

AMOS
Rex

My Ancient Egyptian Friends

EN

Amos Rex
Mannerheimintie 22–24
Helsinki
amosrex.fi

Opening hours
Monday 11–18
Tuesday closed
Wednesday 11–20
Thursday 11–20
Friday 11–18
Weekend 11–17



@amoskonst
#amosrex

Amos Rex is a discrimination-free zone.



OPEN HERE →

Egypt of Glory

*The Last
Great
Dynasties*

Iiu em hetep

(Welcome!)

What comes to mind when you think of ancient Egypt? Is it the pyramids, the sphinxes, or perhaps the famous queen Cleopatra? At the *Egypt of Glory* exhibition you'll see all that and more.

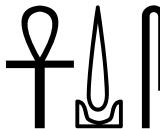
Ancient Egypt refers to the advanced civilization in North Africa that was for most of the time ruled by kings called pharaohs. The time of the pharaohs lasted for about 3000 years, until 30 BC when the future Roman emperor Augustus made Egypt part of the Roman Empire.

The rich culture revealed by archaeological digs is still a part of our everyday life. For example, our calendar year consisting of 365 days and 12 months was already being used by the ancient Egyptians. It's no wonder that the glory of Egypt still shines even after thousands of years.

This exhibition has ten themes through which you can explore the fascinating culture of the ancient Egyptians. During your visit you'll have a chance to study the yearly rhythm of the Egyptians, how they viewed the world and ruled their country, and see everyday objects used by regular people. You'll also learn about the Egyptian religion and its gods, and why and how the Egyptians mummified their dead. Towards the end of the exhibition you'll see objects from a time when the pharaonic rule was about to end.

Every object in the exhibition has its own unique story. The objects have been brought in from Museo Egizio in Turin, a museum that has the largest collection of Egyptian treasures outside of Egypt. In fact, many objects that come from ancient Egypt are now being kept in foreign museums. Is this right, or should these objects be exhibited in their homeland? This is a complicated question and impossible to cover with just a few sentences. Thankfully, the job of museums is to take good care of the objects, and to make sure that as many people as possible have access to admire this important part of humanity's shared history.

Egypt's dry desert climate and the closed tombs have helped to preserve objects of early civilization. In the exhibition you'll find a pair of ancient sandals, old tax slips, Books of the Dead, and many other things. This buddy booklet introduces you to a group of characters who'll join you on your adventure as you explore the exhibition, try out the age-old board game *senet* and visit the virtual burial chamber.



We wish you a delightful exhibition experience. In the words of the ancient Egyptians: *Ankh wedja seneb – live, prosper and be healthy!*

Anastasia Isakova & Katariina Timonen
curators

Tips for Your Visit

On the pages of this little booklet you will find friends from ancient Egypt. Each friend lives in their own section of the *Egypt of Glory* exhibition. In the different sections you can learn about the ancient Egyptian eras, beliefs, daily life and afterlife. There are 398 objects in the exhibition and all of them have been used by real living people in their daily life or during special occasions.

The friends will tell you about themselves and the places they live in. Can you find them all? They look a little different in real life than on the pages of this booklet.

Psst... If the label next to the object has this symbol,  you've found the correct friend.

The map in the beginning of this booklet will help you find your way in the exhibition. The sections where each friend lives are marked on the map, as well as the recommended exhibition route.

You can learn more from the wall texts.

Present in the exhibition space are also discussion guides, who are happy to help!



Glossary of ancient Egypt (pages 36–39).

In the back of this booklet you'll find a little list of words and names that come up often during the exhibition. Be sure to look it up if you feel like you're losing track of *shabtis*, Hathors and Hatshepsuts.

There is a timeline on the following page. Look it up to check which point of time in Egyptian history each friend belongs to.

This is how you read the labels on the showcases:

