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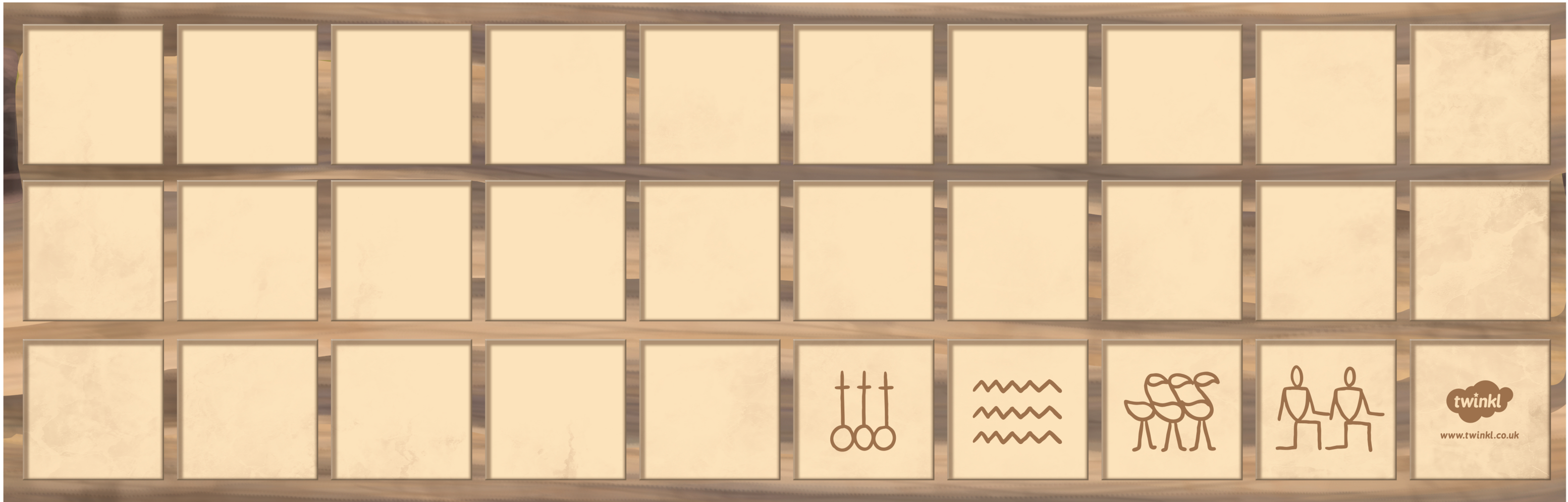


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Senet Rules

First, cut out the board, counters and sticks. It would be a good idea to stick the Tutankhamun sticks to pieces of card or lolly sticks so they are easier to throw.

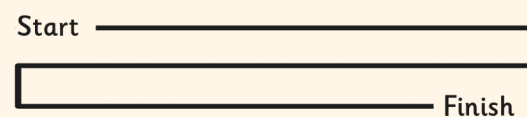
Place the counters on the board on the top row in the order below. They will take up the whole row.



Throw the sticks to see how many squares to move your piece forward. The number of Tutankhamun pictures facing up is the number of places you can move a counter.

Throw the sticks to see who goes first, the largest number wins.

You move your counters in the way below, similar to snakes and ladders.



If you throw a one, four, or six, you get an extra turn.

You can't land on one of your own pieces.

If you land on the other player's piece, you switch places with them. However, you can't switch with them if they have two or more pieces in a row.

If the other player has three or more pieces in a row, you can't pass them.

These squares are 'safe' squares. Your opponent can't switch places with you when you land on these.



This square is a 'danger' square. If you land on this square then you have to move to the square on the row above. If someone is on the square above you move to the nearest square to the left or right of it.

The first player to get all of their pieces off the board wins the game.

