

Curse Of The Mummy

When Sam finds a peculiar statue in a rubbish bin, little does he know that it will be the cause of the strange and sinister events that happen on the 15th Hampstead Cubs' camping weekend.

With nearly 2 million books in print, this Little Apple series is H-O-T, hot. The SECRET is out -- DROON is the series that kids, parents, and teachers are talking about! There's no place like home! Eric and his friends have finally restored the Rainbow Stairs, but that was the easy part. Now Gethwing is loose in the Upper World, and the Moon Dragon is causing big trouble. Eric, Julie, and Neal have to protect their town, but they're up against mysterious creatures, strangely-behaving parents, and powerful magic. Can the kids stop Gethwing before he destroys the Upper World -- for good? Discover the original bone-chilling adventures that made Goosebumps one of the bestselling children's book series of all time! Gabe is exploring the tunnels of an ancient Egyptian pyramid. Unfortunately, Gabe is also lost! And Gabe is not alone. Someone else is in the pyramid, too. Someone. Or something. . . It's another fan-favorite prequel to R.L. Stine's blockbuster GOOSEBUMPS HORRORLAND series. Now with all-new bonus materials including a Q&A with the author and more!

In the winter of 1922-23 archaeologist Howard Carter and his wealthy patron George Herbert, the Fifth Earl of Carnarvon, sensationally opened the tomb of Tutenkhamen. Six weeks later Herbert, the sponsor of the expedition, died in Egypt. The popular press went wild with rumours of a curse on those who disturbed the Pharaoh's rest and for years followed every twist and turn of the fate of the men who had been involved in the historic discovery. Long dismissed by Egyptologists, the mummy's curse remains a part of popular supernatural belief. Roger Luckhurst explores why the myth has captured the British imagination across the centuries, and how it has impacted on popular culture. Tutankhamen was not the first curse story to emerge in British popular culture. This book uncovers the 'true' stories of two extraordinary Victorian gentlemen widely believed at the time to have been cursed by the artefacts they brought home from Egypt in the nineteenth century. These are weird and wonderful stories that weave together a cast of famous writers, painters, feted soldiers, lowly smugglers, respected men of science, disreputable society dames, and spooky spiritualists. Focusing on tales of the curse myth, Roger Luckhurst leads us through Victorian museums, international exhibitions, private collections, the battlefields of Egypt and Sudan, and the writings of figures like Arthur Conan Doyle, Rider Haggard and Algernon Blackwood. Written in an open and accessible style, this volume is the product of over ten years research in London's most curious archives. It explores how we became fascinated with Egypt and how this fascination was fuelled by myth, mystery, and rumour. Moreover, it provides a new and startling path through the cultural history of

Victorian England and its colonial possessions.

Holmes and Watson. Two names forever linked by mystery and danger from the beginning. Within the first year of their friendship and while both are young men, Holmes and Watson are still finding their way in the world, with all the troubles that such young men usually have: Financial straits, troubles of the female persuasion, hazings, misunderstandings between friends, and more. Watson's Afghan wounds are still tender, his health not yet fully recovered, and there can be no consideration of his beginning a new practice as yet. Holmes, in his turn, is still struggling to found the new profession of consulting detective. Not yet truly established in London, let alone with the reputations they will one day possess, they are between cases and at loose ends when Holmes' old professor of archaeology contacts him. Professor Willingham Whitesell makes an appeal to Holmes' unusual skill set and a request. Holmes is to bring Watson to serve as the dig team's physician and come to Egypt at once to translate hieroglyphics for his prestigious archaeological dig. There in the wilds of the Egyptian desert, plagued by heat, dust, drought and cobras, the team hopes to find the very first Pharaoh. Instead, they find something very different... Noted Author Stephanie Osborn (Creator of the Displaced Detective series) presents the first book in her Sherlock Holmes, Gentleman Aegis series - Sherlock Holmes and the Mummy's Curse, the debut volume of Pro Se Productions' Holmes Apocrypha imprint.

Lost in a pyramid while on a visit to Egypt, Gabe suddenly realizes that he is not alone, and he soon learns the meaning of the legendary curse of the mummy's tomb. Original.

Young readers are invited to solve puzzles to help Johnny, Pippin, and their friends explore an Egyptian pyramid and uncover its treasure before two criminals find it first

Number One for Fiendish Fun! This book contains a new hobby, some HORRENDOUS homework, a swimming lesson and a mummified cat! Four utterly hilarious and totally brilliant Horrid Henry stories by Francesca Simon, with illustrations by Tony Ross. An irresistible introduction to reading for pleasure.

Returning to Egypt to help his uncle Ben and cousin Sari with an archaeological dig, Gabe learns about a curse that supposedly brings mummies back to life and thinks his uncle has become a victim.

