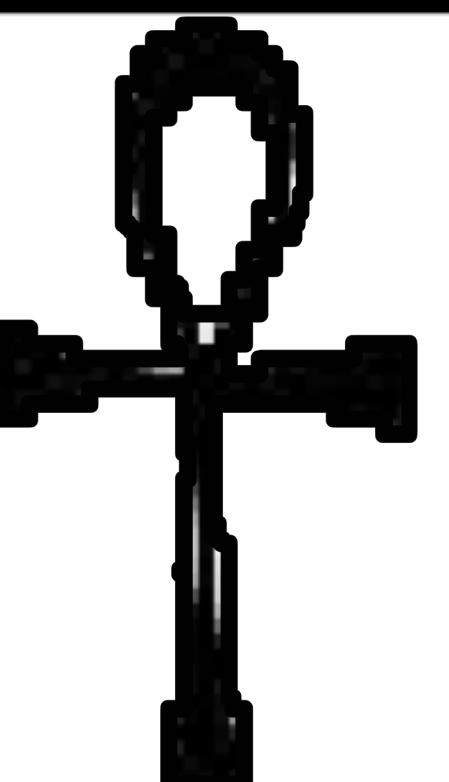
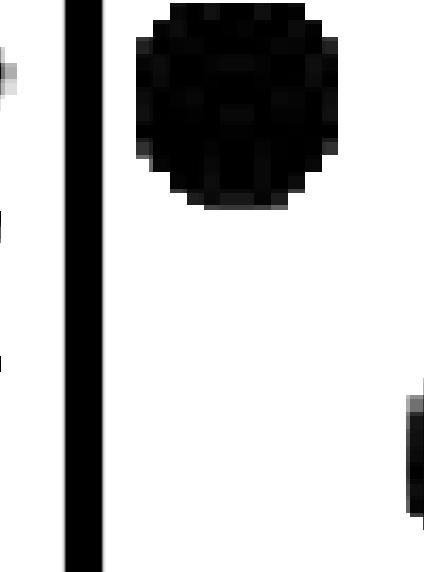
