

## The Lewis Chessmen Objects In Focus

With more than 400 illustrations, and detailed maps, this immense and deeply researched account of the history of chess covers not only the Persian and Arab game familiar to most Westerners for the past 500 years, but also variants going back 1500 years that are still being played in some parts of the world. The evolution of strategic board games, especially in India, China and Japan, is discussed in detail. The many more recent chess variants (board sizes, new pieces, 3-D etc.) are fully covered. Instructions for play are provided, with historical context, for every form of the game. Includes information about chess history, chess variants, fairy chess, shogi, shatranj, and xiangqi. "The definitive work for those who want to learn how not only the modern game of chess has evolved, but its many variants which date back 1500 years and are still played in various parts of the world"—IM John Donaldson (JeremySilman.com) "Impressive account of the history of chess.... Certainly one of the most interesting reads on the history of chess!"—Chessbook Reviews "A thoroughly researched work that not only introduces a wide variety of chess variants, but will act as a wonderful and unique reference to the field of chess and game history"—Mind's Eye Press

Discover how humans created their world from the objects they left behind - from the US Constitution to the first iPhone - in DK's latest history book. From the beginning of human history, the one thing that has defined us is our talent for making things, from basic technology and everyday objects, such as bowls and hand axes, to high-tech inventions, such as supersonic aircraft, smart devices, and Mars rovers. Objects speak volumes about a civilization, telling us how our ancestors lived - as well as what they believed in and valued. A bronze cat mummy shows us how highly the ancient Egyptians valued their feline companions, while a mechanical tiger toy tells the story of rising tensions between an Indian sultan and European colonizers. With stunning, exclusive photography, History of the World in 1000 Objects shows you the objects that our ancestors treasured - from the jewelry worn by the Mesopotamians to the prized ritual vessels used by the people of the Shang Dynasty - and gives you insight into what gave each culture its own identity. From astrolabes and airplanes to vacuum cleaners and X-rays, DK uses its hallmark visual style to weave the extraordinary legacy of our creativity into a unique view of world history that will change the way you see the objects all around us.

The history of China-- brilliantly told and brought vividly to life through more than 6,000 years of artifacts and treasures

Here are four board games -- the Royal Game of Ur; Mehen, the Game of the Snake; Hounds and Jackals; and the Egyptian Game of Senet -- which were popular in the days of the pharaohs in ancient Egypt and in nearby countries from about 5,000 years ago, chosen and recreated by Dr. Irving Finkel of the British Museum. Everything you need to play them is here: the playing boards recreated in sumptuous colors, playing pieces, and full instructions including variations and other possibilities you may like to try.

Made from Bronze with eyes inlaid with glass pupils set in metal rings, the 'Meroe Head' is a magnificent portrait of Julius Caesar's great nephew and adopted heir Augustus (63 BC-AD 14). Once forming part of a statue of Rome's revered first true emperor - one of many such statues that were erected in Egyptian towns - the head was violently separated from the body and carried away in triumph by ancient Meroitic tribesman shortly after its creation. For nearly two millennia it remained buried in front of a temple in their capital city of Meroe (modern Sudan), so that worshippers ritually had to trample the face of the supreme leader of Rome. The head was recovered in 1910 and, remarkably well preserved, is one of the British Museum's most treasured objects. This book reveals the significance of the head in light of Augustus' rise to power and the role of portraits in the Roman world. Accompanied by a series of new photographs that highlight the wonderful, dramatic qualities of the head, this is an

absorbing introduction about a portrait which was made as a continuous reminder of the all-embracing power of Rome, yet whose fate is a graphic illustration of resistance to its rule. 12-year-old Kylan is a Viking slave; when he gets the chance to return to the Hebrides, the Lewis Chessmen he helped carve become his only hope of escape and survival.

