

PLAY SENET

Ancient Egyptians loved playing board games, and Senet is a simple but fun one that anyone can try! To get started, set up your board. It should contain 30 squares as below – so either use this one or draw your own board on to thick card.

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

Each player now needs five small playing counters each. Choose different colour counters – tiddlywinks or small buttons work well. Arrange them alternately on squares 1 to 10. So, the first player lays counters on squares 1, 3, 5, 7 and 9, while the second player lays them on squares 2, 4, 6, 8 and 10.

Now you're ready to play! The aim of the game is to move all your counters around the board until they have passed square 30 and left the board. You'll need a dice to roll – or you could do as the Ancient Egyptians did and use six small, thin sticks, coloured distinctively on one of the two sides, which you throw onto a flat surface. The number that land the coloured side up is the equivalent of a roll of a dice.)

Each player now takes turns to throw the dice or sticks to see how many squares they can move forward. Players must then choose a counter to move that number of squares around the board. You can move any of your counters that you like, BUT...

- You must not land on a square that already has one of your own counters on.
- If you land on a square that already has one of your opponent's counters on, you swap places.
- All counters must move around the board in a reverse 'S' shape, following the numbers in the corner of each square.
- If a player throws a one, four or six, he or she gets another throw.
- The first player to get all five of their counters off the board is the winner. Have fun!

