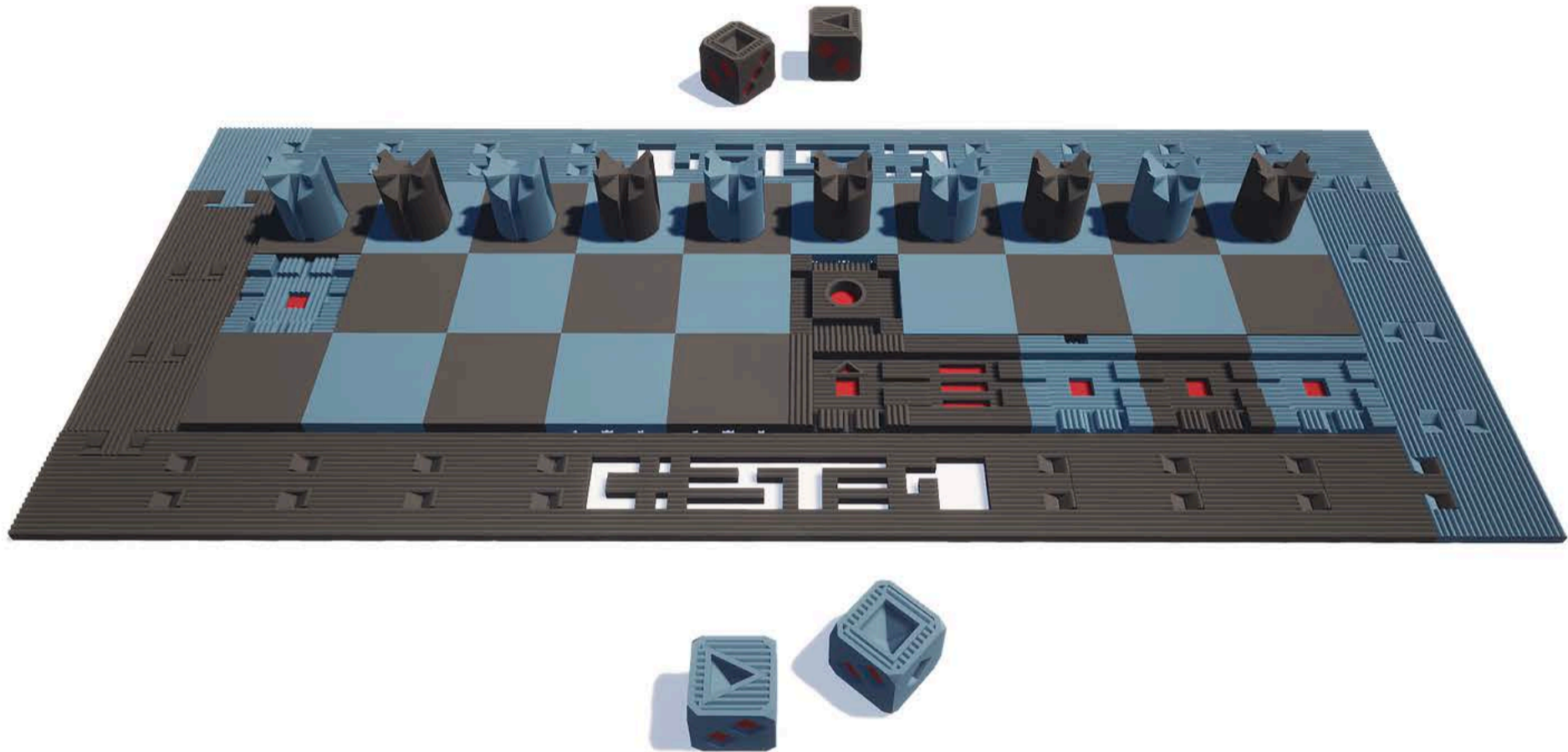




SEN

From the past comes another game which was played over 4000 years ago.



It is a race to escape the board in this blocking game.

RULES AND OBJECTIVES:

- All pieces start in the top line of a 3x10 board.
- Pieces move in a snake like motion towards the bottom of the board.
- Landing on an opponent swaps places with the opponent and where you started from.
- 2 or more pieces next to each other are safe from being swapped and block opponents movement.