Professor Munakata Tadakusu has dedicated his life to unravelling the mysteries of Japan's past. Esteemed for his expert knowledge, the Professor is invited to deliver a lecture at the British Museum in London on mythology and folklore. But when the Stonehenge megaliths suddenly disappear from Salisbury Plain in Wiltshire during the Professor's visit, he has to immerse himself in the history and deep-seated rivalries of Europe in order to foil a sinister scheme that endangers the Museum and its collections. In this unique compilation of ten manga episodes, we follow Professor Munakata as he becomes embroiled in an effort to uncover the conspiracy at the heart of these strange events. With some of London's key landmarks and the world's most iconic works of art under threat, the Professor enters a race against time to thwart the criminal plot.

The British Museum's collection is one of the world's finest and broadest, ranging from prehistoric times to the present in ancient and modern cultures around the globe. This new and updated edition includes many recent acquisitions and new discoveries, such as Picasso's stunning Volland Suite and the intriguing Vale of York Viking hoard, and showcases a selection of more than 250 of the most beautiful and important objects drawn from across the Museum. Each object is presented with its own fascinating story and is strikingly illustrated in full colour. From the Warren Cup to Dürer's Rhinoceros, the Lewis Chessmen to the Aztec turquoise serpent and the Gayer-Anderson Cat, the iconic objects of the British Museum are here presented in an exciting and accessible new way, highlighting the superb craftsmanship and ingenuity of those who created each of these splendid pieces. Grouped into sections based on cross-cultural themes, such as rulers, mythical beasts, dress and the human form, the resulting juxtapositions offer intriguing new insights into these widely varied masterpieces. Introduced by Neil MacGregor, Director of the British Museum, this is a stunning overview of artistic and cultural achievement around the world.

Marilyn Stasio in *The New York Times* raved: "Peter May is a writer I'd follow to the ends of the earth." Among the many honors received, *The Blackhouse*, the first novel in May's acclaimed Lewis trilogy, won the Barry and Crime Thriller Hound awards. In *The Lewis Man*, the second book of the trilogy, Fin Macleod has returned to the Isle of Lewis, the storm-tossed, wind-scoured outer Hebridean island where he was born and raised. Having left behind his adult life in Edinburgh--including his wife and his career in the police force--the former Detective Inspector is intent on repairing past relationships and restoring his parents' derelict cottage. His plans are interrupted when an unidentified corpse is recovered from a Lewis peat bog. The only clue to its identity is a DNA match to a local farmer, the now-senile Tormod Macdonald--the father of Fin's childhood sweetheart, Marsaili--a man who has claimed throughout his life to be an only child, practically an orphan. Reluctantly drawn into the investigation, Fin uncovers deep family secrets even as he draws closer to the killer who wishes to keep them hidden. Already an international bestseller and winner of numerous awards, including France's Prix des Lecteurs du Telegramme, *The Lewis Man* has the lyrical verve of Ian Rankin and the gutsy risk-taking of Benjamin Black. As fascinating and forbidding as the Hebridean landscape, the book (according to *The Times*) "throbs with past and present passions, jealousies, suspicions and regrets; the emotional secrets of the bleak island are even deeper than its peat bog."

Freya is an ordinary girl living in modern Britain, but with a twist: people still worship the Viking gods. One evening, stuck with her dad on his night shift at the British Museum, she is drawn to the Lewis Chessmen and Heimdall's Horn. Unable to resist, she blows the horn, waking three chess pieces from their enchantment; the slaves Roskva and Alfi, and Snot the Berserk. They

are all summoned to Asgard, land of the Viking gods, and told they must go on a perilous journey to restore the gods to youth. If Freya refuses she will be turned into an ivory chess piece but, if she accepts her destiny and fails, the same terrible fate awaits her.

From their discovery on a desolate beach in 1831, the ivory chessman from the Isle of Lewis have exercised a particular fascination. This text describes the turbulent lives of the chess pieces from their own point of view. A 60-minute reading of the book is included, with a chessman character.

