



Senet

2 players

20 min

Reasoned chance

Antiquity

Egypt

The "Senet" is surely the most popular game of ancient Egypt. Plateau drawings have been found in many places (temples, tombs ...). It was played by all the people, from the peasant to Pharaoh. Some copies have survived the time and are kept in museums.

Material

1 board of 30 squares, divided into 3 rows, 5 pawns of one color, 5 pawns of another, 4 dice with two faces.

Game's goal

The first player to take all his pieces off the board wins the game.

Progress

- **In the beginning**

Players do not choose their pawns at the start: chance will do it for them. Players roll the dice in turn. The first player to get a point starts the game and advances the first player on the line (which becomes his color). He then has the right to play any of his pawns.

- **The dices**

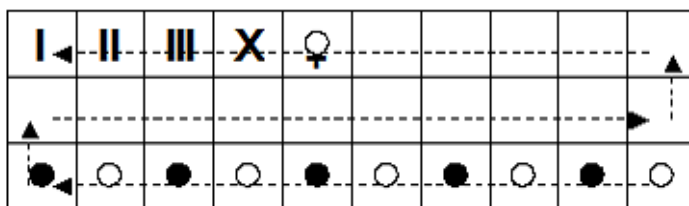
The white faces correspond to the flat side of the dice:



1, 4 et 6 allow to replay.

- **Pawns' moves**

The pieces move on the board by following an "s" according to the dice points.



Starting position and direction of movement of the pieces

It is possible to pass over one or two opposing pieces at the same time. On the other hand, 3 pawns in a row constitute an impassable barrier by the opponent.

We must always move forward.

If no forward movement is possible, the player must move back with one of his pieces.

Warning: it is strictly forbidden to attack a pawn while backing up.

If no move is possible, the turn passes to the opponent.

- **Attacks**

A single pawn (which has no partner in front of or behind him) can be attacked by the opponent. Just get exactly on the same box. The attacked counter then swaps with the attacker. It is forbidden to attack pawns that follow each other.

An opposing piece is passable and capturable.

Two opposing pawns on consecutive squares are passable, but uncapturable.

Three opposing pawns on consecutive squares are impassable and uncapturable.

- **Special boxes**

The last boxes of the course are special.

The cross immediately returns the pawn that arrives on it. If the first case of the course is busy, go to the first free case.

The other four cases protect any pawn on it. He can not be attacked, even if he is alone.






- **Pawn exit**

At first, you have to take all your pieces to the last line (the special boxes). This being done, it is then necessary to leave all its pieces of the game. It is not obligatory to leave with the exact number.

If a pawn is returned to the start, it is imperative to return to the last line before leaving new pieces.

- **End of the game**

The winner is the one who has removed all his pieces from the game.

 Maison des Jeux de Strasbourg  38, route de Schirmeck  67200 Strasbourg 
 03 88 36 22 95 –  contact@maisondesjeux.fr –  www.maisondesjeux.fr – et sur Facebook...