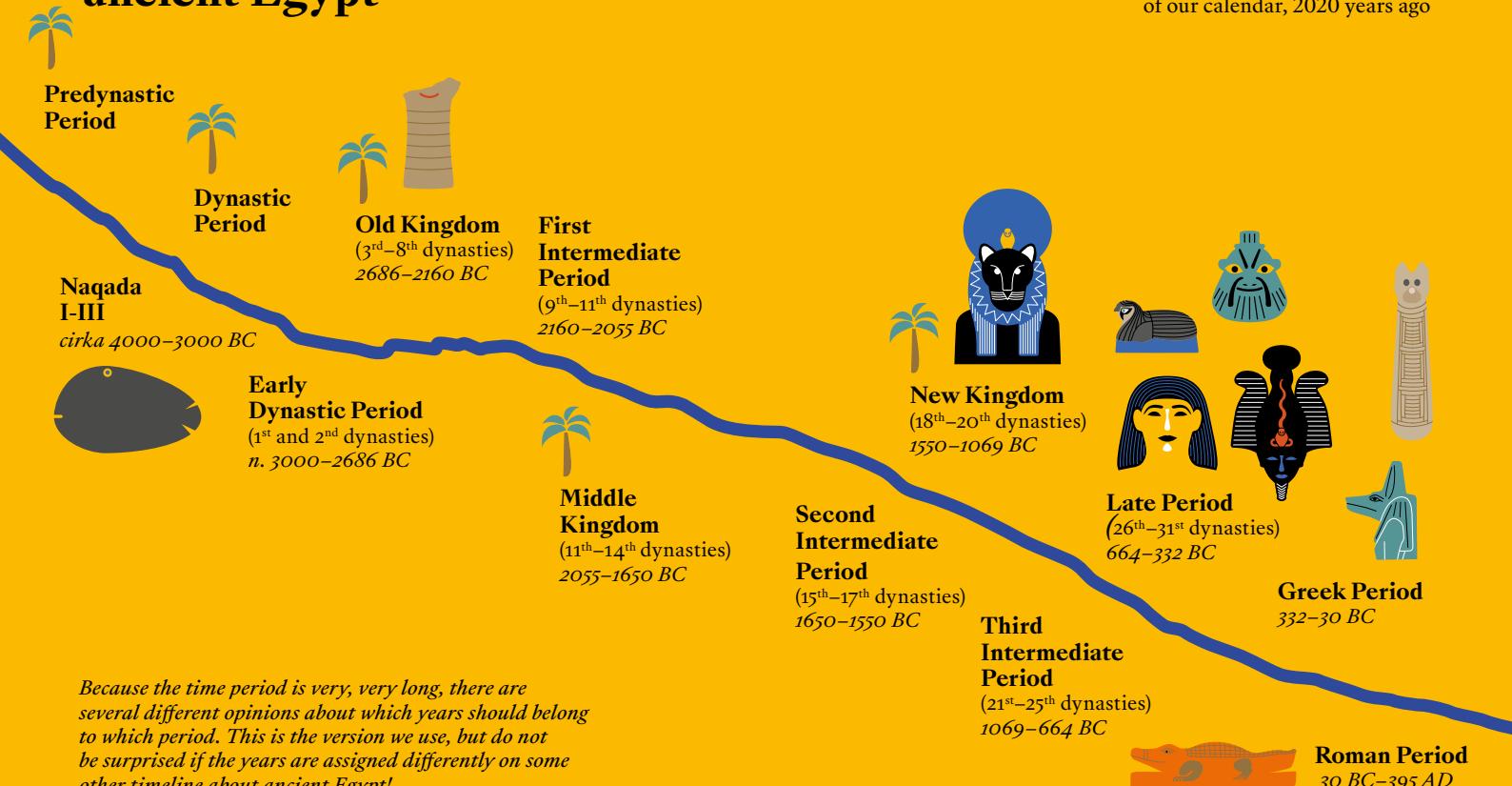
 1	 2	 3	 4	 5	 6	<p>1-2 Pataikos, amuletti Pataikos, amulett Pataikos, amuleti</p> <p>Myöhäisaika Sentidin Late Period 664–332 eaa. / f.Kr. / BC fajanssi / fajans / faience</p>
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← The name or description of the object in Finnish, Swedish and English

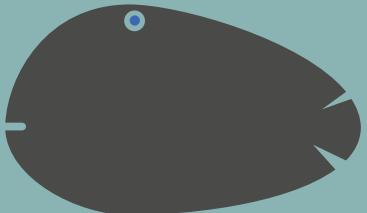
← Which period in time the object is from

← The material of the object

The timeline of ancient Egypt



BC = before the beginning
of our calendar
AD = after the beginning
of our calendar, 2020 years ago



Thousands of Years of Egypt

Name: Fish palette

Age: 5200–6000 years old

Home: unknown

What am I: a paint palette

Hobbies: make-up, painting, grinding colour pigments

Special ability: the oldest object in the exhibition

Best friend: the rest of the fish palettes

There are four seasons in modern day Finland, but the ancient Egyptians had three: flooding season, planting season and harvest season.



I, the fish palette, am the oldest object in this exhibition. Only one pottery in the neighbouring showcase considers itself older than me. Still, I am very old, possibly even 6000 years old. I cannot recall my exact birthdate. I have existed for hundreds of years even before the first pharaohs, the kings of Egypt.

Getting your head around ancient Egypt can be difficult because its history is so very long. For example, the time when the famous queen Cleopatra lived is closer to your modern times than to the time when the famous pyramids of Giza were built. "Ancient Egypt" is thought to be the time in history when the pharaohs ruled for most of the time. It is one of the oldest cultures in the world and was located along the River Nile in North Africa, the place that is now the location of the modern country of Egypt.

Study the timeline on the wall. Close your eyes and take a deep breath. Imagine yourself swooshing through time, many thousands of years to the past (go ahead and make the swooshing sound if it helps your imagination). Welcome to ancient Egypt!



By the River Nile

Name: Crocodile

Age: about 2000 years old

Home: The Nile

What am I: a statue

Hobbies: lurking, scaring people

Special ability: sacred animal of the god Sobek

Best friend: Heqat the frog

Ancient Egypt consisted of two kingdoms: Upper Egypt and Lower Egypt. The kings of Upper Egypt wore white crowns on their heads, while the crown in Lower Egypt was red.