The Lewis Chessmen British Museum Publications Limited

The first book in an enthralling mystery series from award-winning author Peter May. "A WRITER I WOULD FOLLOW TO THE ENDS OF THE EARTH." --Marilyn Stasio, The New York Times Book Review "SHINES WITH INTRIGUE AND SUPERB PLOTTING." --USA Today Every step toward solving the case brings Scottish detective Fin Macleod closer to a dangerous confrontation with the dark events of the past that shaped--and nearly destroyed--his life. When a grisly murder occurs on the Isle of Lewis that bears similarities to a brutal killing on mainland Scotland, Edinburgh detective and native of the Isle of Lewis Fin Macleod is dispatched to the Outer Hebrides to investigate, embarking at the same time on a voyage into his own troubled past. As Fin reconnects with the people and places of his tortured childhood, the desolate but beautiful island and its ancient customs assert their grip on his psyche.

A richly imagined journey to the Viking world that created the Lewis chessmen-"the most important chess pieces in history." -New York Times

A fascinating look at the discovery and background of the Lewis Chessmen collection as an accompanying publication to a touring exhibition showing 30 Chessmen - 24 from the British Museum and 6 from National Museums Scotland.

A certain Princess left the remote, snow-bound palace of her birth to make her escape to London. She was tired of unsuitable suitors and wanted to be a painter. But when she got there she fell in love with a skinny artist in a garret. What would become of her? What would her parents say? This story might make you laugh and might make you cry, but what happens to the Princess who ran away is guaranteed to surprise you. 'We really wanted this manuscript' Montague Patience Phd, PhD, Principal Librarian The Last Resort Library

In the ninth and tenth centuries, the Vikings created an unrivalled cultural network that spanned four continents. Adventurers, farmers, traders, conquerors and sailors, the Vikings were both peaceful and fierce, fighting or bargaining their way through as far as Constantinople in the East, North America and Greenland in the North, the British Isles in the West as well as into the Mediterranean. Throughout their existence, the Vikings encountered a remarkable diversity of peoples and inhabited an expansive and changing world. This beautifully illustrated book explores the core period of the Viking Age from a global perspective, examining how the Vikings drew influences from Christian Europe and the Islamic World and how they created a lasting historical impact on our world today. Highlighting an extraordinary range of objects and featuring new discoveries by archaeologists and metal-detector users, the cultural connections between Europe, Byzantium and the Middle East are explored in absorbing detail. Vikings: life and legend is published to complement a major exhibition developed jointly by the British Museum, the National Museum of Denmark, Copenhagen and the Museum for Prehistory and Early History, Berlin.

This book takes a dramatically original approach to the history of humanity, using

objects which previous civilisations have left behind them, often accidentally, as prisms through which we can explore past worlds and the lives of the men and women who lived in them. The book's range is enormous. It begins with one of the earliest surviving objects made by human hands, a chopping tool from the Olduvai gorge in Africa, and ends with an object from the 21st century which represents the world we live in today. Neil MacGregor's aim is not simply to describe these remarkable things, but to show us their significance - how a stone pillar tells us about a great Indian emperor preaching tolerance to his people, how Spanish pieces of eight tell us about the beginning of a global currency or how an early Victorian tea-set tells us about the impact of empire. Each chapter immerses the reader in a past civilisation accompanied by an exceptionally well-informed guide. Seen through this lens, history is a kaleidoscope - shifting, interconnected, constantly surprising, and shaping our world today in ways that most of us have never imagined. An intellectual and visual feast, it is one of the most engrossing and unusual history books published in years.

When an outcast goes home and meets a woman seeking justice, hearts will clash... Eighteen years ago, Bjorn was exiled from Vellefold. Honor-bound to return, he'll fight for the settlement...then walk away. First, he must work with his childhood friend, now a beautiful, high-ranking Viking lady. Fierce of spirit, Ilsa will do anything to save her people, including convincing the banished son to take the jarl's seat. But she has her doubts about the stone-hearted Viking, despite the lust between them. It's only a matter of time before Bjorn discovers that Ilsa is hiding dangerous secrets, secrets that may jeopardize all they've worked for. When the darkest hour comes, the once-rejected warrior must choose: rescue his men, the Forgotten Sons—or Ilsa, the woman he craves, body and soul. One-click with confidence. This title is part of the Carina Press Romance Promise: all the romance you're looking for with an HEA/HFN. It's a promise! This book is approximately 78,000 words