THE LAST 3 SPACES ARE EXITS

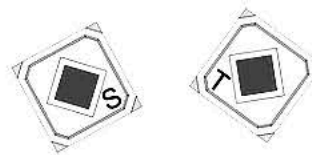
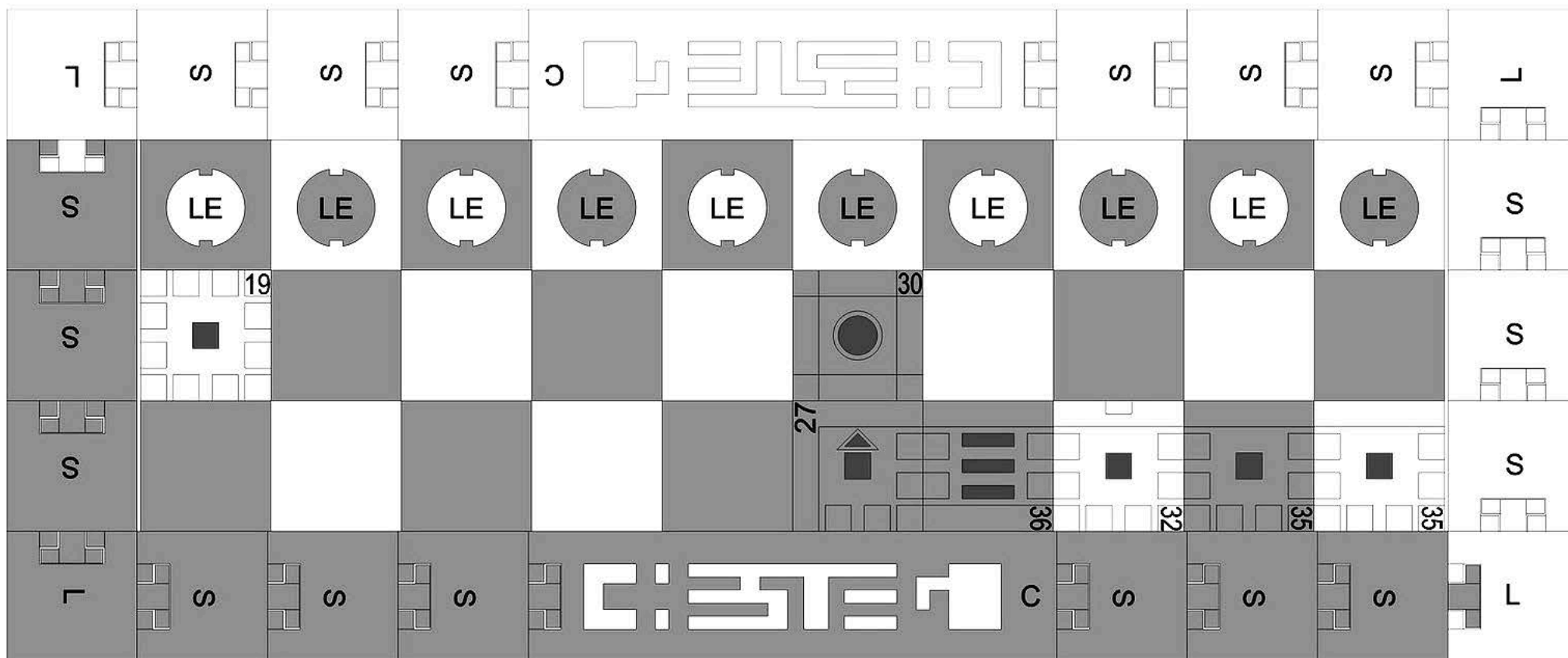
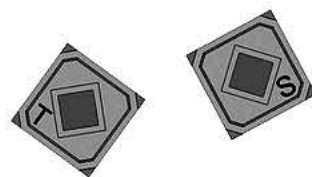
- The square to the right of the trap requires a 3 on the die to exit
- The square next to that requires a 2 on the die to exit.
- The last square requires a 1 on the die to exit.

WIN CONDITION:

- First player to get all their pieces off the board.

BOARD SETUP

- 3X10 Rectangle



PIECE RULES

LE PURE LEAPER 5



- Moves based on the roll of the dice.

DT TRIANGLE DIE 1



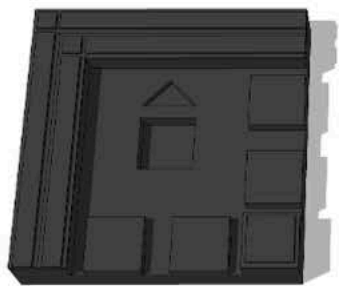
- If you roll a Triangle it can be used as a 1,2 or 3.

DS SQUARE DIE 1



- If you roll a Square it can be used as a 1,2,3 or 4.

- INN 1



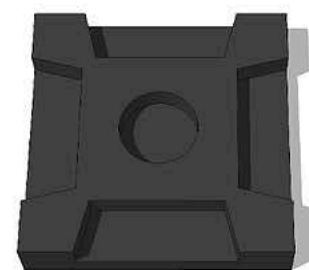
- Every player must stop at the inn with an exact roll.
- Once you are in the Inn, all rolls must be applied to this piece.

- TRAP 1



- If you roll a 1 from the Inn you land on the Trap.
- Once you are in the trap all rolls have to be applied to this piece.
- You can try to roll a Square (1 in 6 chance) or you can allow your piece to be moved to the healing pit.
- Any rolls other than square and lose your turn.

- PIT 1



- The healing pit is where you have to move your piece if you land on the Trap and choose not to wait to roll a square.
- If there is a piece occupying the Pit you have to move your piece to the next open space back from the Pit