

# SENET-UR

**The ancient Sumerian, Royal Game Of Ur (also known as 20 Squares) and the Ancient Egyptian game of Senet, both date back to around 3000BC and both were played for around 3000 years.**

Left, the Royal Game of Ur board over 4000 years old and residing in the British Museum. Right, a Senet board game from ancient Egypt. Below left, a game board incorporating both games.



Because I like to play both games, I decided to put the two together with two thirds of the game being the board of the royal game of Ur and the last third incorporating the six symbol squares of Senet, square 15 and squares 26 to 30. Square 15 of Senet, the house of rebirth, I have joined to the start of the game as this is usually the square a player's piece must restart from when it lands on the house of water, square 27. Different Senet boards use different symbols but the underlying principle of each square usually means the same thing for all Senet boards. It is the same for the safe squares on the royal game of Ur board.

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(All vector graphics produced for this pdf are by J P Smith using Eazydraw.)

## Symbol Squares And Their Meaning in Senet-Ur



From The Royal Game Of Ur

**Safe Square.** Your checker cannot be hit and removed back to the start of the game. It is also a Double Roll Square. Permits another go.



From The Game Of Senet

**Square with Ankh.** House of Rebirth or House Of Life. Restart a checker that has landed upon the House Of Water.



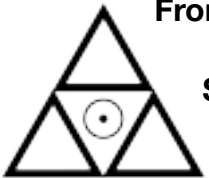
From The Game Of Senet

**Square with Water.** House of Water. A checker that lands on this square must return to start on the House of Rebirth.



From The Game Of Senet

**Square with three Hearts and pulmonary artery/vein.** House of Happiness or House of Beauty. A player's checker must land on this square before they can begin to bear off that checker.



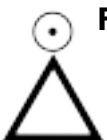
From The Game Of Senet

**Square with three pyramids.** House of three truths. A checker that lands on this square cannot move off the board unless a three is thrown.



From The Game Of Senet

**Square with two pyramids.** A checker that lands on this square cannot move off the board unless a two is thrown.

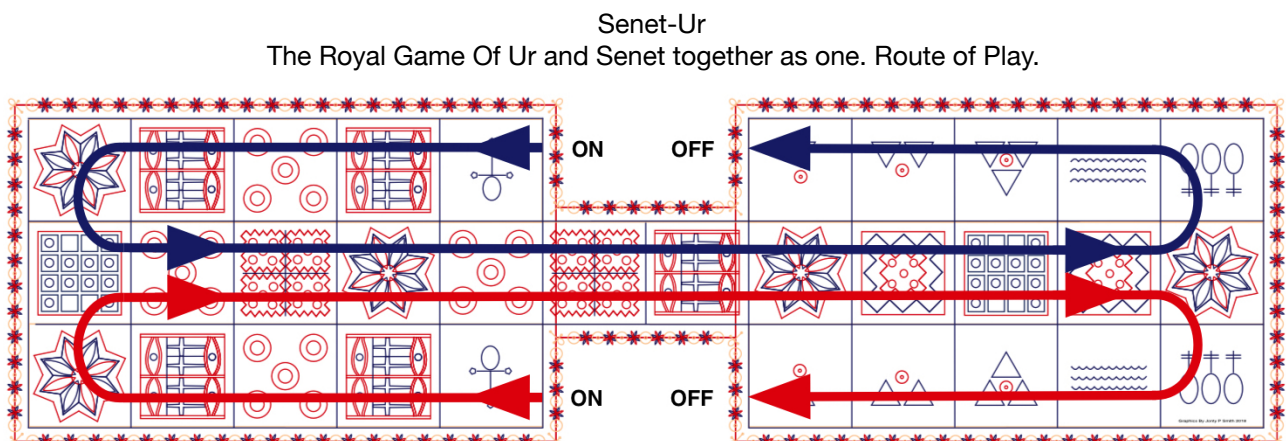


From The Game Of Senet

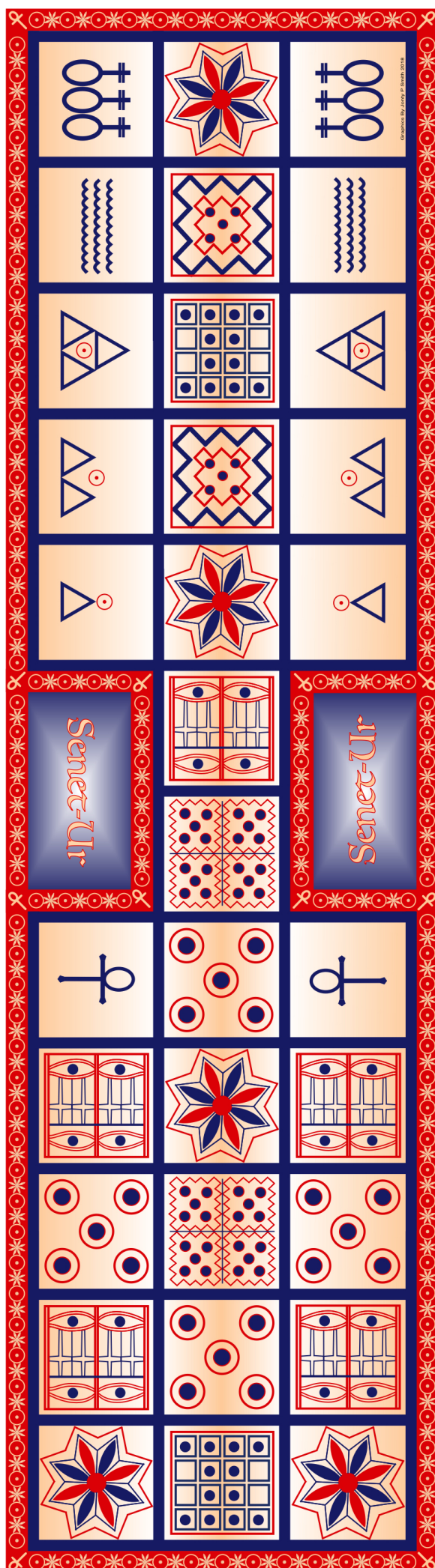
**Square with one pyramid.** A checker that lands on this square cannot move off the board unless a one is thrown.

