

Standard Rules for Senet Digitalisation

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Game Pieces

Senet board

Each board is composed of 30 squares (3 rows, 10 columns). Each square is numbered as seen down below.

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

Pawns

The game is played with pawns. One player has white pawns and the other dark. The player with dark pawns starts first. Each player has 7 pawns.

Casting Sticks

Instead of most modern board games that use dice, Senet uses casting sticks instead. These sticks have two sides, one is painted white and the other black. When a player gets their turn, they may throw these sticks to decide how far they may move their pawns.

The player gets movement points based on which sides of the sticks face up:

- **One white: 1 point**
- **Two white: 2 points**
- **Three white: 3 points**
- **Four white: 4 points**
- **All black: 5 points**

Gameplay

Preparation

Place a white pawn on square one. Continue placing pawns, alternating in color, until you reach square 14.



On a player turn

When a player gets their turn they throw the casting sticks.

The player is rewarded a **extra turns if they throw** any of the following:

- **One**
- **Four**
- **Five**

Then move any of their pawns based on how many movement points they got from the throw(s).







With multiple throws the player can distribute the different thrown numbers over all their pawns.

When moving pawns, a player must follow the following rules:

- A pawn may only **move forward**.
- A pawn **may not land on a pawn of the same color**.
- **If a pawn lands on a pawn of the opposite color, it will "attack". The pawns switch places.**
- **If two pawns of the same color stand adjacent to each other, they are protected and cannot be attacked.**

Special Squares

There are multiple squares on the board with unique rules. These unique squares are always marked with special symbols.

Symbol	Square	Name	Unique rule
	15	House of Rebirth	The starting square. Has no rules itself except for an interaction with square 27.
	26	House of Happiness	A mandatory square for all pawns. A pawn may only proceed to the squares beyond if they land exactly on the House of Happiness first. A pawn may exit the board if 5 is thrown.
	27	House of Water	Any pawn that lands on the House of Water will be transferred back to the House of Rebirth (square 15). If square 15 is occupied, they are instead moved to the first empty square starting from 1.
	28	House of Three Truths	A pawn may only leave the board when three is thrown.
	29	House of Re-Atoum	A pawn may only leave the board when two is thrown.
	30	Last Square	A pawn may only leave the board when one is thrown.

End

The game ends when a player has **exited all their pawns** from the board. The player who does this first wins.