

A Note to Parents and Teachers

DK READERS is a compelling program for beginning readers, designed in conjunction with leading literacy experts, including Dr. Linda Gambrell, Professor of Education at Clemson University. Dr. Gambrell has served as President of the National Reading Conference and the College Reading Association, and has recently been elected to serve as President of the International Reading Association.

Beautiful illustrations and superb full-color photographs combine with engaging, easy-to-read stories to offer a fresh approach to each subject in the series.

Each DK READER is guaranteed to capture a child's interest while developing his or her reading skills, general knowledge, and love of reading.

The five levels of DK READERS are aimed at different reading abilities, enabling you to choose the books that are exactly right for your child:

Pre-level 1: Learning to read

Level 1: Beginning to read

Level 2: Beginning to read alone

Level 3: Reading alone Level 4: Proficient readers

The "normal" age at which a child begins to read can be anywhere from three to eight years old. Adult participation through the lower levels is very helpful for providing encouragement, discussing storylines, and sounding out unfamiliar words.

No matter which level you select, you can be sure that you are helping your child learn to read, then read to learn!





Level 3

Spacebusters: The Race to the Moon

Beastly Tales Shark Attack!

Titanic

Invaders from Outer Space

Movie Magic Plants Bite Back! Time Traveler Bermuda Trianale

Tiger Tales Aladdin

Heidi

Zeppelin: The Age of the Airship

Spies

Terror on the Amazon

Disasters at Sea

The Story of Anne Frank

Abraham Lincoln: Lawyer, Leader, Legend

George Washington: Soldier, Hero,

President Extreme Sports

Spiders' Secrets

The Big Dinosaur Dig

Space Heroes: Amazing Astronauts

The Story of Chocolate

School Days Around the World LEGO: Mission to the Arctic

NFL: Super Bowl Heroes NFL: Peyton Manning

NFL: Whiz Kid Quarterbacks

MLB: Home Run Heroes: Big Mac, Sammy, and

MLB: Roberto Clemente

MLB: Roberto Clemente en español

MLB: World Series Heroes MLB: Record Breakers

MLB: Down to the Wire: Baseball's Great

Pennant Races

Star Wars: Star Pilot

Abraham Lincoln: Abogado, Líder,

Leyenda en español

Al Espacio: La Carrera a la Luna

en español

The X-Men School

Fantastic Four: The World's Greatest Superteam

Level 4

Days of the Knights

Volcanoes and Other Natural Disasters

Secrets of the Mummies

Pirates! Raiders of the High Seas

Horse Heroes

Trojan Horse

Micro Monsters

Going for Gold!

Extreme Machines

Flying Ace: The Story of Amelia

Earhart Robin Hood

Black Beauty

Free at Last! The Story of Martin Luther King, Jr.

Ioan of Arc

Welcome to The Globe! The

Story of Shakespeare's Theater

Spooky Spinechillers

Antarctic Adventure

Space Station: Accident on Mir

Atlantis: The Lost City?

Dinosaur Detectives

Danger on the Mountain: Scaling the World's

Highest Peaks

Crime Busters

The Story of Muhammad Ali

First Flight: The Story of the

Wright Brothers

D-day Landings: The Story of

the Allied Invasion

Solo Sailing

LEGO: Race for Survival

WCW: Going for Goldberg

WCW: Feel the Sting

WCW: Fit for the Title WCW: Finishing Moves JLA: Batman's Guide to Crime

and Detection

JLA: Superman's Guide to the Universe JLA: Aguaman's Guide to the Oceans JLA: Wonder Woman's Book of Myths JLA: The Flash's Book of Speed

JLA: Green Lantern's Book of

Inventions

The Story of the X-Men: How it all Began Creating the X-Men: How Comic Books

Come to Life

Spider-Man's Amazing Powers The Story of Spider-Man

The Incredible Hulk's Book of Strength

The Story of the Incredible Hulk

Transformers Armada: The Awakening

Transformers Armada: The Quest

Transformers Armada: The Unicron

Transformers Armada: The Uprising

Transformers Energon: Megatron Returns

Transformers Energon: Terrorcon Attack

Star Wars: Galactic Crisis

Los Asombrosos Poderes de Spider-Man en español

La Historia de Spider-Man en español

Graphic Readers: Curse of the Crocodile

God

Graphic Readers: Instruments of Death

Graphic Readers: The Price of Victory

Graphic Readers: The Terror Trail

Fantastic Four: Evil Adversaries



LONDON, NEW YORK, MUNICH, MELBOURNE, AND DELHI

Editor Kate Simkins
Designers Cathy Tincknell
and John Kelly
Senior Editor Catherine Saunders
Brand Manager Lisa Lanzarini
Publishing Manager Simon Beecroft
Category Publisher Alex Allan
DTP Designer Hanna Ländin
Production Rochelle Talary

Reading Consultant Maureen Fernandes

Published in Great Britain in 2007 by Dorling Kindersley Limited, 80 Strand, London WC2R 0RL

Some material contained in this book was previously published in 2003 in *Tales of the Dead: Ancient Egypt.*

07 08 09 10 10 9 8 7 6 5 4 3 2 1

Copyright © 2007 Dorling Kindersley Limited

All rights reserved. No part of this publication may be reproduced, stored in a retrieval system, or transmitted in any form or by any means, electronic, mechanical, photocopying, recording, or otherwise, without the prior written permission of the copyright owner.

A CIP record for this book is available from the British Library.

ISBN: 978-1-40531-838-9

High-res workflow proofed by Media Development and Printing Ltd, UK.

Design and digital artworking by John Kelly and Cathy Tincknell. Printed and bound in China by L. Rex Printing Co. Ltd.

All artwork by Inklink except the illustrations of the town, the temple and the pharaoh on page 42, the servant, marriage contract, prisoners, Chief Embalmer and Lord Ini's Palace on page 43, the pyramid, burial chamber, and the robbers on page 44, the soldiers and the House of the Dead on page 45, the priest and the temple on page 46, and the natron table on page 48 by Richard Bonson.

