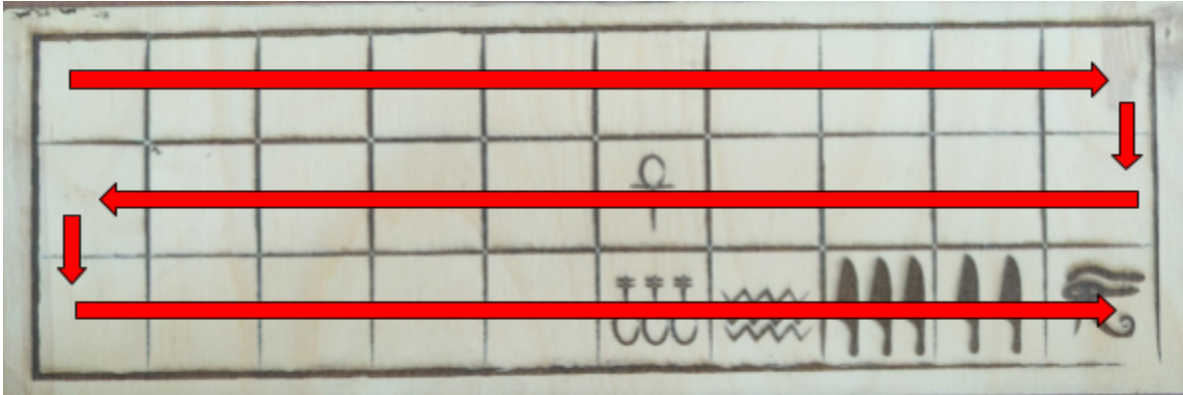


# Senet

This game is for two players, who must move all five of their pieces off the board before their opponent.

Pieces are placed, alternating in color, on the first row where there are no markings, and follow the movement path shown below:



Players take turns moving by throwing four two-sided stick dice. Movement occurs as follows:

- A.) 3 black, 1 white: move one and roll again
- B.) 2 black, 2 white: move two and pass the turn to opponent
- C.) 3 white, 1 black: move three and pass the turn to opponent
- D.) 4 white: move four and roll again
- E.) 4 black: move five and roll again

Spaces can be occupied by only one piece at a time. If Player 1 lands on a space already occupied by Player 2, Player 2's piece is moved to where Player 1's piece was at the start of their turn. A player cannot move a piece if it would end up in a space already containing one of their own pieces.

The 15th square, with the symbol that looks like a T with a circle over it, represents the House of Rebirth. It is a safe space where one player cannot kick another player off.

The 26th square, directly under the 15th, represents the House of Happiness. A piece may not move over this space in a single turn. The piece must land directly on the 26th space before proceeding.

The 27th square, with the three wave-type symbols, represents the House of Water. If a player's piece lands directly on this space, it is moved off the board. At the beginning of that player's next turn, if the House of Rebirth (the 15th square) is empty, they may place any piece off the board onto it.

The 30th square is the exit. In order to remove a piece from the board, a player must roll exactly the number of spaces remaining until the end of the course.

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Game rules from Nikolai Teppelin - <https://www.etsy.com/shop/SiegartelLasers>



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1	2	3	4	5	6	7	8	9	10
20	19	18	17	16	♀	14	13	12	11
21	22	23	24	25	♁	⋈	••	☉	30