MeHen

Animals were important symbols in ancient Egypt, and rams in particular were revered as 'temple gods'; a status only given to the most sacred of animals. You'd be forgiven for thinking Ramesses was one of these gods, but it was actually the gods Khnum and Amun that were depicted with the head of a ram, which was supposed to symbolise fertility. Ramesses was in fact the name of many pharaohs, the most famous being Ramesses II.

Did you know that Derby Museum and Art Gallery is home to two real Egyptian mummies, dating from around 650 BC and 250 BC?!

'Mehen' was a game played in ancient Egypt, and the board was traditionally in the shape of a snake and using lion counters, but we think a ram's horn and character counter works just as well! Using the instructions and the templates on the next page, try and master this game of speed and strategy...

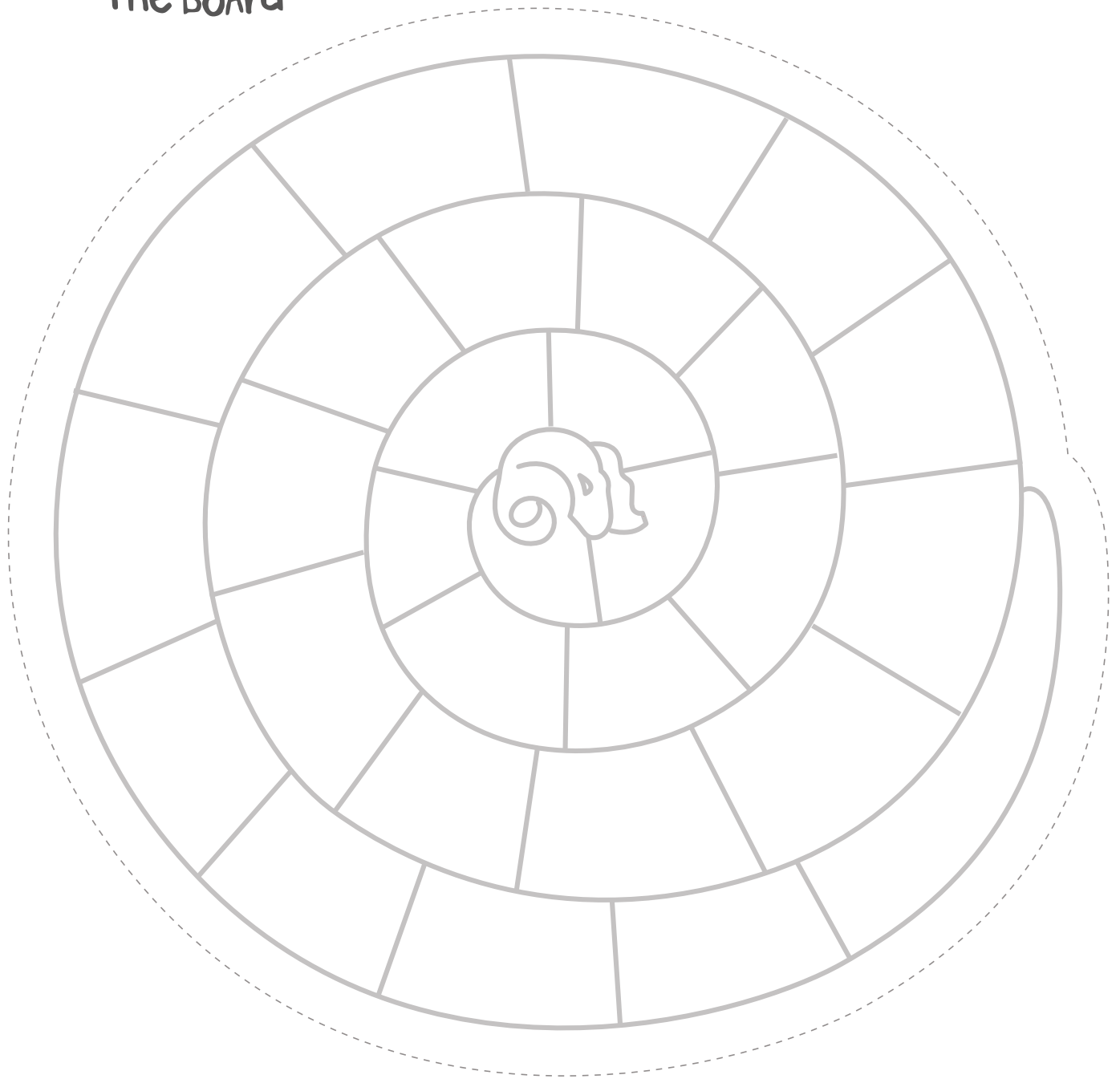**Equipment:**
- Board and counter templates
- Dice

Aim: get as many of your four counters to the centre of the spiral and back out again without getting caught by your opponent!

Instructions:
1. The first player to roll a 1 gets to move their counter onto the first section of the board. The second player will miss their go until they roll a 1 as well.

2. Take turns until all of your counters – apart from the ram – are on the first segment of the board.

3. Now you can start moving your counters around the board – you can choose which counter you'd like to move each time, and you can have multiple counters on the same space.

4. You must turn your counter over once it reaches the centre of the board in preparation for its journey back.

5. Once you've got your first counter back out of the spiral, start your ram counter!

6. You move your ram counter the same way as your other ones, but the difference is that on its journey back out of the spiral you can eat your opponents counters by landing on the same square.

7. Remember: rams cannot eat other ram counters!

8. Whoever's ram eats the most counters is the winner.

THE BOArd

CouNters for Player I

CouNters for Player a