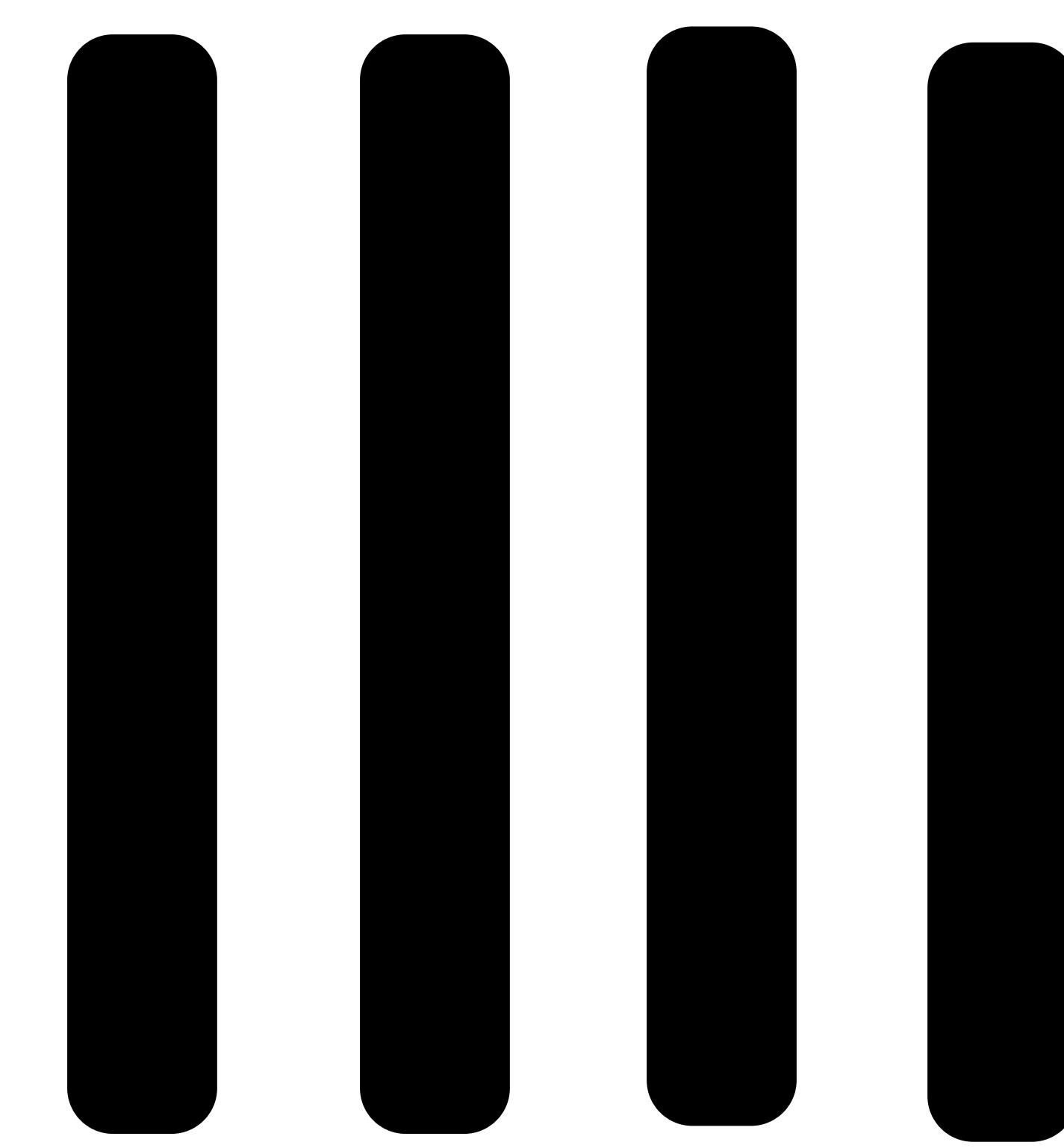
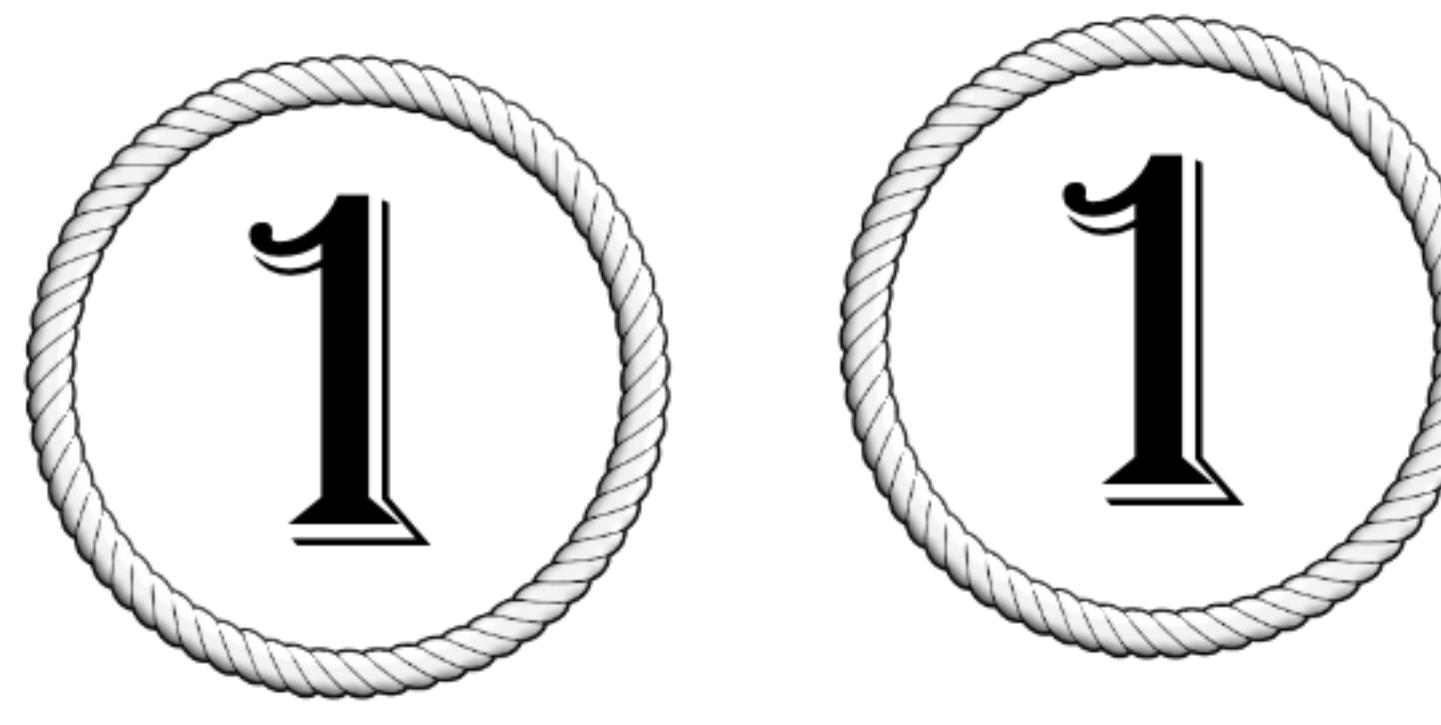