Discover more at

www.dk.com

Contents

Curse of the Crocodile God	4
Map and timeline	42
Glossary	42





CURSE of CROCODILE

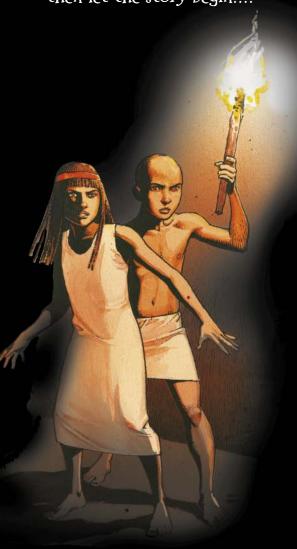
Written by Stewart Ross Illustrated by Inklink





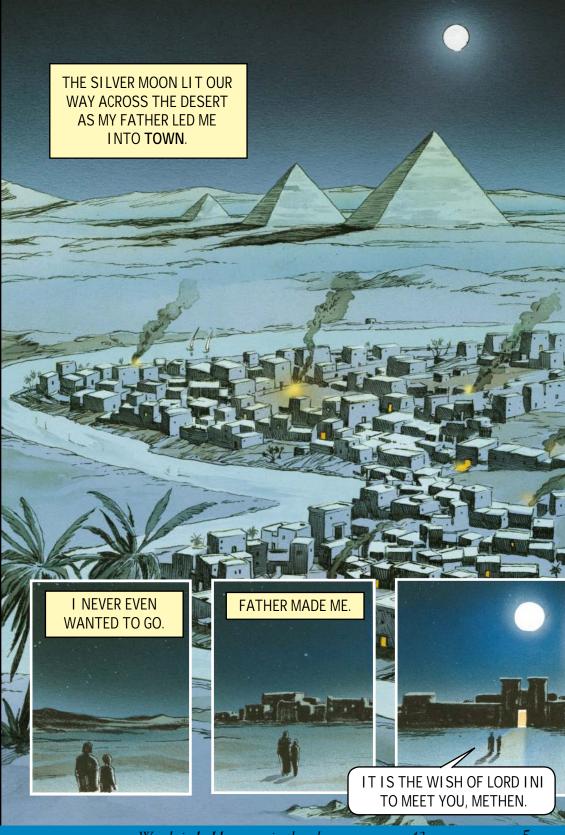
CURSE OF THE CROCODILE GOD

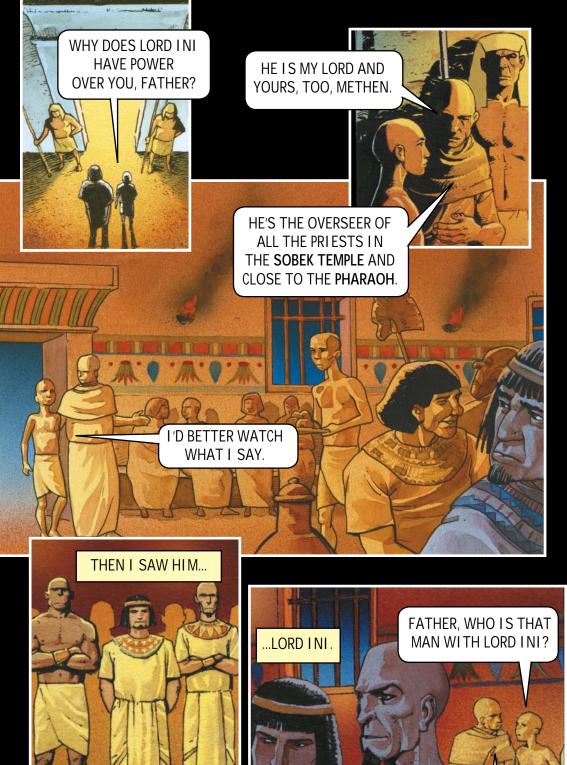
Methen's story takes place 4,000 years ago in Ancient Egypt. It is the year 1795 BCE, and the ruler of Egypt is Pharaoh Sobekneferu. Our hero and his new friend Madja live in a town near Hawara in northern Egypt. Turn to page 42 to see a map of Ancient Egypt and a timeline, then let the story begin....



"MY NAME IS METHEN, and this is my friend Madja. Our lives are in great danger!

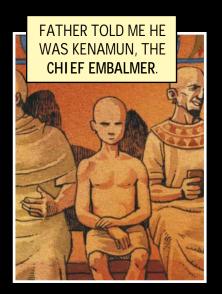
We are caught in a fiendish plot hatched by a corrupt official. As the son of a respected priest, nothing in my life has prepared me for this. My days have been spent at scribe school, learning to read and write. Madja is a servant girl in a nobleman's court. Like me, she is 13 years old, but our paths had never crossed until the evening of the banquet at Lord Ini's palace."

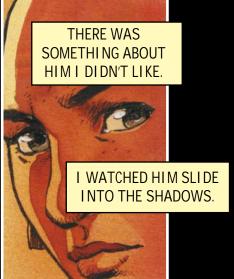




SHH! QUI ET!

...MY LORD AND MASTER...

















THE WELL, BY THE KITCHEN GATE.

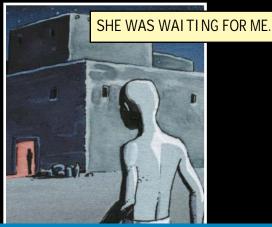
WHAT WERE YOU SAYING TO THAT **SERVANT**, METHEN?