Get Goosebumps with the startling repackage of a best selling classic. Now with bonus materials! After last year's scary adventure, Gabe's a little nervous about being back in Egypt. Back near the ancient pyramids. Back where he saw all those creepy mummies. Then he learns about an Egyptian superstition. A secret chant that is supposed to bring mummies back to life. Gabe's uncle says it's just a hoax. But now it sounds like something's moving in the mummy's tomb. No way a couple of dumb words can wake the dead. Can they?

When LC and his class visit the museum, they encounter two bumbling crooks who are out to steal the mummy's gold pendant

The revelation of King Tutankhamun's tomb brought fame and glory to its discoverers. But as unlucky occurrences hit the crew, people wondered if it brought something more sinister as well. Through brightly colored illustrations, this graphic narrative examines the tomb's discovery and the grim events that followed. With aids including a timeline and possible theories, readers can draw their own conclusions about the mummy's curse in this thrilling narrative.

The Gothic horror tales collected in this anthology reflect the Victorian-era fascination with Egypt's oldest inhabitants. Four master storytellers of the nineteenth century share gripping tales of cursed plunder and injudicious flirtations with eldritch magic.

The SLIP (Secret Living In the Past) time travelers are back for another action-packed adventure--this time to ancient Egypt.

These 128-page books are perfect for elementary and middle grade students who can read alone confidently. The narrative and dialogue are fictional and read like the novels this age group is just beginning to discover, but the books are filled with nonfiction facts and information about the topic at hand. Interspersed throughout are genre spreads that make this a true DK book.

Photographs and illustrations throughout the book engage and interest readers as they access information and develop their reading comprehension skills. Presented in chapters, the books in the DK Adventures series are perfect choices for kids who like to read for pleasure and need to read for class.

In Egypt in 1908, nine-year-old Indiana Jones meets Lawrence of Arabia and encounters a mystery involving a mummy's curse and a murdered guard at an archeological dig.

Egyptologist Charlotte Booth selects ten ancient Egyptian mysteries and explores the theories and outlandish guesses put forth by leading archaeologists, scientists, and historians. Using cutting-edge archaeological evidence and forensic science, Booth explores the Exodus, describes how the pyramids were built, and even introduces a cross-dressing king. Guaranteed to delight and inform, this book illuminates the brilliance of one of the greatest civilizations in the history of humankind.

Lost in a Pyramid (Or, The Mummy's Curse), by American author Louisa May Alcott, was originally published in 1869.

The work is considered an influential example of early "mummy's curse" narratives.

ATAC BRIEFING FOR AGENTS FRANK AND JOE HARDY MISSION: Good thing you're in Egypt, because we have a mystery on our hands. A man has been murdered, possibly over a map to a precious golden mummy. Could there be a curse surrounding the ancient mummy and his treasure? **LOCATION:** Cairo, Egypt, and the surrounding area.

POTENTIAL VICTIMS: Anyone in pursuit of the treasure. **SUSPECTS:** Several people on an expedition are suspects. Find them before they find the mummy and the money. **THIS MISSION REQUIRES YOUR IMMEDIATE ATTENTION. THIS MESSAGE WILL BE ERASED IN FIVE SECONDS.**

Purchase one of 1st World Library's Classic Books and help support our free internet library of downloadable eBooks. 1st World Library-Literary Society is a non-profit educational organization. Visit us online at www.1stWorldLibrary.ORG It all seemed so real that I could hardly imagine that it had ever occurred before; and yet each episode came, not as a fresh

step in the logic of things, but as something expected. It is in such a wise that memory plays its pranks for good or ill; for pleasure or pain; for weal or woe. It is thus that life is bittersweet, and that which has been done becomes eternal. Again, the light skiff, ceasing to shoot through the lazy water as when the oars flashed and dripped, glided out of the fierce July sunlight into the cool shade of the great drooping willow branches - I standing up in the swaying boat, she sitting still and with deft fingers guarding herself from stray twigs or the freedom of the resilience of moving boughs. Again, the water looked golden-brown under the canopy of translucent green; and the grassy bank was of emerald hue. Again, we sat in the cool shade, with the myriad noises of nature both without and within our bower merging into that drowsy hum in whose sufficing environment the great world with its disturbing trouble, and its more disturbing joys, can be effectually forgotten. Again, in that blissful solitude the young girl lost the convention of her prim, narrow upbringing, and told me in a natural, dreamy way of the loneliness of her new life. With an undertone of sadness she made me feel how in that spacious home each one of the household was isolated by the personal magnificence of her father and herself; that there confidence had no altar, and sympathy no shrine; and that there even her father's face was as distant as the old country life seemed now. Once more, the wisdom of my manhood and the experience of my years laid themselves at the girl's feet. It was seemingly their own doing; for the individ

