Senet

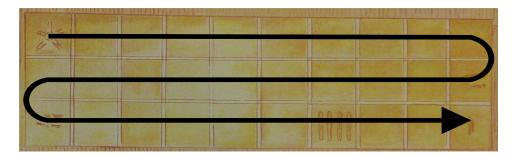## *What we know:*

- Seven pieces per player
- Four sticks, which are used as dice
- Board: 3x10 squares
- Pieces move along a predetermined path, which is as follows:

What you need to decide:

- Where do the pieces start?
  - On the board?
  - In a specific configuration on the board?
  - If they start off the board: How do they enter?
- What values are assigned to each possible combination of dice throws?
- What happens when pieces land on the same space?
  - Can multiple pieces rest on the same spot?
  - Are pieces removed from the game?
  - Are pieces sent back to start?
- Do the markings on the board affect gameplay?
  - Do they hinder or help pieces?
- What is the goal of the game?
  - Get all of your pieces off the board?
  - Get one piece off the board?
  - Capture more of your opponent's pieces than they capture of yours?

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