The ancient Egyptians could not live without the River Nile. Too bad for them, it also happened to be my home, hahahah...

The Nile would overflow every year. The land that was covered by the flood waters was called black earth (*kemet*) and everything else was red earth (*deshret*). Every time the Nile flooded it brought in nutritious soil that could be used to grow food. The Nile was also an important waterway and a home to many gods and sacred animals, such as myself and my friend Heqat the frog, a goddess of fertility.

Search the room for a model boat with passengers. At the back of the boat there is a human figure who seems to be pointing at something. I think that he is pointing at me. And with two fingers! This is a sign that there is something dangerous in that direction, and that would of course be me. Had he pointed with only one finger it would mean that he saw something less scary.

Try using these ancient symbolic hand gestures at the exhibition when you see something fun (one finger) or scary (two fingers). Are other visitors doing the same thing?



Under the Rule of the Pharaohs

Name: **Fake beard**

Age: 4100–4700 years old

Home: Heliopolis

What am I: a king's fake beard

Hobbies: stealing food

Special ability: leadership, being the symbol
of a living king

Best friend: mace head

The king was not called pharaoh (the word in the ancient Egyptian language is per aa, which means a great house) until the time of the New Kingdom. That is why ancient Egyptian rulers are called both kings and pharaohs – they mean the same thing.



I am a symbol of the king's status, an object that shows his might. I myself am a part of a stone statue, but the real fake beards that the kings wore were probably made of a lighter material. Because I am a straight beard, I belong to a living king. A curved beard is a sign that the king whose chin it covers is dead.

Also female rulers, such as Hatshepsut, are shown in pictures and statues wearing beards. However, we do not know for sure if they actually wore a fake beard, or if the artists simply drew or sculpted them that way. The purpose of ancient Egyptian art is not to show how things really are, but to show an idea. It is entirely possible that there were more female rulers in Egyptian history than we think, because artists always made the pharaohs look like men.

The king has many symbols, but I am the only one who in a lucky moment gets to enjoy the food and beer offered to the king. Can you find any other kingly symbols in the exhibition?



Beauty in Daily Life

Name: **Bes**

Age: 2300–2700 years old

Home: unknown

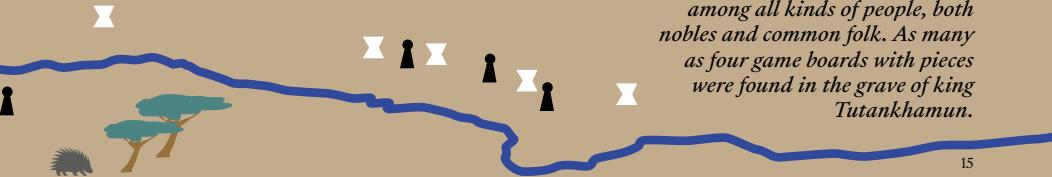
What am I: a god (former demon)

Hobbies: scaring people, having fun, fighting wars, frolicking around naked

Special ability: god of protection, protector of children and pregnant women

Best friend: everybody

(he was the most popular god)



Hi there buddy! *sticks his tongue out* I may be small and many people may find me weird, but I protect your home from all that is bad, especially from naughty snakes. It is no wonder that I am one of the best liked gods in ancient Egypt and a friend to all.

In the museum, I like to stay in the same room as the everyday objects. Here I am, surrounded by mirrors, board games, sandals and pillows from ancient Egyptian homes. But wait a minute, aren't these things a part of the everyday lives of modern people too?

Can you see any objects here that you also use? How is the headrest different from your pillow at home? Does the game *senet* look familiar to you? Try comparing the sole of your own shoe to the sandal in the showcase.

Can you find something in this section that is definitely not a part of your everyday life?

Playing senet was a very popular way to pass time. Scientists have found that the game was popular among all kinds of people, both nobles and common folk. As many as four game boards with pieces were found in the grave of king Tutankhamun.



Gods and Religion

Name: **Sekhmet**

Age: about 3400 years old

Home: the temple of Karnak in Luxor

What am I: a god

Hobbies: destroying humankind, making people sick or healthy

Special ability: breathing fire at enemies

Best friend: Ptah (spouse)

TREMBLE, PUNY HUMANS! I am Sekhmet, the most bloodthirsty of all gods. If you do not behave, I will breathe fire at you. Do not test my patience.

Gods are complicated beings and we take many forms. We love, hate, fight, scheme, heal, make mistakes and cry, just like you mortals. All the stories told about us make it clear that we are far from perfect role models. Maybe our purpose is to give humans a chance to learn from our mistakes.

Can you find a stone ear in this section of the exhibition? The ancient Egyptians believed that if you whispered your worries into the ear, it would hear them and pass them on to the gods. Pictures of ears were also painted on temple walls for this purpose. Go ahead and whisper something to the ear, I promise it will hear your message through the glass (I won't promise not to eavesdrop, though).

The gods of ancient Egypt are shape shifters. For instance, the kindly cow goddess Hathor sometimes takes the form of violent Sekhmet. Still, that does not mean that Sekhmet and Hathor are now the same god. Like Sekhmet says, it's complicated.