The Curse of the Mummy: Uncovering Tutankhamun's Tomb (Scholastic Focus) Scholastic Focus

When the museum's visitors are gone for the day, it's time for the kittens to come out and play! This second installment in the new chapter book series by best-selling author Holly Webb is inspired by tales of real-life museum cats and follows the after-hours adventures of the Museum Kittens. Includes black-and-white illustrations throughout. The Museum Kittens are curious when a rare Egyptian papyrus is brought to the museum on loan. But from the moment the papyrus arrives, strange things start to happen, and rumors of an ancient curse begin to spread. Tasha is determined to prove to the other kittens that there's nothing to be afraid of. Then one night, a pipe bursts, and the gallery is flooded--and the kittens are trapped! Can they figure out a way to save themselves--and all of the museum's precious objects? In this new series from best-selling author, Holly Webb, the Museum Kittens are brave, clever, and never more than a whisker away from adventure! When the museum's visitors are gone for the day, it's time for the kittens to come out and play!

The most penetrating study of the curse ever conducted, *The Mummy's Curse* uncovers forgotten nineteenth-century fiction and poetry, revolutionizes the study of mummy horror films, and reveals the prejudices embedded in children's toys. Examining original surveys and field observations of museum visitors demonstrate that media stereotypes - to which museums inadvertently contribute - promote vilification of mummies, which can invalidate demands for their removal from display. Jasmine Day shows that the curse's structure and meaning has changed over time, as public

attitudes toward archaeology and the Middle East were transformed by events such as the discovery of Tutankhamun's tomb. The riddle of the 'curse of the pharaohs' is finally solved via a radical anthropological treatment of the legend as a cultural concept rather than a physical phenomenon. A must for anyone interested in this ancient and mystifying legend. A quirky history that offers a new way of understanding the myth of the mummy's curse. Roger Luckhurst provides a startling path through the cultural history of Victorian England and its colonial possessions.

Shortly after discovering the tomb of King Tut, several people on the expedition became sick and died. Many people thought the ancient Egyptians cursed those who entered the tombs. Was King Tut getting revenge from the grave? Read this high-interest title for young students and decide what you think.

Award-winning and critically acclaimed author Candace Fleming presents the edge-of-your-seat true story of the search for Tutankhamun's tomb, the Western public's belief that the dig was cursed, and the battle for ownership of the treasures within. During the reign of the New Kingdom of Egypt, the boy pharaoh Tutankhamun ruled and died tragically young. In order to send him on his way into the afterlife, his tomb was filled with every treasure he would need after death. And then, it was lost to time, buried in the sands of the Valley of the Kings. His tomb was also said to be cursed. Centuries later, as Egypt-mania gripped Europe, two Brits -- a rich earl with a habit for gambling and a disreputable, determined archeologist -- worked for years to rediscover and open Tutankhamun's tomb. But once it was uncovered, would ancient powers take their revenge for disturbing and even looting the pharaoh's resting place? What else could explain the mysterious illnesses, accidents, and deaths that began once it was found?

For thousand of years the dead body of the young king Tutankhamun slept under the sands of Egypt. Then, in the autumn of 1922, Howard Carter and his friends find and open his tomb door. These are exciting times, and Carter's young helper Tariq tells the story in his diary. But soon people begin to die. Who or what is the killer? Is Tutankhamun angry with them for opening his tomb? And who is the beautiful French girl with the face of Tutankhamun's long-dead wife?

An account of the fateful April 1970 mission to the moon follows the harrowing experiences of its three astronauts, who fought to return safely to Earth in the wake of a disastrous explosion.

"[A] superb history.... In these thrilling, highly readable pages, we meet Rasputin, the shaggy, lecherous mystic...; we visit the gilded ballrooms of the doomed aristocracy; and we pause in the sickroom of little Alexei, the hemophiliac heir who, with his parents and four sisters, would be murdered by the Bolsheviks in 1918." —The Wall Street Journal Here is the tumultuous, heartrending, true story of the Romanovs—at once an intimate portrait of Russia's last royal family and a gripping account of its undoing. Using captivating photos and compelling first person accounts, award-winning author Candace Fleming (*Amelia Lost*; *The Lincolns*) deftly maneuvers between the imperial family's extravagant lives and the plight of Russia's poor masses, making this an utterly mesmerizing read as well as a perfect resource for meeting Common Core standards. "An exhilarating narrative history of a doomed and clueless family and empire." —Jim Murphy, author of Newbery Honor Books *An American Plague* and *The Great Fire* "For readers who regard history as dull, Fleming's extraordinary book is proof positive that, on the contrary, it is endlessly fascinating, absorbing as any novel, and the stuff of an altogether memorable reading experience." —Booklist, Starred "Marrying the intimate family portrait of Heiligman's *Charles and Emma* with the politics and intrigue of Sheinkin's *Bomb*,

Fleming has outdone herself with this riveting work of narrative nonfiction that appeals to the imagination as much as the intellect." —The Horn Book, Starred Winner of the Los Angeles Times Book Prize for Young Adult Literature Winner of the Boston Globe–Horn Book Award for Nonfiction A Robert F. Sibert Honor Book A YALSA Excellence in Nonfiction Award Finalist Winner of the Orbis Pictus Award for Outstanding Nonfiction

Shaggy, Scooby-Doo, and the rest of the gang visit the movie set of an Egyptian film, but when everything seems to go wrong, it is rumored that a mummy's curse is sabotaging the production. Original.

