

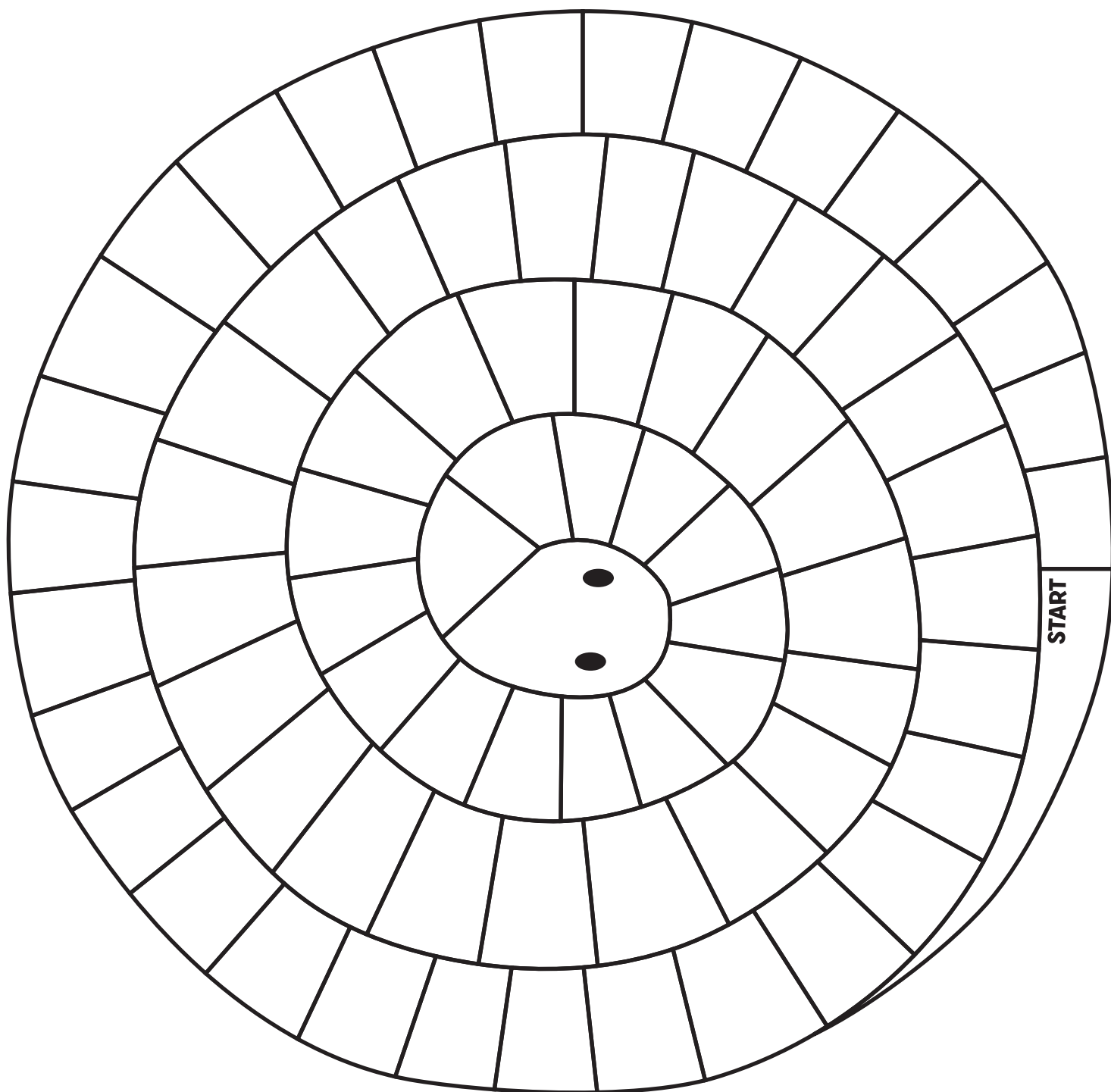
Mehen

Mehen was played in Ancient Egypt over 5,000 years ago. The game board is a spiral in the shape of a coiled snake with the snake's head at the centre. The name Mehen may refer to the spiral form of the game or its representation of the Egyptian snake god, Mehen.

It's not known exactly how Mehen was played and there are several versions of the rules, each slightly different, we have given you one version here. The aim of the game is to get all your playing pieces around the snake to its head, and back again, safely before your opponent's lion eats them!

You will need:

1. Scissors
2. 3 lolly sticks
3. Coloured pencils
4. Chalk if you wish to create your Mehen board outdoors



Mehen - Instructions

To make your game board and playing pieces:

1. Cut out the snake board or draw your own. Alternatively you could do this with chalk outside.
2. Cut out the playing pieces below and draw a symbol on the reverse i.e. player 1 draws a cross on the back of each of their playing pieces and player 2 draws a circle. Alternatively you could use marbles or painted pebbles if playing outside.
3. Colour one side of your lolly sticks; these are your counting sticks. You will use your counting sticks like dice to work out how many spaces to move on each go. Alternatively use a regular die.

Using your counting sticks (lolly sticks):

Throw the sticks in to the air. When they land the scores are as follows:

- If one is coloured and the others are blank the score is 1
- If two are coloured and the other is blank the score is 2
- If all three land colour side up then the score is 3
- If all three land blank side up then the score is 6, this is the maximum score.
- There is no score for 4 and 5. If using a die, ignore rolls of 4 and 5.

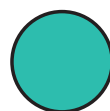
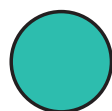
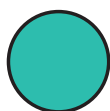
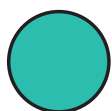
Lions move twice as fast as playing pieces so double your score when moving your lion.

To play:

1. Each player has 4 playing pieces and a lion. The aim is to get all your playing pieces to the snakes head and back safely before the opponents lion eats them. The winner is the player whose lion has eaten the most playing pieces.
2. Roll a 1 to place your first playing piece on the board. If you throw any other number, miss a go. Player 2 then takes their turn. Once all your playing pieces (except your lion) are on the 'START' you can begin moving them towards the snakes head at the centre of the board.
3. When a playing piece reaches the snakes head, turn it over and begin its journey back to the start and safety. Any number of playing pieces can be on the same square at the same time and you can choose which playing piece to move on any go. If you want to make it more difficult you can 'knock off' other players pieces by landing on the same square and sending them back to the start.
4. When one of your playing pieces makes it back to the start you can start your lion counter. The lion must move to the centre of the board before it can start eating any of the opponents pieces. On the way back a lion must land on the same square as the opponents playing piece to eat it. Lions cannot eat each other!
5. The game ends when both lions have made it back to the start, even if there are other playing pieces still on the board. The winner is the player whose lion has eaten the most of the other players pieces.

Playing pieces

Playing pieces for
Player 1



Playing pieces for
Player 2