# SENET PRINT & PLAY

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



# SENET PRINTABLE RULES

**Setup:** Print and cut out the game board. Give each player their 5 starting tokens. Player 1s pawns start on spaces 1,3,5,7 and 9 spaces. Player 2s pawns start on the 2,4,6,8,10 spaces. Then cut out the black sticks and attach each to one side of a popsicle stick. These will be the four "senet sticks" that are used to move your pieces in the game.

**Objective:** To have all 5 of your tokens reach the end before the opponent. If a token reaches space 30 it's removed from the board.

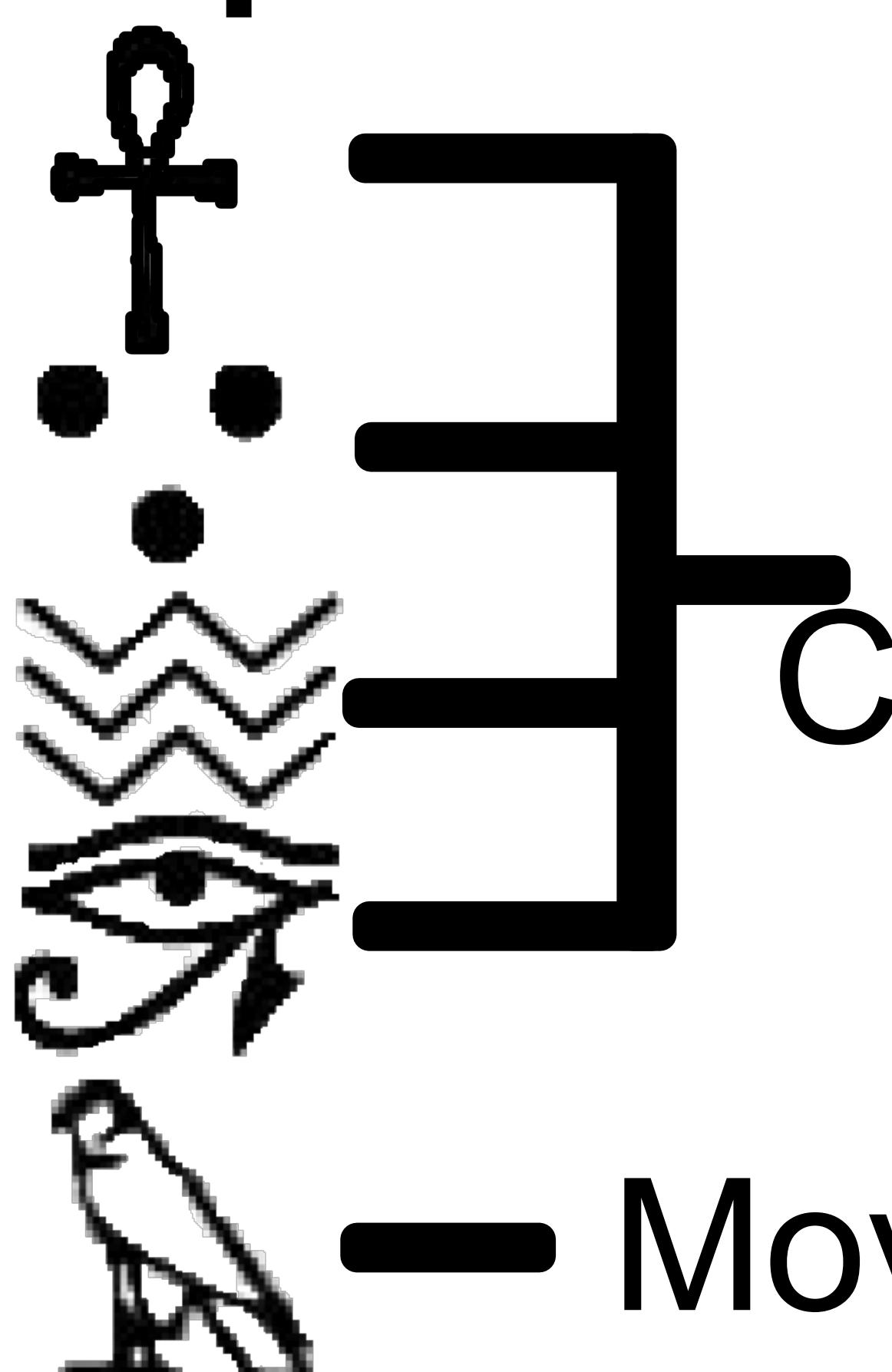
**Taking a turn:** On your turn toss the senet sticks. Then move according to what you tossed:

- **2 white and two black:** Move two spaces and then end your turn.
- **3 white and one black:** Move 3 spaces and then end your turn.
- **3 black and one white:** Move 1 space and then toss again.
- **4 white:** Move 4 spaces and then toss again.
- **4 black:** Move 5 spaces and then toss again.

## Other Rules:

- If you land on an opponents pawn, the pawns switch places.
- If you place multiple pawns next to eachother they can not be swapped and act as a wall.
- If you can't move forward you must move backward.

## Special Spaces:



Safety squares.  
Can't be swapped.