In the titles in this popular adventure gamebook series the reader is helping an archaeologist unearth an ancient tomb. But when the tomb turns out to belong to Akharis, readers must act quickly and learn the true meaning of the 'Curse of the Mummy'.

Have you ever wondered if curses really do exist? Marty's grandfather always said that superstition was nothing more than nonsense that hindered fools from discovery, but now Marty's not so sure. Ever since his grandfather, a world-renowned archeologist, discovered a tomb in Egypt his family has been plagued with tragedy. First Marty's mother disappears, and then Reginald himself collapses at the museum in the weeks leading up to the mummy's unveiling. One by one children start to disappear as the town turns against Marty and his family, blaming them for unleashing the curse upon them. Haunted by visions of creatures that shouldn't exist, Marty soon finds himself in a waking nightmare filled with demons running rampant in the streets, ghouls masquerading in the flesh of humans, and an evil necromancer who will stop at nothing to secure his own immortality. As if that wasn't enough, then there's Daniel Richardson, the most beautiful girl Marty has ever laid eyes on. The only thing is, his competition isn't another boy at school, it's the monster behind the abductions, and now he has to find a way to stop her from being taken next. Marty Boggs & The Curse of the Mummy's Tomb is book one in a YA supernatural horror series. "Highly recommended for all readers, young and old, endlessly in love with the magical realm of fantasy fiction and the battle of good and evil." - Midwest Book Review "All of the things that make horror books great are in this book" - Teens Read Too

Dexter's next mission? Catch a cat burglar! On a school field trip to the museum, Dexter puts his brand-new super-secret spy skills to the test. Someone has broken into the Egyptian exhibit to steal Pharaoh Hun-Ga-Re's greatest treasure...a sacred sandwich that can raise the dead! But who could be hungry enough to want a six-thousand-year-old snack? With an army of robot ninjas, a mustachioed mystery man, and a sneaky new classmate lurking around every corner, it's up to Dex to find the petrified hoagie first and save the world from a monstrous mummy's ancient curse...

This reference work contains entries on every film made by Hammer Films, a British studio renowned for its horror films of the 1950s, 60s, and 70s. In addition, entries on people—directors, writers, producers, etc.—who have worked with the studio, as well as the stars associated with the studio, notably Christopher Lee and Peter Cushing.

It's a new school year and Ben finds himself caught up in a dastardly plot that puts his own mum in great danger. With no one to turn to, Ben calls on the only person who could possibly save the day—the inventive and brilliant King Co. But what ingenious plan will she come up with this time?!

Egyptian secrets take center stage in this interactive mystery where boys and girls can solve codes and puzzles right along with the multicultural cast of characters. Cody, Quinn, Luke, and M.E. love playing around with codes. In fact, they love codes so much they have their own club, with a secret hideout and passwords that change every day. After learning about steganography, the study of concealed writing, the Code Busters discover that artists have been hiding secret messages in their artwork for centuries. A clue hunt on a class trip to the

Rosicrucian Egyptian Museum leads the Code Busters to an artifact that doesn't seem to quite fit with the rest of the collection. Could it be a forgery? The Code Busters' code-cracking skills and new knowledge of hieroglyphic messages will help them get to the bottom of this mystery, but they better think fast before the criminal tries to frame them!

Zahi A. Hawass, currently in charge of the Supreme Council of Antiquities in Egypt, tells true stories of archaeology and Egypt's treasures. The Aldens help the Greenfield Museum set up a new exhibit about ancient Egypt! The main attraction is a 4,000-year-old mummy. But when it arrives, one thing after another goes wrong for the museum. Has it been struck by a curse from the ancient mummy?

When the pharaohs of Egypt died, they were mummified and buried in pyramids and tombs with all their riches. But as centuries passed, the tombs were looted and the pharaohs' gold stolen. Then Howard Carter found the greatest Egyptian treasure trove of all—the tomb of King Tut's mummy! But did the amazing treasure come with a deadly curse?

"Engaging images accompany information about the Mummy's Curse. The combination of high-interest subject matter and light text is intended for students in grades 3 through 7"--Provided by publisher.

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