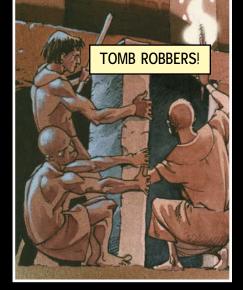


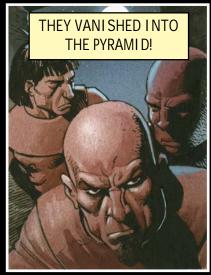










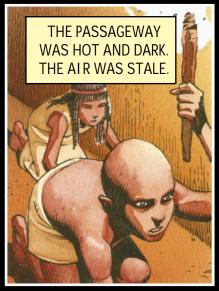


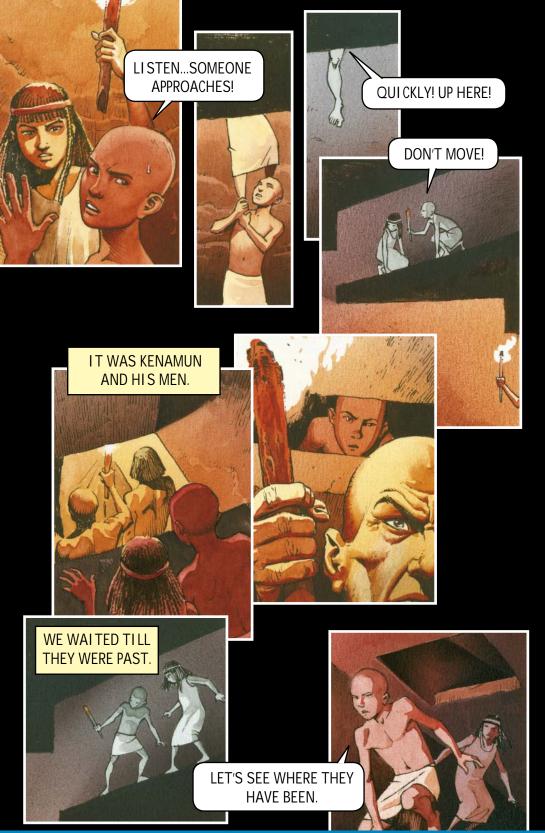








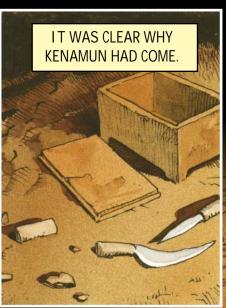












IT WAS THEN THAT I SAW THE WRITING ON THE WALL.









