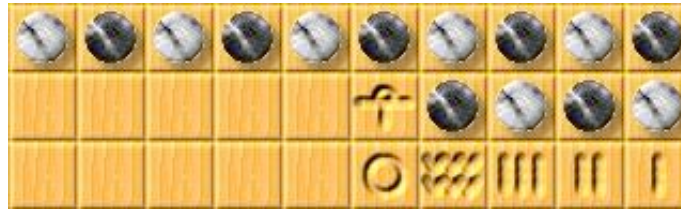








RULES OF THE GAME: KENDALL

These rules are the work of Timothy Kendall in *Passing Through the Netherworld: The Meaning and Play of Senet, an Ancient Egyptian Funerary Game*, 1978 Belmont, The Kirk Game Company.



This variant of the game gives seven pieces to each player. At the beginning of the game, all the pieces are on the board, starting with white on square 1 and alternating with black along the first fourteen squares of the course. Some of the squares are marked as follows:

| | | |
|---|---|---|
|  Square 15 is the House of Rebirth, marked on our board with an Ankh. |  Square 26 is the House of Beauty, marked with a circle. |  Square 27 is the House of Humiliation, marked with water. |
|  Square 28 is the House of the Three Truths, marked with a III. |  Square 29 is the House of Re-Atoun, marked with a II. |  Square 30 is the last square, marked with a I. |

Black goes first in this game, and starts by throwing the casting sticks. The light sides of the sticks are counted as the score, but if no light sides are showing then the score is five.

After throwing the sticks, a piece is moved forward by the number of squares that the sticks indicate, if possible. A piece may be moved thus if it will land in an empty square, or on an isolated opponent's piece (an isolated piece is one that is not stood next to other pieces of the same colour). A piece may not be moved if it would land on a piece of the same colour, or on a protected piece of the opponent (a protected piece is one that is stood next to at least one other piece of the same colour).

If a moving piece lands on an isolated piece of the opponent, then the opponent's piece is bumped back to the square from which the moving piece came.

If (and only if) no forward moves are possible, then a piece must be moved backwards instead. Upon landing on an isolated piece of the opponent when travelling backwards, the opponent's piece is bumped forwards to the square from which the moving piece came.

There are further restrictions on movement. A piece cannot move past the House of Beauty without landing on it first. From the House of Beauty a piece may continue, depending upon the throw of the sticks, to the four squares beyond.

If a piece falls on the House of Humiliation, its owner incurs a penalty. The current turn is finished, and during subsequent turns, no other piece of that player may be moved until the piece is rescued from the water. A piece may be rescued from the water by moving it to the House of Rebirth instead of throwing the sticks. Alternatively, the sticks may be thrown and the piece may be borne off (see later) on an exact throw

of four. The latter option is normally advisable only when the piece is the player's only remaining one on the board. However, if the House of Rebirth is occupied (by any piece, protected or not) then the piece cannot be moved there and the sticks must be thrown.

Pieces may bear off (be removed from the board) from the last five squares of the board on an exact throw. Pieces on the House of the Three Truths and the House of Re-Atoun may not advance any further on the board, but are instead borne off on exact throws of three or two respectively. If bearing off is not possible, and there are no other pieces on the board to move, then a piece on either of these squares will move backwards to the House of Humiliation. A piece may bear off from the last square of the board on any throw.

There are some special cases regarding bumping of pieces. Firstly, if a moving piece lands on an isolated piece on the last three squares of the board (only possible when moving from the House of Beauty), the isolated piece does not move back to the House of Beauty but is moved to the House of Humiliation; only if the House of Humiliation is already occupied will a piece be bumped back to the House of Beauty. Pieces in the House of Humiliation are never protected no matter what pieces are sat next to them. If a piece is bumped when sat in the House of Humiliation it will exchange places with the attacking piece as normal: this is a nice bonus for pieces stuck in the water!

A player's turn is over after moving on a roll of two or three. It is also over if a player's piece lands in the House of Humiliation, or if the player rescued a piece from the House of Humiliation instead of throwing the sticks, or if the player failed to rescue a piece from the House of Humiliation by throwing a four. But after otherwise moving on a throw of one, four or five, the player gets to throw again.

The winner is the first player who bears off all his pieces from the board.

For much of the game skill is rewarded by these rules, but the tide can turn quickly when a player is down to only one piece, and is then at the mercy of the casting sticks.

**RULES**