Tomb scenes record a great number of pastimes. Many objects recovered from tombs can often be identified as toys and games. Board games were very popular, especially 'senet', which is frequently found in tombs and shown in paintings. Sometimes the accompanying text gives instructions which has enabled the rules of the game to be reconstructed.

This piece is part of a 'senet' board, with four pieces. Senet is known from Predynastic times (5500 - 3100 BC) to the late Roman period (30 BC - AD 395). Even today in Egypt and Sudan there is a similar game.

The object of 'senet' was to get one's pieces off the board and prevent the other player from doing so. The board was divided into three rows of ten squares. It could be made of limestone, steatite or faience (like this one). Moves were determined by throwing sticks with one flat and one rounded side, or knuckle bones made of bone, ivory or steatite. Gaming pieces were often in the form of animals, gods or occasionally captive foreigners.