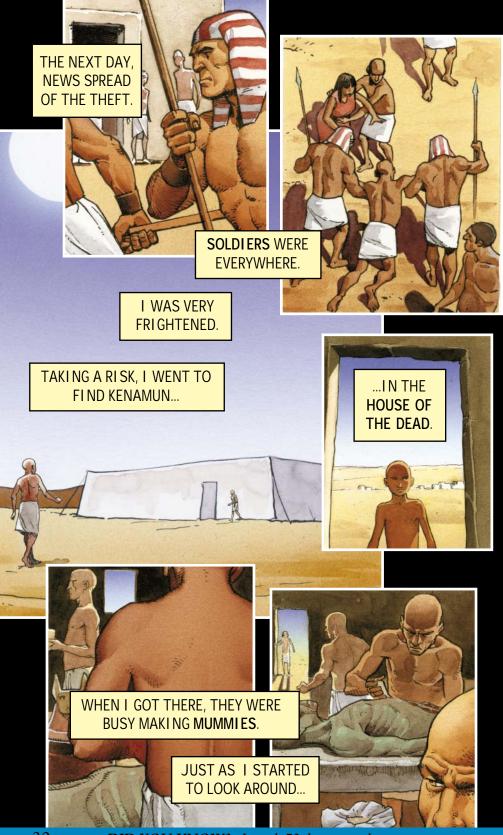


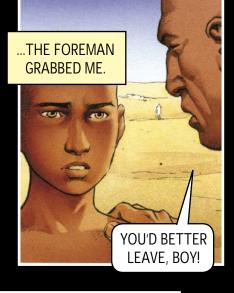


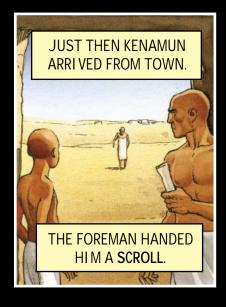








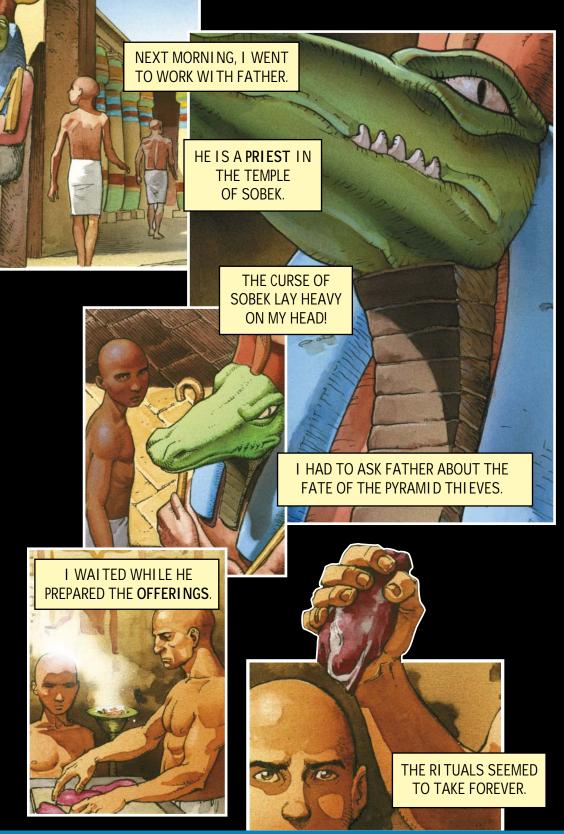


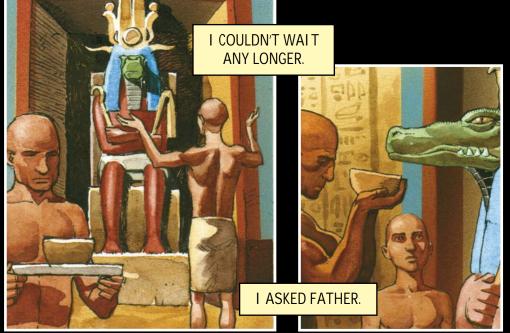


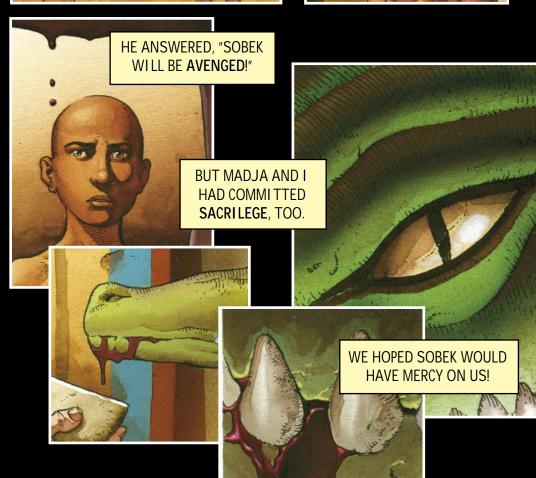
IT MUST HAVE BEEN ABOUT THE MESS AT THE PYRAMID.

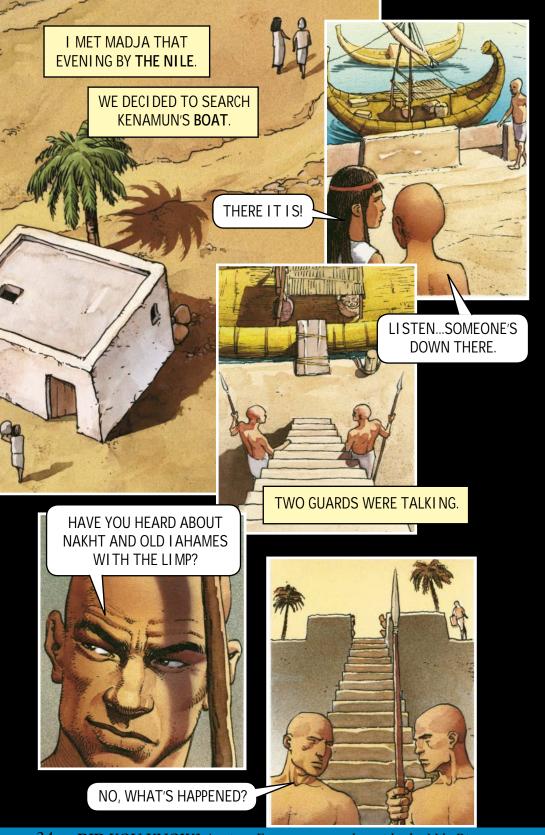
KENAMUN MUST THINK THAT HIS OWN MEN...

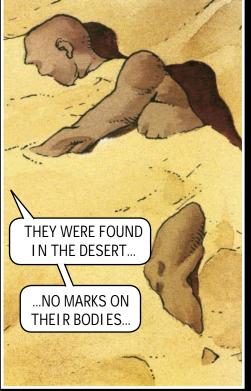


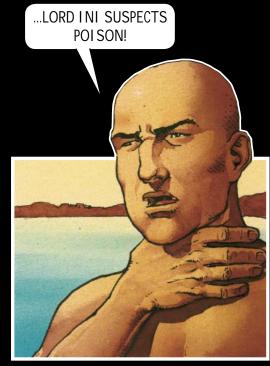


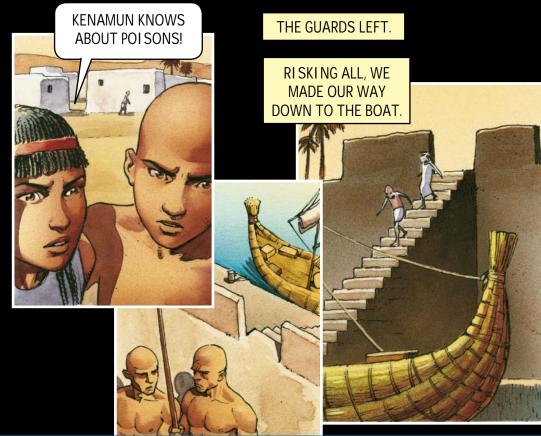


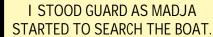














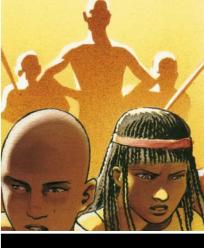


THERE WAS NO SIGN OF ANY STOLEN TREASURE.

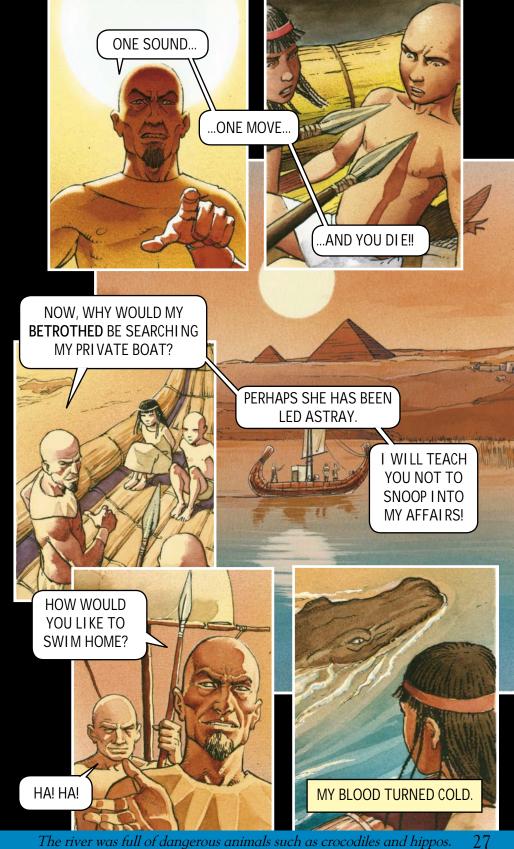
I KNEW WE HAD TO BE QUICK...



