




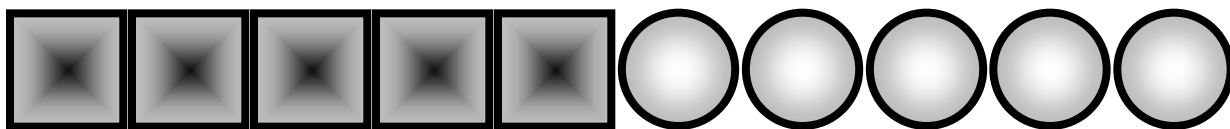


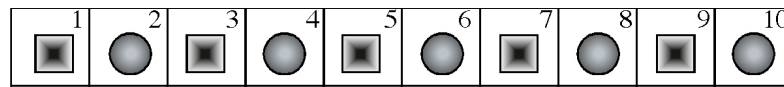
SENET — *The Print and Play*

1	2	3	4	5	6	7	8	9	10
20	19	18	17	16	15 	14	13	12	11
21	22	23	24	25	26 	27 	28 	29 	30



Secret Rules



Start: Each player has 5 pieces, initially placed alternating on squares 1 to 10.




Dice or Casting Sticks? Either will do. If you use a 5 sided dice, rolls of 5 are rerolled.

If you use casting sticks, you must shake them all together and throw them on the table, counting the dark sides (unless all 4 are white, in which it is a 6)



Move: Players roll a dice to move, either a 6 sided dice, or 4 casting sticks will do.



  Move 1 square and *throw again*

  Move 3 squares

 *Do not move*, roll again until a different number is rolled

  Move 2 squares

  Move 4 squares and *throw again*

  Move 6 squares and *throw again*

Whichever team has pieces on even spaces moves first and must move their piece on space 10 (The far right of the top row). If a player chooses to move a piece from the top row it must be their farthest right piece.

Attack: Landing on an opponent's piece is an *attack*, and you exchange places; you may not *attack* your own pieces.

Defense: Two or more consecutive opponent pieces together prevent any of them from being *attacked*.

Blockade: Three or more consecutive opponent pieces together prevent any other piece from passing them. *Blockades* may not turn corners (spaces 10 to 12 or 20 to 22 for example)

No Move: If you can't move forward, you must move backward (according to the same rules). If no move is possible your turn ends.

Special Spaces



The Ankh is a **safe space**, other players cannot *attack* you there.



The Soul Bird (Ka): You must land on this space. To do so you must roll an exact number to land on it. It is a safe space. Other players may not attack you there. Once you have landed on this space you may, on your next roll, move into the afterlife. beyond this.



The Rivers of Life. If you move off the *Soul Bird* onto this space, you are reincarnated. Move your token to ***The Ankh*** or, if it is occupied, the first empty space behind it.



The 3 Truths. This is a **safe space**, and you may not be attacked on it. If you move off the *Soul Bird* onto this space, you automatically get to roll again. Any roll above 3 is counted as a miss a turn.



The Eye of Ra. This is a **safe space**, and you may not be attacked while on it. If you land on this space, you get to roll again. any roll above a 2 is counted as a miss a turn.

The final space. (The Exit). is ***NOT*** a **safe space**. If you land on this space, you may roll again, a roll of one allows you to move your token off the board. Any other roll is ignored and counted as a miss a turn.

Pieces cannot be taken off the board until the top row is empty of your color.