In the early 1800's, on a Hebridean beach in Scotland, the sea exposed an ancient treasure cache: 93 chessmen carved from walrus ivory. Norse netsuke, each face individual, each full of quirks, the Lewis Chessmen are probably the most famous chess pieces in the world. Harry played Wizard's Chess with them in Harry Potter and the Sorcerer's Stone. Housed at the British Museum, they are among its most visited and beloved objects. Questions abounded: Who carved them? Where? Nancy Marie Brown's *Ivory Vikings* explores these mysteries by connecting medieval Icelandic sagas with modern archaeology, art history, forensics, and the history of board games. In the process, *Ivory Vikings* presents a vivid history of the 400 years when the Vikings ruled the North Atlantic, and the sea-road connected countries and islands we think of as far apart and culturally distinct: Norway and Scotland, Ireland and Iceland, and Greenland and North America. The story of the Lewis chessmen explains the economic lure behind the Viking voyages to the west in the 800s and 900s. And finally, it brings from the shadows an extraordinarily talented woman artist of the twelfth century: Margret

the Adroit of Iceland.

'Latin is "it", the most wonderful "thing". It is mind-enhancing, character-improving, enthralling, exciting, deeply satisfying, and valuable. My solid determination is to spare no pains to do it the justice that its importance demands.' Mr Gwynne, author of the Sunday Times bestselling phenomenon Gwynne's Grammar, is just as emphatic about the importance of Latin as he is about the importance of grammar. From the novice to the more well-versed, Gwynne's Latin is essential for anyone interested in learning Latin; Mr Gwynne promises to teach you more Latin in half an hour than you would learn from years of being taught Latin at school. He also includes a fascinating section on everyday Latin usage, which discusses all the Latin words and idioms we still use today, such as 'quid pro quo' and 'sui generis'. Though we need no further convincing – as we know, Mr Gwynne is never wrong – here are just some of the many reasons why Latin is utterly wonderful: - Latin is an academic subject easy enough for the least intelligent of us to grasp all the basic elements of, and yet difficult enough to be demanding for its greatest scholars. - For well over a thousand years it was the means of communication that united the whole of Europe culturally and in every other significant way. - It is the direct ancestor of, between them, the five most widely-spoken European languages, and both of the official South American languages. - It is the ancestor and source of more than half of the English language, partly directly and partly through French, which for some centuries was England's official language. Following in the same beautifully designed footsteps of Gwynne's Grammar, Gwynne's Latin will teach you all the fundamentals of Latin quickly, thoroughly and better than all the competition.

An investigation into the most interesting and bountiful hoards from every era, examining the finds themselves and the motives of the people who abandoned them.

When you look at fine connections, it's hard to say exactly what relation "Alice in Wonderland" has to this book, "Through the Looking-Glass," Oh, it's plainly the same girl, though she seems older, here, and some characters (like Tweedledum and Tweedledee) appear in both. But she doesn't get there the same way, and doesn't refer to her adventures in Wonderland so much as once. Oh well: maybe it's all a dream and she can't remember the last one -- or maybe the magic through the Looking-Glass has hold of her, just as it has hold of Humpty Dumpty, or the Walrus and the Carpenter.

Johnny Dixon, Fergie, and Professor Childermass comply with a strange will left by the professor's brother, which requires them to spend the summer at a desolate estate where they encounter a madman bent on destroying the world. The 93 Lewis Chessmen, bought by the British Museum and by what is now the National Museum of Scotland in the mid nineteenth century, were made in twelfth century Scandinavia, from ivory and whales' teeth. They continue to fascinate academics from various disciplines, as well as museum visitors. In 2014 six of

the British Museum's collection will be moved and displayed in a purpose-built museum in Stornoway, Isle of Lewis, about 20 miles from where they were discovered. This timely, scholarly book includes looking at who ruled the isles at the time the Chessmen were made and a history of the ivory trade in the north Atlantic.