THERE'S NOTHING HERE!

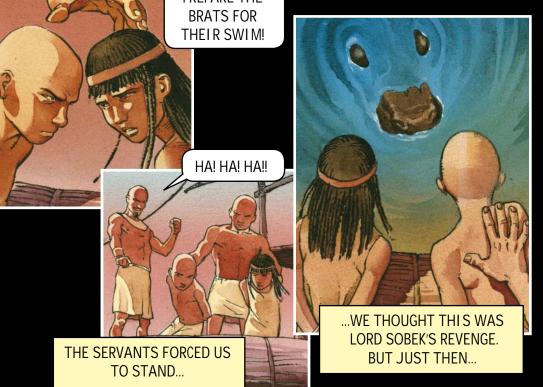


...I DIDN'T REALIZE HOW QUICK!



The river was full of dangerous animals such as crocodiles and hippos.

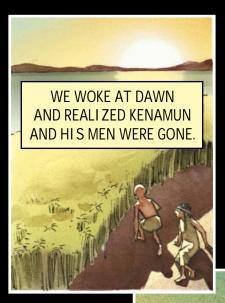




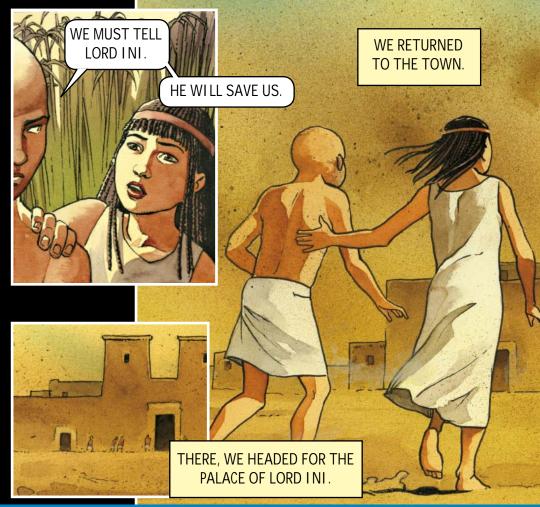


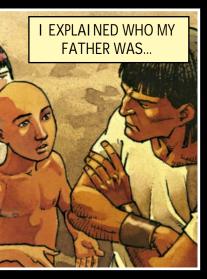






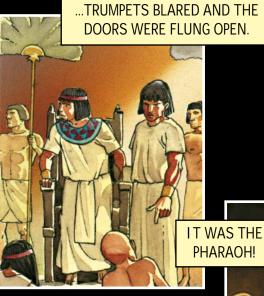








WE WERE EXPLAINING OUR INCREDIBLE STORY WHEN...

