
Egyptian Senet Download For Pc

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About This Game

**** New Important Note:**

To make the gameplay easier and more fun, you can press spacebar to throw the casting sticks instead of mouse click.

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Title: Egyptian Senet
Genre: Casual, Indie, Simulation, Sports, Strategy
Developer:
Ezzat Studios
Publisher:
Ezzat Studios
Release Date: 21 Aug, 2015

English,French,Italian,German,Arabic,Dutch,Japanese,Korean,Russian,Simplified Chinese

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It's fun! An online multiplayer mode would be great! Nice work.. This is a faithful reproduction of the ancient boardgame. The game functions well on 4K/Windows 10 and allows multiplayer as well as play vs AI.. To summerize, if you are someone who goes for something with content and thought then try this out; it's for literally 50 cents when it's on sale. - This game's graphics are higher than the screenshots posted, so don't be fooled. This version is made for normal desktop resolution so I don't know why any kid would complain. The design is pretty good for a 2D design, and the effort put in the details in the art were meticulously done and not just randomly copied. Everything to me seems like it has its own cham, the victory screen is cute and

pleasant, while the prompt when you lose is unpleasant: as to be desired since this is a game for anyone to play and is meant to be symbolic, hence its accessibility to all ages is a plus. - The music and sound effects are quite immersive and deliver more than what one would expect, perhaps those who complain expected a 40 minute musical score composed of at least 12 different tracks. The menu music is different from the ingame music, and it changes when any player gets 5 of their units through to the next realm. There was clearly a lot of attention to detail, despite its humble appearance. - The game is quite complex, one cannot help but think of the symbolism and meanings behind the different phases and moves in the game and perhaps how different classes and societies would have related to and interpreted it, be it soldiers, farmers, mercenaries, priests or pharaohs. And also who would be playing with them and where, it is therefore crucial to be able to play this game versus a well designed AI and that is what the developer provided. Decent AI is not something to take for granted. The rules chosen for this version are also well chosen, and therefore quite intuitive once the rules are understood, just playing half a single round is more than enough to start playing (The rules are also well written, with only a single spelling mistake, it is otherwise very clear). There are clearly several different strategies of how one would try to defeat their opponent, regarding how one chooses to move their pieces based on their varying die rolls. The game is divided into primarily two phases, with a nuanced transitional phase between the first to the second (again I remind you of the symbolism). The first phase is where one tries to get past one's opponent and not falling behind, while the second phase is to get past the obstacles to the next realm. It is due to the meticulous choice in design for the second phase that this game really stands out as a board game. ----- And a message to the developer if they are reading: I wish the developer would make more games and maybe even an updated version of this game with online multiplayer, as it currently only has hotseat multiplayer. And a second point. the ability to switch off the numerical explanation of the dice roll would also be nice. Those were probably the only two unpleasant surprises for me when it came to this game. And any audio bugs that occurred were easily fixed.. I'm addicted. It took me a little bit to figure out the game mechanics, mostly because I don't like to read directions and like to learn as I go. But after I figured it out I couldn't stop playing. I also liked giving my daughter a little history lesson using this game. She thought the music was pretty cool too.. Initial play review here. I've only played one round against AI so far. However, here is my constructive critique of the game. First off, allow me to say that obscure, archaic board games are something that fascinate me. I just saw this on sale, and could afford it, so I grabbed it. I'm not particularly picky about graphics, music, or visual interface. As long as it more or less does its job, I'm happy. Yes, the interface and graphics are simple, and the music isn't amazing, but that's not a concern for me. The gameplay mechanics, from what I can tell, function as they should. Senet is a game of luck. There is a little bit of strategy with whatever moves you end up being permitted to use. It's more like thinking ahead, or even prioritizing. Mostly, however, it's luck. Try not to be intimidated by the game at first, given the lack of a tutorial. There are instructions, and yes, those instructions are a little bit difficult to comprehend in the manner it is written. I encourage you to give it an initial play-through against AI. Just dive in, and do it. My first playthrough started with me knowing little to nothing about what to do. But within minutes, I was picking up the pace between moves and turns, and soon found myself almost instinctively getting a feel for the game. My first playthrough was a victory. Pros: - Very light weight file size - Very low system requirements (aside from requiring at least Win7) - Simple and straight forward interface - Easy to learn gameplay - Game is based almost entirely on luck; some but very little strategy involved - Personal opinion: Being based upon a real life ancient Egyptian board game is entertaining - Single player (vs AI) and Two Player modes - Different difficulty levels vs AI - Different interface text language options. Cons: - Lack of screen-resolution options - Lack of window-mode options - Lack of in-game volume slider (sound toggle and music toggle only) - Lack of guided tutorial. - Readable instructions are present, but difficult to comprehend at first. Overall, if you enjoy obscure, archaic/ancient board games, and don't care too much for trivial matters such as graphics, this is the game for you. It indeed does play with a very casual atmosphere, but I feel that perhaps that's what is intended with board games, especially from ancient times. I feel that they were likely used as simply "something to pass the time when feeling dull and bored". It's definitely a great boredom killer, and even more fun for history and mythology buffs.

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