

# WELCOME to SENET

Welcome to the game of Senet, where you test your knowledge of King Tutankhamen and Egyptian history against the spirit of Tut. It's your knowledge and skill against Tut's luck and cunning.

Senet was a popular board game played by the Egyptians. Several senet boards were even found in King Tut's tomb. It is possible that the game had some connection to the afterlife, but researchers do not know for sure. Also, no one knows exactly the ancient rules of the game.

After viewing the exhibit on King Tut, you can play our version of senet by answering the following questions.

Playing Senet is simple. After reviving the spirit of Tut, you are presented with a game board, as shown below. Each participant has five game pieces.

You, the player, are represented by a pyramid.

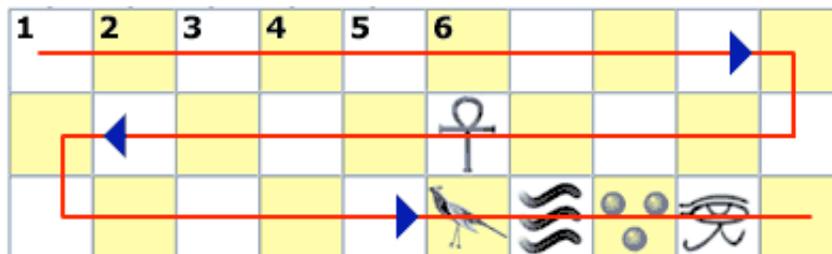


The spirit of Tut is represented by a reel.

The objective of the game is to move each of your pieces onto the board, then over the board in the path indicated by the red line, below. The first competitor to remove all five pieces wins the game.

In this special, 'learning edition' of Senet, you must answer a question about King Tut or Egyptian history in order to move. Simply click on the piece you wish to move -- it will automatically advance the correct number of squares, in the correct direction.

If your move lands on a square occupied by one of Tut's pieces, you 'bump' Tut's piece back up to the entry area. Tut is not allowed to bump you.



It is not necessary to roll an exact number to exit the board. If your piece is two squares from the end, any roll of three or higher will count as a valid exit.

The ancient game had several 'special' squares, indicated by hieroglyphs. Although these squares have no interpretation in the 'learning edition' of Senet, they are important from a historical perspective.



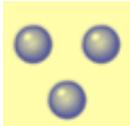
The **house of rebirth** - considered the 'starting' square in some modern interpretations of the game.



The **house of happiness** - all pieces stop here even if they rolled a sufficient number to move past this space.



The **house of water** - any piece finishing on this square would move back to the house of rebirth.



The **house of three truths** - any piece landing here must roll exactly 3 to exit.



The **house of re-atoun** - any piece landing here may leave only if exactly 2 is rolled.

You need not be concerned with these squares in the current game. Since all moves are checked and executed for you, it is impossible to make an incorrect move! So, learn the rules while you learn about ancient Egypt ... the spirit of Tut awaits.

>>> [Click here to play Senet](#)

Senet has been designed with Microsoft Internet Explorer 5 and above. Please download it from [here](#) if you do not have it.

Download the latest Internet Explorer

Move quickly. The spirit of Tut is anxious to test your skill.