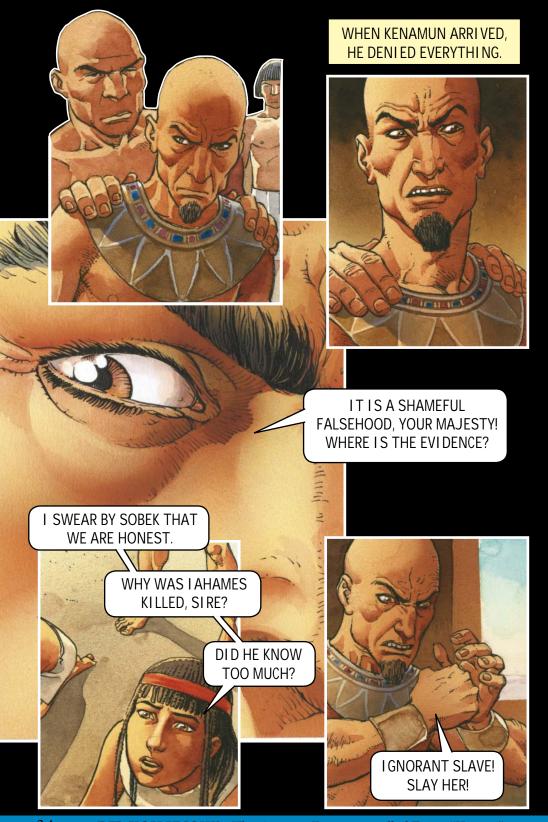


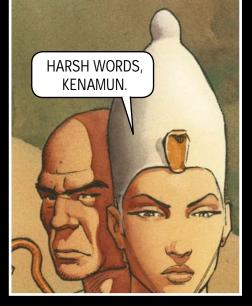












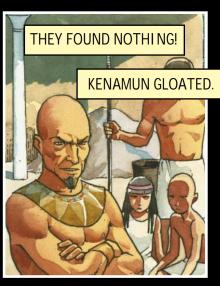


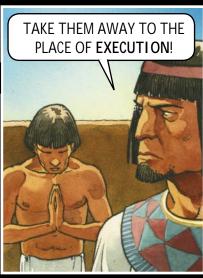










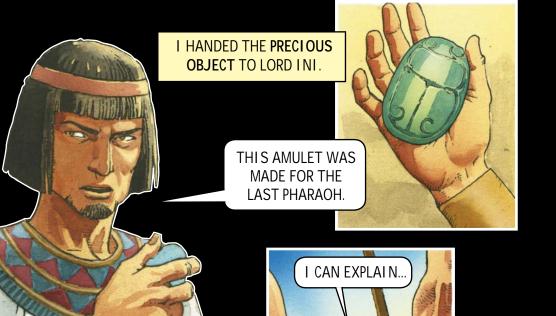








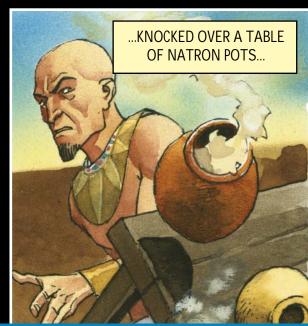


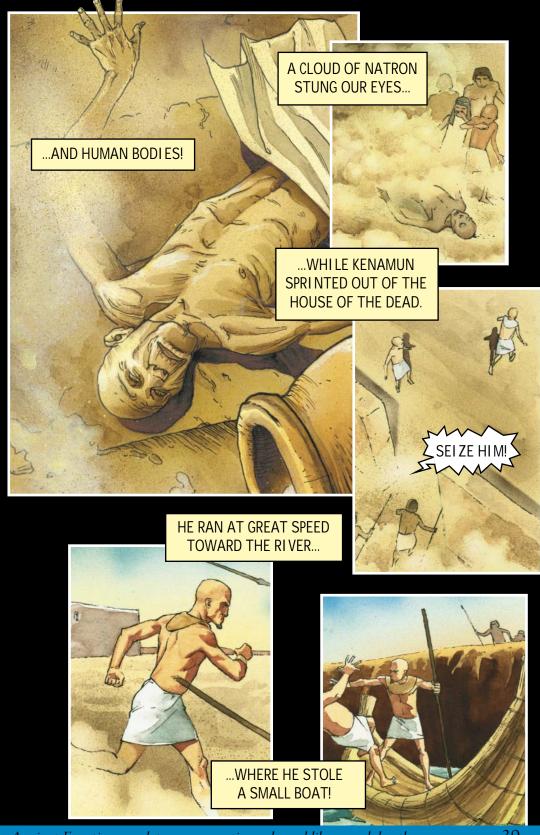


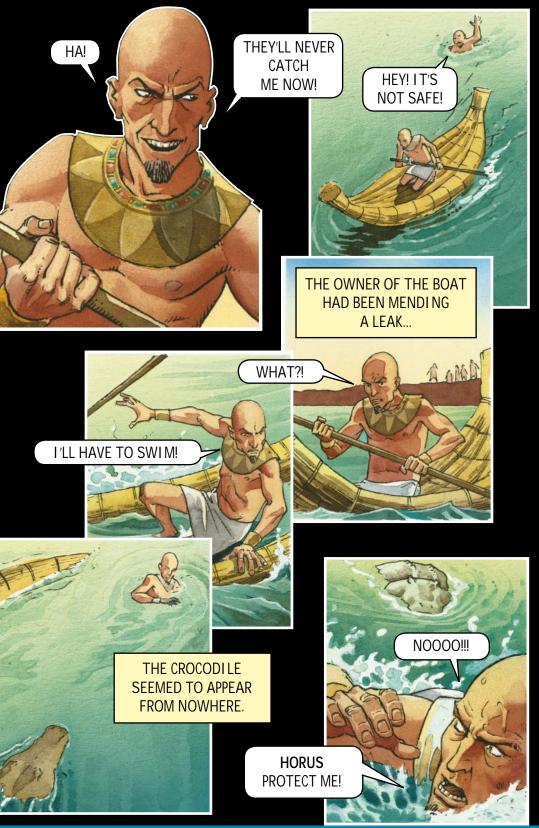
THE SOLDI ERS TURNED TO KENAMUN.

SUDDENLY, HE PUSHED LORD INI AWAY...













Pharaoh Sobekneferu comes to the throne



Death of Pharaoh Rameses III

1153

3000 BCE (BEFORE COMMON ERA)

2000 BCE

YOU ARE HERE

1000 BCE



Mediterranean Seo

Great Pyramid. at Giza

EGYPT

PAGE 5

Hawara

ANCIENT EGYPT

Ancient Egypt flourished in North Africa from about • Memphis 4000 BCE to 332 CE. It grew up on a strip of fertile land, never more than a few miles wide, that lay on either side of the Nile River. Fed by rains falling to the south, the Nile snakes through the

African desert until it reaches the Mediterranean

Valley of the Kings



Town

Most towns in Ancient Egypt were crowded with many houses, crammed together in unplanned streets.

The houses were made of mud bricks baked in the sun.



PHARAOH

PAGE 6

At the top of Egyptian society was the king called a pharaoh. He was considered a god by the Egyptians and above the normal rules of society. Most pharaohs were men, but a few women ruled Ancient Egypt at different times.

> Female pharaoh Hatshepsut

SOBEK TEMPLE

PAGE 6

Sobek was the crocodile god. He was praised all over Egypt in temples, where priests guarded, cared for, and worshipped the god's image day and night. The priests even prepared meals for the god.

> Picture of Sobek on the temple wall



Columbus sails to America US astronauts land on the Moon



1969 TIMELINE

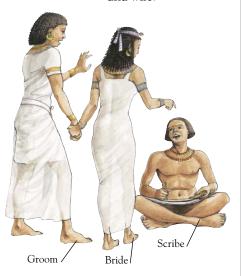
1 CE (COMMON ERA)

1000 се

2000 CE

Marriage Page 9

Most marriages in Ancient Egypt
were arranged by the girl's father and
mother. Girls would marry at around
13 years of age and boys at 16.
A scribe could draw up a contract
giving equal rights to husband
and wife.



CHIEF EMBALMER PAGE 7

The Chief Embalmer was in charge of mummifying bodies to preserve them. The Ancient Egyptians believed this helped people live forever. The Chief Embalmer wore a jackal's mask that symbolized Anubis, the god of the dead.

Chief Embalmer





LORD INI'S PALACE PAGE 9

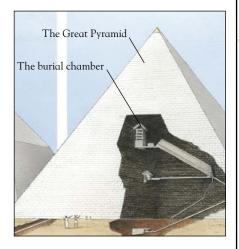
Lord Ini was a rich nobleman who lived in a large palace. The house was expensively decorated, and the interior walls were brightly painted with pictures of people, ducks, and lotus flowers (a type of lily).



ENTRAILS

PAGE 9 The entrails are the internal organs of

a dead person, such as the intestines. These were removed when a body was mummified and stored in special jars.



