Senat-ur

By Ken Leyhe
(Modified from Board and Table Games from Many Civilizations by RC Bell)
Ver 1.0 Revised 07/02

A game for 2 - 4 players using Piecepack Expanded.

1. Objective

To be the first play to move all of his coins off the board.

2. Equipment

Piecepack Expanded

3. Set Up

A. Each player takes a set of coins of a matching suit

B. The board is made up of face up tiles as shown below. The arrows are show to mark travel direction

Moon Null -->	Moon 2	Moon 3	Moon 4	Moon 5	Sun 2	Sun 3	Sun 4	Sun 5	Sun Null | V
Crown Null | V	Crown 4	Crown 3	Crown 2	Crown Ace	Arms 5	Arms 4	Arms 3	Arms 2	Sun Ace <--
Heart Null -->	Heart 2	Heart 3	Heart 4	Heart 5	Heart Ace	Diamond Ace	Club Ace	Spade Ace	Spade Null | V

4. Play

A. Players alternate turns rolling the die and moving coins.

     i. Players may enter a new coin on a roll of 2 or 5, counting the first tile as 1 and so on.

     ii. A roll of Ace is counted as a 1.

     iii. A roll of Null is counted as a 1 and the player may roll again.

B. Landing on another coin returns that coin to the owners stash.

C. The final tile (spade null) must be landed on by exact count for a coin to be removed from play and the player gets another turn when a piece is removed.

D. The Ace Tiles have special properties

Tile	Effect
Sun Ace	This tile may have any number of coins on it, captures are not allowed.
Crown Ace	This tile may only have one coin on it, captures are not allowed.
Heart Ace	When a coin lands here you take another turn
Diamond Ace	When a coin lands here it is returned to the owners stash.
Club Ace	When a coin lands here it must move backward 3 tiles.
Spade Ace	When a coin lands here you take another turn.

6. Winning

When a player has landed all six of his coins on the final tile he wins the game.

Games Page