Chess, one of the world's most popular games, has inspired artists for hundreds of years. Though apparently offering a limited canvas - each set has 32 pieces, each board 64 squares - sets have nevertheless been designed in countless ways, using almost every imaginable material: from precious metals, to ivory and rock crystal. They have taken many forms, from figural to abstract, and used many diverse themes, from the historical and political to the beauty and variety of the animal kingdom. This book brings together some of the most beautiful and unusual chess sets ever made. Over hundreds of years, from five continents, they are culled from private collections and museums, including: 200 year-old sets made by nameless Indian craftsmen; sets by Peter Carl Fabergé; sets from Soviet gulag prisoners; and sets by leading artists of the 20th century, like Max Ernst. Each set has been especially photographed for this book, with detailed insights provided by an exceptional group of experts: Dr. George Dean, Jon Crumiller, Larry List, Barbara Drake Boehm (senior curator of the Cloisters, Metropolitan Museum of Art) and William Wiles (Dezeen), with an introduction by the book's editor, Dylan Loeb McClain, (former New York Times chess columnist).

In a thrilling adventure, a young sleuth and his professor friend are challenged to solve a riddle and win a fortune Professor Roderick Childermass may be the strangest person Johnny Dixon has ever met, but compared to his brother Peregrine, the professor is practically normal. Peregrine is a born trickster, and when he knows his death is near, he sends a letter promising the professor his entire \$10,000,000 estate—assuming he can solve one final riddle. The professor feels that his brother is mocking him from beyond the grave. If Peregrine were alive, he says, he'd kill him. To crack the puzzle and claim the fortune, Johnny and the professor head north to the wild countryside of far-off Maine. They'll find that the riddle is the least of their problems. To inherit the money, the professor must stay alive until the end of the summer, and since everyone in Maine seems to want Peregrine's heir dead, survival will be no easy task. From the author of the Lewis Barnavelt novels, including *The House with a Clock in Its Walls*, the Johnny Dixon series is full of fun, adventure, and supernatural chills, along with "believable and likable characters" who are a delight to spend time with (*The New York Times*).

Retrieved from the mortuary temple of Ramesses at Thebes by Giovanni Belzoni in 1816, the Colossal Statue of Ramesses became among the most famous objects in the British Museum.

A woman digs up a buried treasure—and a buried body—in the Scottish Highlands: "There are few other crime writers in the same league."—Maureen Corrigan, *The*

Washington Post Six feet under in a Highland peat bog lies Alice Somerville's inheritance, buried by her grandfather at the end of World War II. But when Alice finally uncovers it, she finds an unwanted surprise—a body with a bullet hole between the eyes. Meanwhile, DCI Karen Pirie is dealing not only with this cold case but with a domestic violence case, and as she gets closer to the truth, it becomes clear that not everyone shares her desire for justice. Or even the idea of what justice is. An engrossing, twisty thriller, *Broken Ground* is an outstanding entry in this Diamond Dagger-winning author's "superior series" (The New York Times Book Review). "As always, McDermid's story lines are as richly layered as her protagonist."—Publishers Weekly "One of the best things about this series is the details of Karen's working life, the obstacles as well as the satisfactions, and the small pleasures of her off hours."—Kirkus Reviews

A surprising, charming, and ever-fascinating history of the seemingly simple game that has had a profound effect on societies the world over. Why has one game, alone among the thousands of games invented and played throughout human history, not only survived but thrived within every culture it has touched? What is it about its thirty-two figurative pieces, moving about its sixty-four black and white squares according to very simple rules, that has captivated people for nearly 1,500 years? Why has it driven some of its greatest players into paranoia and madness, and yet is hailed as a remarkably powerful intellectual tool? Nearly everyone has played chess at some point in their lives. Its rules and pieces have served as a metaphor for society, influencing military strategy, mathematics, artificial intelligence, and literature and the arts. It has been condemned as the devil's game by popes, rabbis, and imams, and lauded as a guide to proper living by other popes, rabbis, and imams. Marcel Duchamp was so absorbed in the game that he ignored his wife on their honeymoon. Caliph Muhammad al-Amin lost his throne (and his head) trying to checkmate a courtier. Ben Franklin used the game as a cover for secret diplomacy. In his wide-ranging and ever-fascinating examination of chess, David Shenk gleefully unearths the hidden history of a game that seems so simple yet contains infinity. From its invention somewhere in India around 500 A.D., to its enthusiastic adoption by the Persians and its spread by Islamic warriors, to its remarkable use as a moral guide in the Middle Ages and its political utility in the Enlightenment, to its crucial importance in the birth of cognitive science and its key role in the aesthetic of modernism in twentieth-century art, to its twenty-first-century importance in the development of artificial intelligence and use as a teaching tool in inner-city America, chess has been a remarkably omnipresent factor in the development of civilization. Indeed, as Shenk shows, some neuroscientists believe that playing chess may actually alter the structure of the brain, that it may be for individuals what it has been for civilization: a virus that makes us smarter.