PYRAMID

PAGE 11

The pyramids were burial tombs for the pharaohs and their queens. The biggest one ever built was the Great Pyramid built during the reign of Pharaoh Khufu (2589–2566 BCE).

TOMB ROBBERS

PAGE 13

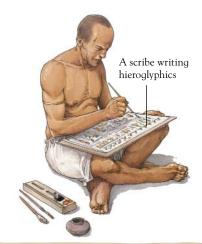
The pyramids were full of valuable things that the pharaoh might need in the afterlife. Although the tombs had secret passages and rooms, they were easy for robbers to dig their way into.



BURIAL CHAMBER

PAGE 15

The body of the pharaoh was buried in the burial chamber hidden deep inside the pyramid. Its whereabouts were meant to be a secret, but since many helped build the temple, the room was often easy for robbers to find.



WRITING

PAGE 15

Ancient Egyptian writing was a type of picture writing called hieroglyphics. Only scribes like Methen could read and write.



COFFIN PAGE 17

The mummy was placed in a wooden coffin case that was often shaped like a person. The coffin was often painted with pictures and hieroglyphics.

Mummies Page 20

The embalmed bodies of the dead were called mummies. After they were dried out and the organs removed, the bodies were usually wrapped in bandages.

Soldiers Page 20

Soldiers were workers forced to serve the pharaoh. They carried spears and shields but wore little armor.



Mummy wrapped in

bandages

PAGE 21

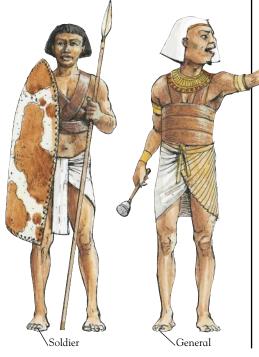
Coffin case

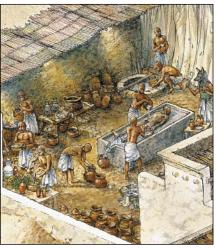
Scribes wrote on sheets of papyrus paper that were rolled up into scrolls. Papyrus was a plant that grew beside the Nile River.

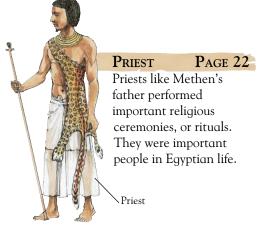
House of the Dead Page 20

Dead bodies were mummified in the House of the Dead in a ritual that lasted 70 days. They were dried so

that they did not rot and then usually wrapped in bandages.







PAGE 22 **OFFERINGS**

The priests prepared food and other offerings for the gods. Sobek, the crocodile god, was offered honey cakes and meat.

> Only the priests could approach the shrine of Sobek



AVENGED PAGE 23

Methen's father believes the god Sobek will harm the pyramid thieves in return for their wrongdoing, which means Sobek will be avenged.

PAGE 23 SACRILEGE

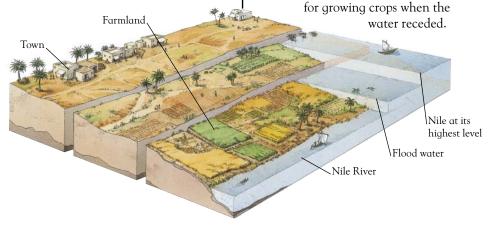
Offending a god is called sacrilege. Methen and Madja believe they offended the god Sobek by entering the pyramid and breaking a coffin. They believe they were cursed by him.

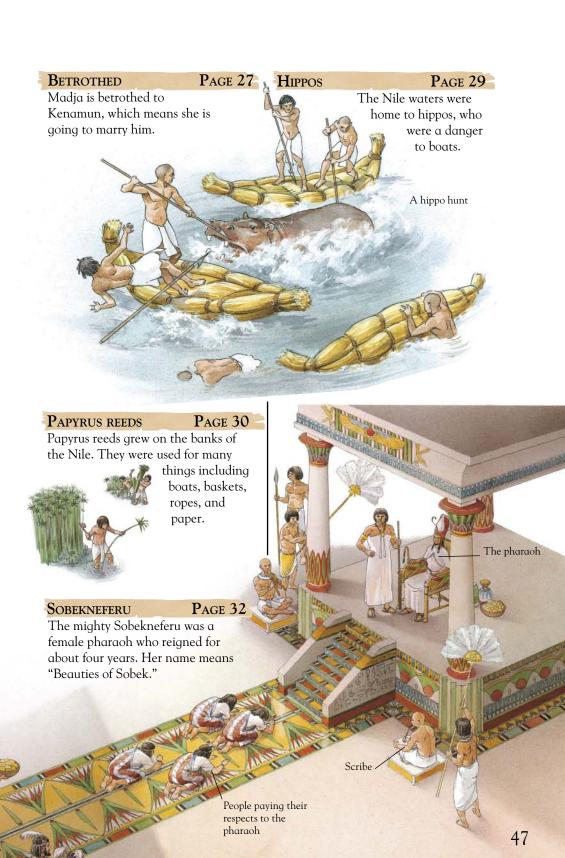
PAGE 24 BOAT

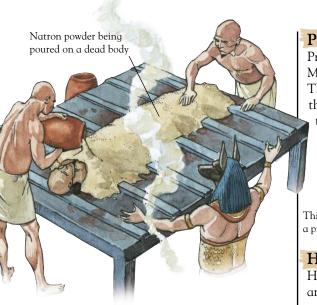
Nile boats were made of bundles of papyrus reeds. Cargo boats transported heavy goods such as building stone. Papyrus cargo boat Stone being transported

THE NILE

PAGE 24 The civilization of Ancient Egypt depended on the Nile River. Every year, the river flooded the surrounding countryside, making the land better





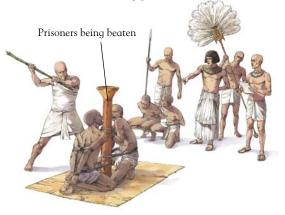


Natron Page 36

Natron was a saltlike substance used to dry out dead bodies when they were being made into mummies. The white powder was mined from dry lake beds near the Nile River.