In the Land of Osiris

Name: **Osiris**

Age: 2300–2700 years old

Home: land of the dead

What am I: a god

Hobbies: dying, rebirth, passing judgement

Special ability: king of the afterlife

Best friend: the *shabti*

I am Osiris, king of the land of the dead. I used to be the king of Upper and Lower Egypt, but then I died and started to rule the afterlife. In other words, I am a very important figure.

In this section of the exhibition you will find many *shabtis*, small statues that look a lot like me. Gorgeous, aren't they? They were made to serve the dead person in the afterlife and were placed in the tomb to accompany the dead. In the land of the dead they perform many tasks, such as working the fields and baking my bread. There can be lots of *shabtis* in a single tomb, as many as 40!

Now that you are here, please take a look at a Book of the Dead. There are two of them in this exhibition. In the book you'll find instructions to the kinds of sacrifices that should be presented to me, and more. You should stay on good terms with me just like the ancient Egyptians did – just in case.

A Book of the Dead contains magic spells. The things that are written in it are chosen according to the wishes of the dead person. For example, if you are afraid of scorpions, your Book of the Dead could contain many spells for scaring them away.



Mummification and Burial Rituals

Name: **Anubis**

Age: 2000–2700 years old

Home: unknown

What am I: a god

Hobbies: mummification, guarding tombs,
guiding the dead

Special ability: invented mummification

Best friend: the djed-pillar

For this section of the exhibition
I ask for peace and quiet.

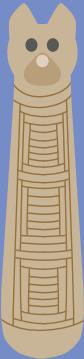
The ancient Egyptians believed that it is important to keep the physical body well-kept for the afterlife. This is why I invented mummification, a way to preserve the body of the deceased. I, Anubis, am here to make sure that these mummified bodies are taken good care of.

Life after death is true in this room, no matter what you believe in. You may have seen movies and read books or comics that say all kinds of things about mummies. However, the mummies in this room were once real living people and you should show them respect. In return, I will let you to come a little closer, to take a look at them.

Take a minute to quietly reflect and learn.
Think about your own journey through time.

Greet those whose culture has given so much to you and this world. Greet the ancient Egyptians.





Sacred Animals

Name: **Cat mummy**

Age: 2000–2700 years old

Home: unknown

What am I: a mummified sacred animal

Hobbies: delivering messages, meowing

Special ability: being exceptionally pretty

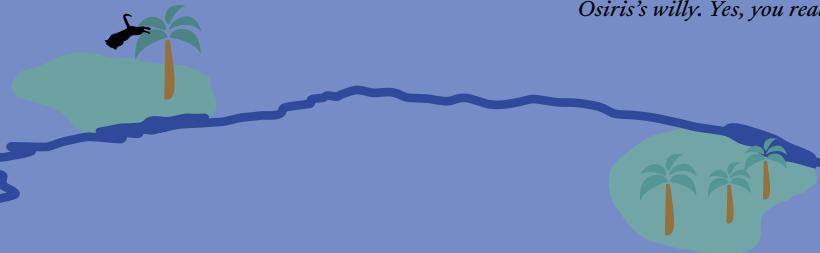
Best friend: fish in a sarcophagus (a coffin, that is)

Meow! My name is Miu. It is an ancient Egyptian word for cat. As you can see, I was turned into a mummy too. It has been over 2000 years since I was alive, so under these beautiful garments I am not as sleek and shiny as I used to be.

We animals were considered precious and important in ancient Egypt – even gods looked like us. In the Late Period a lot of animals were bred, sometimes excessively and without any concern for our health (how horrible!), just so that we could be mummified and presented to the gods.

Modern people have once again started to adore us cats. Since there are no more pharaohs, we are happy to do their job. If you have a cat at home, I am sure you know what I am talking about. Please give your cat greetings from their ancestors!

Search the room for a fish in a sarcophagus. The fish is a sacred animal because according to an ancient Egyptian story it ate the god Osiris's willy. Yes, you read that one right.





New Cults

Name: Falcon-headed scarab

Age: 2000–2700 years old

Home: unknown

What am I: a scarab

Hobbies: rolling the sun and balls of dung

Special ability: symbolizes the sun god

Best friend: the solar amulet

There are many objects in the exhibition with unknown origins. That is because somebody once took the object with them without writing down where they found it. With many such objects we can only assume and guess, and it is not okay to say where an object is from if you are not absolutely sure of it!



I may be just a humble dung beetle, but the ancient Egyptians associated me with the great god of the sun. I roll the sun across the sky like a ball of dung in the desert. In this I am an expert and a perfect example of how sanctity is not a matter of size.

I have the head of a falcon like the sun god Ra-Horakhty. You will find me in the shape of a scarab amulet decorating many important things, like the chests of mummies.

On the surface of my friend the solar amulet you can see a hieroglyph, a piece of ancient Egyptian writing. The hieroglyph shows the sun rising (or setting, you can decide which) between two mountain faces. The sun is often drawn with wings like those of a bird. In later times the symbol also had the tail of a bird, which you also see on the solar amulet.

