Senet
Manual

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Abstract

Digital edition of a board game from ancient Egypt meant for two players, Senet is a family friendly turn-based strategy race game made in 3D. Senet was made as a way to celebrate the 100-year anniversary of the discovery of Tutankhamun's Tomb the 4th of November 1922. His tomb contained no less than four Senet boards. The boy king's treasures spurred renewed interest in Ancient Egypt, and after a centenary is still one of the most famous discoveries in modern archaeology. We aim to deliver our 1.0 version the 4th of November 2022.

Synopsis

The Senet is a board game from predynastic and ancient Egypt. For this digital edition *several reproductions of genuine Senet boards* currently in museums were made in 3D.

About Senet

The oldest hieroglyph resembling a senet game dates to around 3100 BC. The full name of the game in Egyptian is meaning "The Game of passing", and was also called the Game of Thirty Squares.

As one of the oldest game in the world, it was played by the pharaohs of the ancient Egypt. Historians have even associated the game with spiritual and religious practices of the Egyptians.

In the Book of the Dead, Senet is used to play our destiny in the afterlife to access the kingdom of Osiris. Are you going to try yours?

Gameplay

The game of Senet as you have never seen it before. Ancient Egypt was a land of advanced art and architecture. We committed ourselves to create the most *beautiful and thrilling Senet* video game ever made in 3D. You will be able to unlock and play *several reproductions of genuine Senet boards* currently in museums.

Features

Senet has *two view modes*. You can either play using a classic not moving top-view or a dynamic view following your ankh-shaped cursor.

You can either play using your *mouse* or a *gamepad*, and even using the Steam Deck touchscreen.

Choose between a *single player* mode where the opponent is played by the AI, and a *local multiplayer* mode to challenge your friends or family members. You will be able to play custom games, for example to play shorter games using 5 pieces instead of 7, and the small campaign unlocking the boards.

The rules of this strategy based game are not complicated, and therefore easy to learn. This game has no reading required. Truly a game that is *family friendly*, Senet can be played with children as young as seven and still has the challenge to keep it interesting for adults too.

Controls

All the controls are active at once for your convenience. You can either use the Keyboard and the Mouse or a Gamepad. Actually the game is fully playable only using a Mouse. This game is fully compatible with the Steam Deck despite not being currently reviewed by Valve.

Navigate and Play

You can interact with the game by moving an Ankh-shaped Cursor and clicking on things. You can move that Cursor us-

ing a Mouse, or the Left Stick or the Right Stick on a Gamepad. Validate using the Left Mouse Button of the Button A. Sometime, you can cancel an action or go back in the main menu using the Right Mouse Button or the Button B.

You can roll the Throwsticks or the Knucklebones clicking on them or using the Space Key or the Button Y.

You can call the main menu by using the Escape Key, the Middle Mouse Button or the Start Button. You can also navigate the main menu using the Arrows Keys, the WASD Keys or the D-Pad of a Gamepad.

Special Options

Show/Hide the Cursor: Key C or Button X+D-Pad Left.

Dynamic View On/Off: Key V or Button X+D-Pad Right.

Light Flickering On/Off: Key F or Button X+D-Pad Up.

Main Menu *Idle Rotation On/Off*: Key R Button X+D-Pad Down.

Rules

This Senet version is using the well-known Kendall's rules.

Board

The board consists of *thirty squares* (called houses) arranged in three rows of ten. You have *seven pawns* (it can be five on a custom game).



Figure 1: *The way the Pawns are moving on a Senet Board.*

Your aim is to *ascent all your pawns* from the board before your opponent, to access Aaru, the kingdom of Osiris.

Dice

To move a pawn, *four throwsticks* or *two knucklebones* are acting as dice. On a dice result of 1, 4 or 5, you get an *extra throw*. Each throw allows you to move a pawn by that value, so a turn can consist of several moves in any order.

Pawns

Only one pawn can stand in a house. You can only move a pawn to a vacant house unless the opponent pawn on that house is undefended. If a pawn occupies a house either before or behind another same kind of pawn, then both pawns are defended. Moving a pawn targeting an opponent undefeded pawn will result of both pawns switching places, unless the targeted House is beyond the *The House of Beauty*, then the opponent pawn is sent back to *The House of Water*.

Watch out for blockade and squares that send you tumbling back down the board!

Special Houses

26, called *The House of Beauty*, is a mandatory square. You have to stop by everytime, you can't jump over that House.

27, called *The House of Water*, is acting like a Pitfall. You will avoid to move a pawn here, but sometime you won't have the choice. If your pawn is on 27, your others pawns can't move and those pawns are not defended anymore. You can wait by passing your turn for a 4 to exit that pawn from the board from 27 (Select that pawn, cancel the move and then select the pawn again to pass.). You can choose to move that pawn to *The House of Repeating Life*, or any free House before it, if currently occupied by a Pawn.

28, 29 and 30: From those Houses, you have to do the right Dice Value to Exit the Board, so 3, 2 or 1.