EXECUTION PAGE 36

The most common punishment in Egypt was beating, but serious crimes could be punished by execution, which means being put to death.



Precious object Page 38

Precious objects, such as the amulet Methen found, were valuable items. They were put in the tomb in case the pharach needed them in the afterlife.

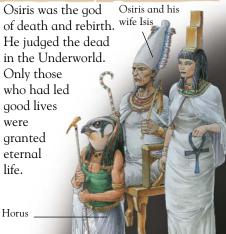
This necklace is a precious object

Horus

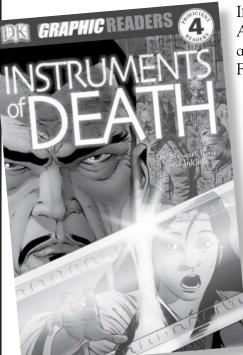
Horus was an Egyptian god with a hawk's head. The Horuseye was a symbol of healing and protection.



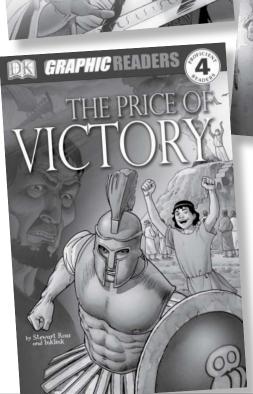
Osiris Page 41



Don't miss...



Instruments of Death
A gripping story of intrigue
and death at the court of the
First Emperor of China.



THE TERROR
THE TERROR
THE TERROR

THE TERROR

THE TERROR

THE TERROR

THE TERROR

THE TERROR

THE TERROR

THE TERROR

THE TERROR

THE TERROR

THE TERROR

THE TERROR

THE TERROR

THE TERROR

THE TERROR

THE TERROR

THE TERROR

THE TERROR

THE TERROR

THE TERROR

THE TERROR

THE TERROR

THE TERROR

THE TERROR

THE TERROR

THE TERROR

THE TERROR

THE TERROR

THE TERROR

THE TERROR

THE TERROR

THE TERROR

THE TERROR

THE TERROR

THE TERROR

THE TERROR

THE TERROR

THE TERROR

THE TERROR

THE TERROR

THE TERROR

THE TERROR

THE TERROR

THE TERROR

THE TERROR

THE TERROR

THE TERROR

THE TERROR

THE TERROR

THE TERROR

THE TERROR

THE TERROR

THE TERROR

THE TERROR

THE TERROR

THE TERROR

THE TERROR

THE TERROR

THE TERROR

THE TERROR

THE TERROR

THE TERROR

THE TERROR

THE TERROR

THE TERROR

THE TERROR

THE TERROR

THE TERROR

THE TERROR

THE TERROR

THE TERROR

THE TERROR

THE TERROR

THE TERROR

THE TERROR

THE TERROR

THE TERROR

THE TERROR

THE TERROR

THE TERROR

THE TERROR

THE TERROR

THE TERROR

THE TERROR

THE TERROR

THE TERROR

THE TERROR

THE TERROR

THE TERROR

THE TERROR

THE TERROR

THE TERROR

THE TERROR

THE TERROR

THE TERROR

THE TERROR

THE TERROR

THE TERROR

THE TERROR

THE TERROR

THE TERROR

THE TERROR

THE TERROR

THE TERROR

THE TERROR

THE TERROR

THE TERROR

THE TERROR

THE TERROR

THE TERROR

THE TERROR

THE TERROR

THE TERROR

THE TERROR

THE TERROR

THE TERROR

THE TERROR

THE TERROR

THE TERROR

THE TERROR

THE TERROR

THE TERROR

THE TERROR

THE TERROR

THE TERROR

THE TERROR

THE TERROR

THE TERROR

THE TERROR

THE TERROR

THE TERROR

THE TERROR

THE TERROR

THE TERROR

THE TERROR

THE TERROR

THE TERROR

THE TERROR

THE TERROR

THE TERROR

THE TERROR

THE TERROR

THE TERROR

THE TERROR

THE TERROR

THE TERROR

THE TERROR

THE TERROR

THE TERROR

THE TERROR

THE TERROR

THE TERROR

THE TERROR

THE TERROR

THE TERROR

THE TERROR

THE TERROR

THE TERROR

THE TERROR

THE TERROR

THE TERROR

THE TERROR

THE TERROR

THE TERROR

THE TERROR

THE TERROR

THE TERROR

THE TERROR

THE TERR

THE TERROR TRAIL
A breathless tale of faith
and justice in Rome's
arena of death,
the Colosseum.

THE PRICE OF VICTORY An exciting story of rivalry and sabotage at the Olympic Games.



GRAPHIC READERS

PEADERS

Travel back to Ancient Egypt and witness a tale of murder and mystery in the land of the pharaohs.

DK READERS

Stunning photographs combine with lively illustrations and engaging, age-appropriate stories in DK READERS, a multilevel reading program guaranteed to capture children's interest while developing their reading skills and general knowledge.

pre-level	Learning to read	High-frequency wordsPicture word stripsLabels to introduce and reinforce vocabulary
TO READ	Beginning to read	Word repetition, limited vocabulary, and simple sentencesPicture dictionary boxes
TO AREAD ALO	Beginning to read alone	 Longer sentences and increased vocabulary Information boxes full of extra fun facts Simple index
READING ALONE	Reading alone	 More complex sentence structure Information boxes and alphabetical glossary Comprehensive index
PEADERS	Proficient readers	 Rich vocabulary and challenging sentence structure Additional information and alphabetical glossary Comprehensive index
GRAPHIC READERS		 Comic-book story to encourage reading Map, timeline, and illustrated glossary Information on the history behind the story

With DK READERS, children will learn to read—then read to learn!