Can you come up with your own way of drawing the sun? Would you make it round with beams coming out of it, or can you think of any other form it might have? Could it look like an animal? Let your imagination fly!



The Last One Thousand Years

Name: **The pharaoh's courtier**

Age: about 2600 years old

Home: unknown

What am I: a statue

Hobbies: serving, being the king's number one fan

Special ability: super loyal

Best friend: Psamtik I

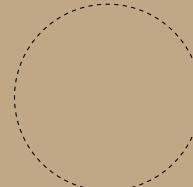
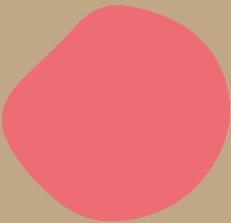
Psamtik I was the last great king of Egypt, and obviously the best if you ask me. I had an important role as the king's courtier. Inscribed on my arm is the cartouche of Psamtik I, that means the king's name written with hieroglyph signs. The king and I lived in the Late Period – yes I know, there are so many periods, but if you look at the timeline on page 7 you will know when that was.

Can you spot a big foot in the exhibition room? It is from the Roman Period, so it is from after my time. Unlike me, that foot is not a part of a bigger statue but in itself a complete (and a little weird) statue of a foot. It is stepping in at this point of the exhibition to tell you that your time travel is nearing its end and you can soon return to the present day.

But wait! There is still much to see. For example a big pyramid-shaped thing!

You didn't accidentally miss the burial chamber, did you? In this exhibition you can visit Amos Rex's own burial chamber with the help of AR, or augmented reality technology! The burial chamber was built with the support of Danske Bank. You can access it with your mobile device using the free Arilyn app.





Name: **Ou**

Age: two years old

Home: Amos Rex, Helsinki

What am I: unknown

Hobbies: art, hugging, hiding

Special ability: super emotional

Best friend: children

Legends say that there used to be six ceiling domes in the museum, but then Ou popped out of one of them and only five remained. Ou does not speak (at least when adults can hear) but it expresses its emotions in many other ways. Nobody really knows what Ou is, but we do know that it loves art and enjoys being in the museum.

Do you want to make the buddy booklet look more like you? Fill it out with add-on stickers from the museum shop!



Your page

Name:

Age:

Home:

Hobbies:

Special ability:

Best friend in ancient Egypt:

Here you can write about yourself or your visit to the museum:



Pyramids Were Tombs of the Pharaohs

The first pyramids in Egypt were built over 4000 years ago. The insides of these gigantic structures conceal different kinds of passages and chambers that put many people on an adventurous mood. However, pyramids were not built with adventure in mind, but for another important purpose.

They were the tombs of the pharaohs.

Even in our modern times we do not know exactly how the pyramids were built. Still, we can assume that the work of building them greatly affected the way that the Egyptian government developed. For instance, scientists think that the Great Pyramid of Khufu, the world's largest pyramid, took about 25 years and the work of 20 000 or 30 000 people to build! To make that happen someone had to find all those workers and then provide them everything they needed, such as homes, food, healthcare and many other things. Moving the building materials was also a challenge: stones were brought to the construction site from hundreds of kilometers away! In this way the whole country took part in the building effort.

A pyramid has risen in the art workshop Studio Rex! This pyramid-wannabe is tiny compared to the Pyramid of Khufu, which is as big as over seven football fields at its base. The length of one side of the Pyramid of Khufu (some 230 meters) is as long as the walking distance from the main entrance of Amos Rex to the nearest corner of the Parliament House.

Study the size scale on the glass wall to see how big a pyramid really is. What do you think would happen if a great pyramid was built near your home? How would the construction site of such a large building affect the life in your neighborhood?



Egypt of Glory in Bio Rex

Ou-lalaa

Children's Saturdays: movies for the whole family.

31 October / The Night of Horrors

Mummies and monstrosities: horror movies in collaboration with Night Visions.

Lectures

From sunken cities of the Mediterranean to mummy mania: featuring international and Finnish top speakers.

Other events

- Themed guided tours
- Game nights
- Magical art workshops

Read more:
amosrex.fi/events



You thought you
had seen it all, did you?
**Egypt of Glory continues
at Kumu museum, Tallinn!**

Egypt of Glory is a twin exhibition that takes place simultaneously at Amos Rex and the Kumu Art Museum in Tallinn, Estonia. This rare twin exhibition is based on the collection of Museo Egizio in Turin, Italy. In addition to the artifacts brought in from Turin, the Kumu exhibition also features exhibits from other Estonian museums. It is Estonia's first exhibition on ancient Egypt.

The Kumu exhibition offers an exciting glimpse into the land of the pharaohs and the Egyptian daily life, where this life and the afterlife are bridged by art.

Kumu's exhibition runs from 10 October 2020 to 21 March 2021.