### Basic Rules Of The Game

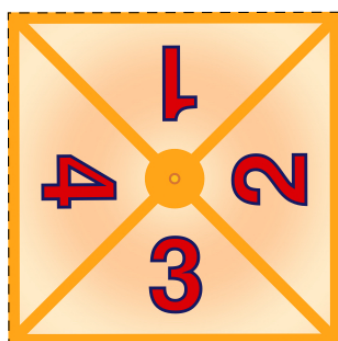
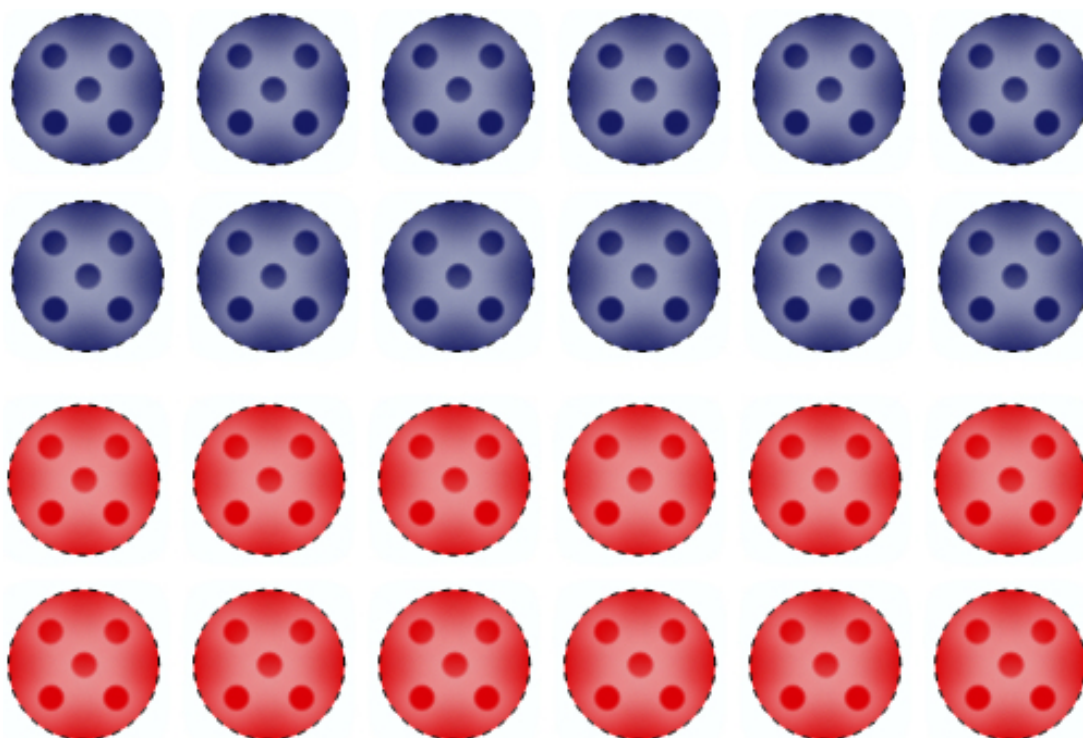
1. As a race game the objective of Senet-Ur is to be the one to bear off all your pieces first.
2. It is also a game of contact by which a player strives to land on their opponent's counter and knock that piece off so that the removed piece must start again.
3. A player's piece on a square with a Rosette is a safe square that prevents an opponent from landing on the occupied square and knocking the counter off the board. A player's piece landing on an unoccupied square with a Rosette permits the player an extra roll of the dice.
5. Use the 1-5 spinner dice or with a six sided dice a roll of 6 means one must miss that turn.
6. A player's piece must first land on the House Of Happiness square before that piece can begin to bear off. While on the House Of Happiness, if a 5 is rolled, that piece can bear off in one move.
8. If any of the last three squares are landed on then an exact number must be rolled before that piece can bear off the board. Pieces on these three squares do not have to move backwards when a forward move cannot be made. If a move cannot be made, then miss that turn.
9. If the House Of Water square is landed on, then that piece must be removed and placed on the House Of Rebirth square at the beginning of the game to start again.
10. All moves must be made if possible.
11. If a move cannot be made forwards then the backwards rule from Senet must be applied whereby a piece must move back the number of spaces indicated by the roll of the dice.
12. If a backwards moving piece lands on an opponent's piece, the opponent's piece changes places with your piece and moves forwards. If a reversing piece lands on a safe square it is not permitted another roll as with a forward moving piece landing on a safe square, yet it does remain a safe square.
13. Pieces on either of the last three squares remain there if a forward move cannot be made, one must forgo that turn.







## PRINTABLE COUNTERS



## PRINTABLE CUTOUT DICE SPINNERS

Poke a small pointed stick through the centre. Spin lightly. The number on the side with the flat edge that the spinner comes to rest on when it stops is the number of the dice pip.