The Lewis Chessmen were found on the Isle of Lewis in mysterious circumstances. Consisting of elaborately worked walrus ivory and whales teeth in the form of seated kings and queens, bishops, knights, warders and pawns, this

curious chess set is strongly influenced by Norse culture. Of the 93 pieces known to us today, 11 pieces are in Edinburgh at the National Museum of Scotland, and 82 are in the British Museum, where they have delighted generations of visitors with their wonderfully expressive details. In this engaging story, Irving Finkel follows the many adventures of the chessmen after they came to light on a Scottish beach in the nineteenth century. It ends with the big surprise that befell them in September 1993, when they were all temporarily reunited for the first time since their separation, at a Special Exhibition of Chessmen at the British Museum.

**\*A New York Times Book Review Editors' Choice\*** From celebrated Yale professor Valerie Hansen, a "vivid" and "astonishingly comprehensive account [that] casts world history in a brilliant new light" (Publishers Weekly, starred review) and shows how bold explorations and daring trade missions first connected all of the world's societies at the end of the first millennium. People often believe that the years immediately prior to AD 1000 were, with just a few exceptions, lacking in any major cultural developments or geopolitical encounters, that the Europeans hadn't yet reached North America, and that the farthest feat of sea travel was the Vikings' invasion of Britain. But how, then, to explain the presence of blond-haired people in Maya temple murals at Chichén Itzá, Mexico? Could it be possible that the Vikings had found their way to the Americas during the height of the Maya empire? Valerie Hansen, an award-winning historian, argues that the year 1000 was the world's first point of major cultural exchange and exploration. Drawing on nearly thirty years of research, she presents a compelling account of first encounters between disparate societies, which sparked conflict and collaboration eerily reminiscent of our contemporary moment. For readers of Jared Diamond's *Guns, Germs, and Steel* and Yuval Noah Harari's *Sapiens*, *The Year 1000* is a "fascinating...highly impressive, deeply researched, lively and imaginative work" (The New York Times Book Review) that will make you rethink everything you thought you knew about how the modern world came to be.

**\*\*A SUNDAY TIMES TOP 5 BESTSELLER\*\*** **\*\*A BBC RADIO 2 BOOK CLUB PICK\*\*** **\*\*FROM THE AUTHOR OF THE BLACKHOUSE, CAST IRON AND I'LL KEEP YOU SAFE\*\*** MILLION-SELLING PETER MAY MIXES MURDER, MYSTERY and MEMORY . . . AND MARKS HIS RETURN TO THE OUTER HEBRIDES A man stands bewildered on a deserted beach on the Hebridean Isle of Harris. He cannot remember who he is. The only clue to his identity is a folded map of a path named the Coffin Road. He does not know where this search will take him. A detective from Lewis sits aboard a boat, filled with doubt. DS George Gunn knows that a bludgeoned corpse has been discovered on a remote rock twenty miles offshore. He does not know if he has what it takes to uncover how and why. A teenage girl lies in her Edinburgh bedroom, desperate to discover the truth about her scientist father's suicide. Two years on, Karen Fleming still cannot accept that he would wilfully abandon her. She does not yet know his secret.