Read more:
kumu.ekm.ee



Egypt of Glory

9 October 2020 –
21 March 2021

Curators

... bring order to the exhibition and give it a story

Paolo Marini, Museo Egizio
Anastasia Isakova & Katariina Timonen, Amos Rex

Expert

...of ancient Egypt

Mia Meri, egyptologist

Museum and project leaders

...direct things to happen in the right manner

Christian Greco & Samanta Isaia, Museo Egizio
Kai Kartio & Teijamari Jyrkkö, Amos Rex

Exhibition assistant

...triple-checks everything.

Everything!

Krista Mamia

Exhibition architect

...makes sure the objects are given the setting they deserve

Jaakko Kiukkanen & Taina Väistänen, TAKT OY

Visual identity

... puts letters, pictures and colours in perfect harmony

Dog Design

Structures and planning

... make every exhibition special, down to the walls!

Jussi Piironen

Timo Aho, Andreas Behn-Eschenburg, Petteri Ehnroth, Tatu Engeström, Willem Heeffer, Mirka Hämäläinen, Tuukka Kaila, Tuomas Karjalainen, Kimmo Kumela, Tii Laakso, Pasi Mälkiä, Mirjami Nykänen, Maikki Pekkala, Olavi Pietiäinen, Topi Vähäsarja & Sohei Yasui

Audiovisual design

... brings ancient Egypt to our modern times

Fredrik Willberg

Lighting design

... is important for the objects, our eyes and the mood

Marianne Lagus

Audio design

... brings the experience beyond the eyes and into our ears

Juuso Hannukainen, Tuomas Norvio & Sami Tammela

Exhibit lenders

...let objects they own take part in exhibitions

Museo Egizio

The National Museum of Finland
Finnish Egyptological Society

Coordination

... is required to move objects safely from one museum to the other

Roberta Accardino, Giulia Gregori & Marco Rossani, Museo Egizio
Niclas von Bonsdorff, Amos Rex
Helen Volber, The Art Museum of Estonia

Conservation

... preserves objects for thousands and thousands of years

Mia Derichs, Anna Lehtinen, Sari Pouta & Riina Uosukainen

Events

... deepen the exhibition experience, check page 32!

Marianne Lagus, Kaj Martin, Kerttu Raittila & Marjo Sähi

Public programmes

... connect the art with the audience

Elsa Hesse, Henna Korpela, Melanie Orenius & Laura Porola

Customer service staff, discussion guides, exhibition guides and art workshop guides

Public relations and marketing

... brought this fabulous exhibition to your attention!

Paola Matossi, Museo Egizio
Iia Palovaara &
Timo Riitamaa, Amos Rex
Wörks

Corporate collaboration

... by working together, you can take things to the next level

Sara Järvi

Graphic production

... turns the graphic designer's plans into reality

Novela

Translations and proofreading

... make the exhibition texts available in Finnish, Swedish and English

Joonas Kirsi, Synnöve

Malmström, Anna Merikallio, Theresa Norrmén & Jukka Särkjärvi

Our partners

...made this exhibition possible

 MUSEO EGIZIO ART MUSEUM OF ESTONIA

 KUMU

My Ancient Egyptian friends

Texts Amos Rex

Editing Melanie Orenius
Translations

Joonas Kirsi (english),
Anna Merikallio (swedish)

Layout and graphic design
Dog Design
Printing Grano

Glossary

Abydos = a city and burial place of the first kings. Also the presumed burial place of Osiris.

Akh = an effective spirit who has reached the afterlife.

amulet = a small charm that grants its bearer luck or protection.

Amun = one of the major Egyptian gods who is often associated with the sun god Ra (Amun-Ra).

ankh = the symbol and hieroglyph for life.

anthropomorphic coffin = a coffin shaped like a human being.

Anubis = the jackal-headed god of mummification who protects the dead.

Atum = a creator god and the divine ancestor of the pharaoh.

Ba-bird = the human soul was believed to be made up of several parts. One of them was the ba-soul that is drawn in artworks as a bird with a human head.

Bastet = a cat goddess, a protector of motherhood and pregnant women.

Bes = a protector god of children and pregnant women.

Book of the Dead = a collection of spells that was compiled according to the needs and interests of the dead person.

canopic jar = a jar with a lid that was used to store the viscera (liver, stomach, lungs and intestines) that were removed from the body of a dead person during mummification.

demotic = a language and writing system that the Egyptians started to use during the Late Period.

djed-pillar = a symbol, sometimes called the backbone of Osiris, that represents stability and endurance.

Duat = one of the many after-worlds in ancient Egypt.

dynasty = history of the pharaonic Egypt is divided into 31 dynasties. Normally a dynasty refers to a single bloodline of rulers, but this is not the case in ancient Egypt. In Egyptology, the word dynasty refers to eras.

Egypt = in its modern meaning the word Egypt refers to a country in North Africa (officially called

the Arab Republic of Egypt) whose capital is Cairo and official language Arabic.

faience = glazed ceramics resembling porcelain.

Giza = a city on the western bank of the River Nile. The most famous Egyptian pyramids are located there.

Hathor = like all ancient Egyptian gods, the goddess Hathor had many roles. She was, among other things, a goddess of afterlife, love, music, merriment and drunkenness.

