

Source 1: A tomb painting



Image: The Walters' Public Domain

A painting from Queen Nefertari's tomb
(1279–1213 B.C.)

Source 2: A rock drawing



Image: The Museum/Artic Domain

An artist's sketch drawn onto a limestone chip (1186–1070 B.C.)

Source 3: Wall painting scene



Image: Public Domain

A wall painting found in the tomb of an
Egyptian scribe (1350 B.C.)



Source 4: Objects



A toy dog that appears to have originally had a moving jaw
(1550-1292 B.C.)



Small stone balls or marbles
(3850-2300 B.C.)



A leather ball
(1640-1504 B.C.)



A game board with holes and animal-headed pins
(1814-1805 B.C.)

Resource 5b Senet Game



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

finish

Symbols Key



House of Happiness
You must stop on this square when you pass it, even if you roll a higher number



House of water
If you land here, you must go back to the house of rebirth



House of The Three Truths
If you land here, you must throw a three to continue



House of Re-Atoum
If you land here, you must throw a two to continue.



House of Re-birth
If you land on water, you will be sent back to the House of Re-birth.

You need:

- The game board
- 2 sets of 5 coloured counters (one colour for each player)
- 6 lolly sticks

Setting up the game:

If you are using lolly sticks, colour in 1 side of each lolly stick.

Place player 1's counters on white squares (odd numbers) of the first row. Place player 2's counters on the blue squares (even numbers).

How to Play:

1. The first player should throw the lolly sticks and count how many sticks land with the coloured side up. This shows how many spaces to move. The player then moves one of their counters that many spaces along the board. **You can only move to an empty space (If the landing space is already taken you need to chose a different counter to move or miss your go).**
2. Take turns to play like this, until all of your counters have moved off the board. Take note of the following extra rules:
 - > You can choose any of your counters to move when it is your turn, but only if they can land in an empty space. If you cannot do this, you miss your turn.
 - > If you land on a symbol square, follow the symbol key below the board.
 - > The winner is the first player to move all of their counters off the board.