Coffin Road follows three perilous journeys towards one shocking truth - and the realisation that ignorance can kill us. 'A riveting, atmospheric read' The Times 'A chilling standalone mystery' Daily Record 'Clever, twisty . . . in the mode of Le Carré's The Constant Gardener' Guardian LOVE PETER MAY? Order his new thriller, A SILENT DEATH!

A great hoard of 12th-century chesspieces was discovered in 1831 on the Isle of Lewis in the Outer Hebrides, in circumstances which have never been fully explained. Carved from walrus tusks, the Lewis chessmen have been described as the greatest chessmen of the European Middle Ages.

In *The Sleeping Army*, Freya went to Hel and back. She fought dragons, fled fire and outwitted giants - all to restore eternal youth to the Norse Gods. But now they're back, does anyone care? The Gods' popularity on earth is waning, and without regular worship, their powers are fading fast and their ancient enemies, the Frost Giants, are stirring. So the Gods hatch a plan - they'll come back down to earth, and they'll pursue a very different kind of popularity. They're going to become celebrities. A rollicking, thrilling and hilarious ride, *The Lost Gods* takes up where *The Sleeping Army* left off and takes us back to Simon's brilliantly-imagined modern Norse England.

"This book is a companion to the new gallery at the British Museum displaying objects from the late Roman world to the early Middle Ages dating from between AD 300 and 1100."--Page 7.

Keynote A box set containing the Object in Focus titles on five of the most famous and iconic objects at the British Museum Objects in Focus is an innovative series of short, accessible books which serve as general introductions by telling the story of one key object Sales points Evocative stories about where the objects came from, the hands they passed through before reaching the Museum, and their artistic and historical significance Elegantly and spaciouly designed, and including historical images placing the objects in all their contexts With individual Object in Focus titles retailing at £5.00, this box set represents hugely good value and is a superb gift or souvenir Description of each title/object The Rosetta Stone contains a decree written three times in Greek, Demotic and hieroglyphic that provided the key to deciphering the mysterious hieroglyphic script of ancient Egypt, and opened up 3,000 years of that countrys history and culture. The Gayer-Anderson Cat has been one of the most admired objects at the British Museum since its arrival in 1947. This book presents a detailed description of the cat and a discussion of its possible meaning and role in ancient times. The Sutton Hoo Helmet has been a highly evocative symbol of Anglo-Saxon England since its discovery in 1939. The Lewis Chessmen were probably made in Norway around AD 1150/1200. These enchanting chess pieces consist of elaborately worked walrus ivory and whales teeth in the forms of seated kings and queens, mitred bishops, knights on their mounts, standing warders and pawns. A hugely popular attraction at the Museum, especially since they featured in the Harry Potter films. Hoa Hakananai'a, or stolen/hidden friend, is one of the

instantly recognizable statues from Easter Island.

Since the publication of *The Blackhouse* in 2011, the books of Peter May's groundbreaking Lewis Trilogy have enthralled millions of readers around the world with powerfully evocative descriptions of the Outer Hebrides. From its peat bogs and heather-coated hills, from its weather-beaten churches and crofters cottages to its cold clear rills choked with rainwater, the islands off the northwest coast of Scotland have been brought to vivid life by this accomplished novelist. Now, Peter May and photographer David Wilson present a photographic record of the countless locations around the Hebridean archipelago that so inspired May when he was bringing the islands of detective Fin McLeod's childhood to the page. From the tiny southern island of Barra to the largest and most northern island of Lewis, travel the storm-whipped North Atlantic scenery with May as he once again strolls the wild and breathtaking countryside that gave birth to his masterful trilogy of novels.

The Lewis chessmen were found hidden on the Isle of Lewis, Scotland, in the early nineteenth century. Probably made in Norway around AD 1150-1200, they consist of elaborately worked walrus ivory in the forms of seated kings and queens, mitred bishops, knights on their mounts, standing warders and pawns. This book takes a look at the many theories surrounding the ownership of the pieces, why they were hidden and how exactly they were discovered, and places them in the wider context of the ancient game of chess and secular culture of the Middle Ages.

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