Hatshepsut = although she was the first female pharaoh of Egypt she was often drawn or sculpted as a man in works of art. The time that she ruled Egypt during the early 18th dynasty was one of the wealthiest times in Egyptian history.

Heliopolis = a city in ancient Egypt that is currently a part of Cairo, the capital of modern Egypt. It was also the cult center of the sun god Ra.

hieratic = a cursive writing system that was developed based on the hieroglyphs during the Middle Kingdom.

hieroglyph = people in ancient Egypt wrote in hieroglyphs, or pictures that can stand for a concept or a sound, or tell the reader which class or group the word belongs to. Hieroglyphs can be written from right to left, left to right or from top to bottom.

Horus = a falcon-headed god whose mother was Isis and father Osiris. On earth, Horus was represented by the pharaoh.

Ibis = a bird with a long beak and neck.

Imhotep = the architect who designed the very first pyramid. He was later worshipped as the god of medicine.

Isis = as the god of magic, fertility, and wisdom among other things, she was one of the most important gods. Isis was a maternal goddess, and especially a goddess of women. Isis was worshipped in lands outside of Egypt long after the time of the pharaohs had come to an end.

Karnak = huge complex of temples located in Luxor. It was the main temple of Amun.

kingdom = an area governed by a ruler. In Egyptology the word kingdom also comes up in the names of eras such as Old, Middle and New Kingdom, in which it refers to a long period of time.

Luxor = a city built where Thebes, the ancient capital of Egypt, used to be.

Maat = the goddess of justice, order and truth.

naos = a box where the statue of a god of the temple was kept in.

Nile, the River = the Nile competes with the Amazon for the title of the longest river in the world. The ancient Egyptians relied on the Nile for their transportation, farming, city culture and many other things. Before the construction of the Aswan High Dam in 1970, the yearly floods of the Nile set the rhythm for life in Egypt.

Nut = the goddess of the sky. At dusk she swallows up the sun and at dawn she gives birth to it again.

Osiris = the ruler of the afterlife and one of the most important gods in ancient Egypt. Artworks of Osiris show him as a mummified man with a green face, holding a shepherd's staff and a whip.

ostracon = a shard of pottery or rock that was used for writing or drawing things on.

papyrus = a material very much like paper that was made out of papyrus reeds. It was already used in Egypt in 3000 BC.

pharaoh = a ruler in ancient Egypt. Can also be called king.

Ptah = the god who created the world with the power of words. Ptah was thought to give special protection to craftsmen and architects. On earth, Ptah was embodied by the bull Apis.

Ra = the Egyptians had hundreds of gods but the most important one was the sun god Ra.

sarcophagus = a burial coffin. The word sarcophagus actually means a specific kind of coffin that the Greeks called the flesh-eater coffin, but the word is also used to mean an Egyptian stone coffin. Because not everybody agrees on how the name sarcophagus should be used, it is nowadays recommended that we only speak of coffins.

scarab = a sacred dung beetle, popular amulet type.

Sekhmet = the daughter of the sun god Ra. Sekhmet with her lion head was a terrifying goddess of war and pestilence, but she was also the goddess of healing and the protector of pharaohs.

senet = a very popular ancient Egyptian board game.

shabti = a small statue that was placed in a tomb together with a human mummy.

Sobek = a water god. The waters of the Nile were thought to have been born from his sweat.

sphinx = one of the many sun gods who is drawn or sculpted in artworks as a lion with a human head.

stela = a slab-like object made of rock or wood with writing or pictures carved on it.

Thebes = the former capital of ancient Egypt, located in the area of the modern city of Luxor.

Thoth = the ibis-headed god of wisdom and writing.

tit = a symbol, also called the knot of Isis, that would protect the dead person in the afterlife.

underworld, afterlife = a place where the souls of the dead were

believed to go to. Ancient Egyptians believed that there were many different underworlds.

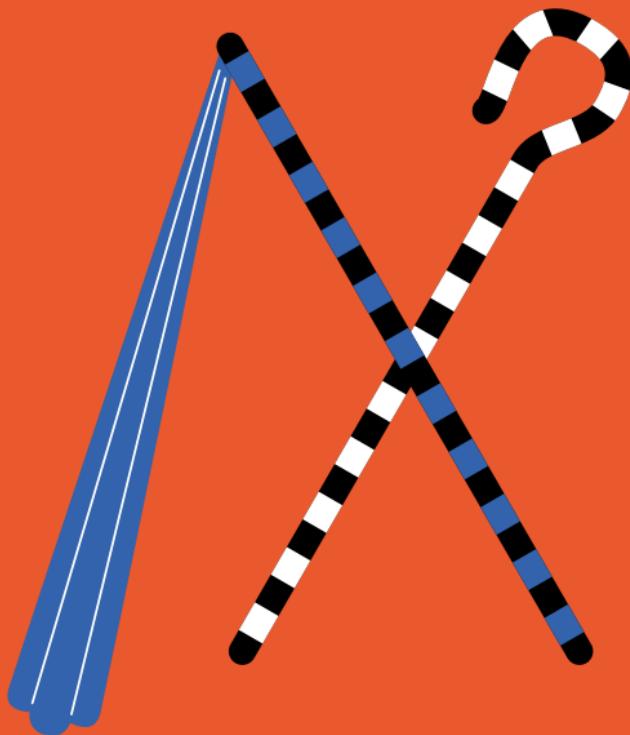
Upper and Lower Egypt = The two kingdoms were united as a single realm during Naqada III.

