10
20	19	18	17	16		14	13	12	11
21	22	23		25					30



Cylinder throws a 2







She moves from 22 to 24

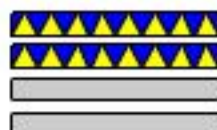
1	2	3	4	5	6	7	8	9	10
20	19		17	16		14	13	12	11
21	22	23		25					30



Cube throws a 3.







He moves from 15 to 18.

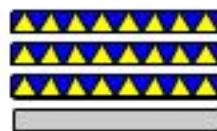
1	2	3	4	5	6	7	8	9	10
20	19		17	16		14	13	12	11
21	22	23	24	25					30



Cylinder throws a 2.

Good news. She's back on the House of Happiness (Space 26).

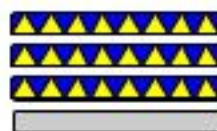
1	2	3	4	5	6	7	8	9	10
20	19	18	17	16		14	13	12	11
	22	23	24	25					30



Cube throws a 3.

He moves from 18 to 21.

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



Cylinder throws a 2

She moves from Space 26 to The House of Three Truths (Space 28) This is a safe space.





SENET SAMPLE GAME - PAGE 6

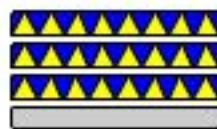
1	2	3	4	5	6	7	8	9	10
20	19	18	17	16	♀	14	13	12	11
21	22		24	25					30



Cube throws a 2




He moves from 21 to 23.

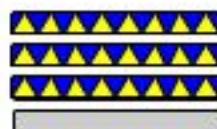
1	2	3	4	5	6	7	8	9	10
20	19	18	17	16	♀	14	13	12	11
21	22		24	25					30



Cylinder throws a 5.





She has to have an exact number to get out. She can't move, but because she is on a safe square, she doesn't have to move backwards. She just won't move on this turn.

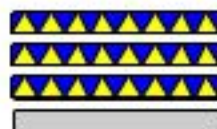
1	2	3	4	5	6	7	8	9	10
20	19	18	17	16	♀	14	13	12	11
21	22	23	24	25					30



Cube throws a 3.

Hooray. Cube lands on the House of Happiness (Space 26)

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



Cylinder throws a 3

Hooray. Cylinder wins the game!!!



PATTERNS TO USE FOR THE GAME OF SENET

1	2	3	4	5	6	7	8	9	10
20	19	18	17	16	☩	14	13	12	11
21	22	23	24	25	🦅	🌊	••	👁️	30

- ☩ Ankh: Symbol of Life
- 🦅 House of Happiness
- 🌊 The House of Water
- The House of Three Truths
- 👁️ The Eye of Horus



Just use carbon paper to copy these symbols on the Senet board.



Print and cut these out to use on the popsicle sticks. Once you have glued them on the sticks, you can trim them to fit exactly. I used Mod Podge as the glue and the finish. It looked great.