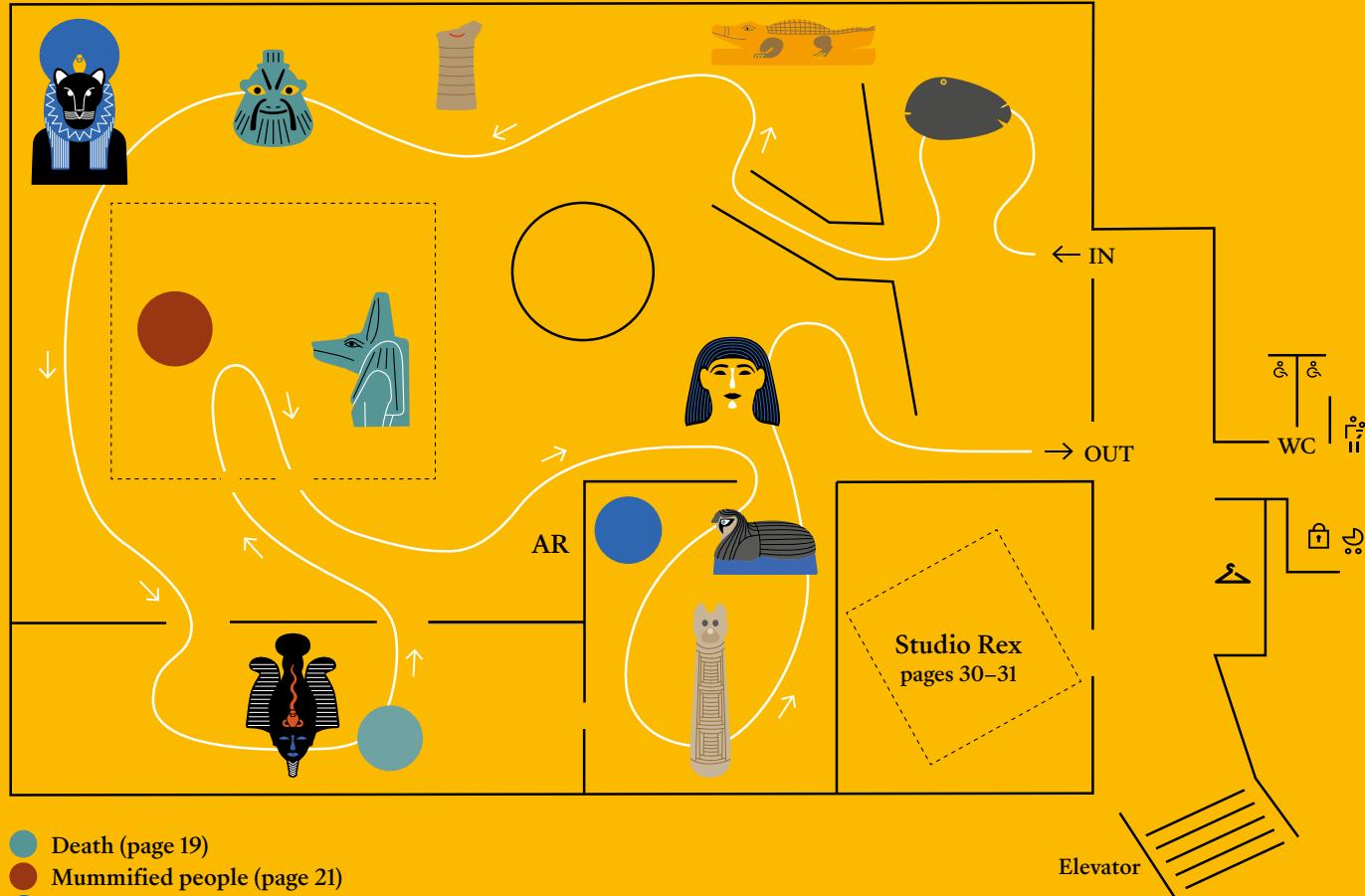
ureaus = the Egyptian cobra snake. Statues of pharaohs were often carved with the image of the uraeus. It was a frequently used symbol of deity and kingship in ancient Egypt.

usekh-necklace = an ancient Egyptian broad necklace or collar that men, women and gods were often depicted in artworks as wearing around their necks. The necklace was so heavy that people had to wear a counterweight on the backside to avoid stooping forward.

The Valley of the Kings and The Valley of the Queens = Two areas in the west bank of Luxor where members of the royal family were buried during the New Kingdom. Later some of the tombs were re-used to bury people who were not royals but still upper class.

Wedjat = an eye-shaped protective amulet or symbol that is also called the eye of Horus.





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