



The Towers of Eden

Media Kit

This media kit provides journalists with an overview of The Towers of Eden project, its origins, world, and creative ambition. Inside, you'll find background information on the book, details on the treasure hunts and prizes, insight into the real landscapes that inspired the story, and direct links to downloadable assets including imagery, maps, and press materials.

It is designed to give you everything you need to explore the story, understand its scope, and share it with your audience accurately and engagingly.

You can download additional assets including images and maps here:

www.towersofeden.com/media-kit

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"I had a strong and copious memorie, a sound judgment and a discerning spirret and so much of a strong imagination in mee as that many tymes even my Dreames and apprehensions beforehand proved to be true".

Lady Anne Clifford - 17th Century diaries

THE TOWERS OF EDEN

Something New – Time, Treasure and Treason

The Towers of Eden has been twenty-five years in the making. Weaving astonishing historic facts and characters into a thread of fantasy and mystery set in a real landscape, a new generation of treasure hunters will have the unique chance to pick up the thread and weave it into their own life.

At the core of this wide-ranging project is a beautiful book, lavishly illustrated with intricate artwork, enriched with stories and riddles, and containing excerpts from ancient texts and mysterious clues.

Around the book is built the world of the Towers of Eden - a real place of wind and wild nature waiting to be found, with real characters whose stories are waiting to be remembered. This world is brought further to life with the growing virtual background that will bring the Towers of Eden into your home. Talented teams of creative people are working across many disciplines to bring this breathtaking new experience to life.

With this book in your hand, you could find the path to a new adventure and follow the search for one of the twelve golden brooches which will be hidden in the North of England. If you cannot travel, perhaps you can scan the pages for the faces of the past, or find the clues which will enable you to claim the fabulous treasure of the Hoard of Eden. Whatever you do you will have fun and enjoy the beauty of your journey.

Enjoy the stories and immerse yourself in a world of which you can really become a part. In challenging modern times, the Towers of Eden is fresh and healthy and revives the old excitement of written text. Pull yourself away from your screen back into the human world and touch time with The Towers of Eden.

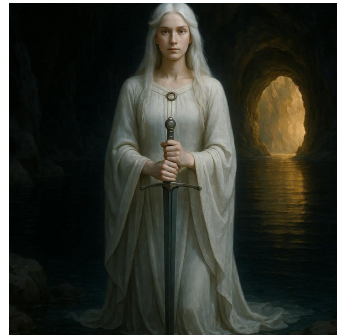
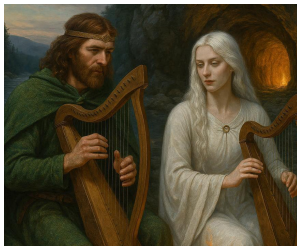


Apart from the Treasure Hunt the book contains many parts.

The Towers of Eden follows a long tradition of Treasure Hunts but is also rich with art, poetry, history, fantasy and humour.

Tales of Eden - the Story

- Chapter 1 - A Childe
- Chapter 2 - The Beginning
- Chapter 3 - The White Messengers
- Chapter 4 - The Plantagenets
- Chapter 5 - Air
- Chapter 6 - The Wardens of the Marches
- Chapter 7 - The Coming of the Shadow
- Chapter 8 - The Butcher and the Shepherd
- Chapter 9 - The Triumph of Darkness
- Chapter 10 - The Two Threads
- Chapter 11 - Restoration
- Chapter 12 - Legacy



The Story of The Towers of Eden follows two threads. The first follows the adventures of Anne Clifford as she grows from a girl in the court of Queen Elizabeth, and the second the story of the mysterious spectral Ladies of Eden who guard a mystic secret in the heart of the Lakes and forests of Eden.

The two threads come together during the turbulent times of the English civil war as wicked fanatics and witchfinders bring misery and gloom to Britain.

The Illustrations

Twelve beautiful full-page illustrations and borders created by artist Duncan Storr bring the story to life, which are integrated with other artwork throughout the book. These illustrations contain clues and include many other hidden secrets.

It was difficult to imagine that just twenty-five years ago when Duncan created these illustrations there was no mass-produced AI image generation just human talent and skill. The Book has been entirely created in the traditional way – even if the full range of technological progress has been used for the multimedia world being built to support it.



Each of the illustrations reflects the chapter which follows it and is cunningly created to interpret part of the story and weave in pointers and clues to delight observant readers and those who enjoy art and imagination. The quality and level of the illustrations give The Towers of Eden the feel of a unique modern illuminated manuscript.

Although a fantasy, The Towers of Eden is unique in offering its readers the chance to experience the world of Eden in reality and discover that the magic which exists in the real world of the senses will always be better than the constructs of virtual worlds portrayed only on a screen.





The Riddles

Riddles are as old as civilization and indeed riddles have been found amongst the earliest writing in Babylon and in Sanskrit, Hebrew, Aramaic, Persian and Latin texts. Each riddle describes an object or subject the identity of which must be guessed or worked out from the words of the verse.

English has been particularly rich in riddles with remaining Old English literature demonstrating the popularity of the riddle game in Anglo Saxon England. Many riddles are preserved in the one of the earliest books written in the English language called the Exeter Book, which dates from about 1070 AD. It seems that 1000 years ago a good night out often involved sitting around the fire trying to trick each other with words!

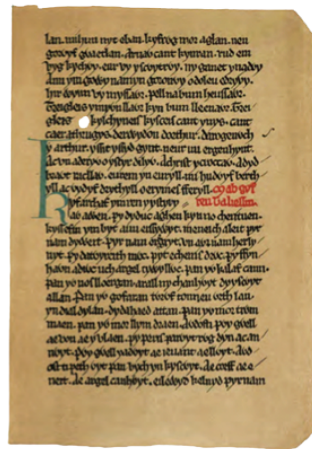


Riddles can be amusing, lyrical, suggestive, romantic and entertaining and are a verse form in themselves, and some have been compared to the Japanese haiku poems which seek to encapsulate a sense or meaning within a short, fixed firm of words. Often it is not great genius which is the key to unlocking riddles, rather a sense of connection with the writer which enables the reader to see the picture being painted in the verse.

The Towers of Eden contains over a hundred riddles, the answers to some of which form part of the clues in the Treasure Hunts.



Why not have your own Riddle Party? Invite your friends to play the riddle game and help you answer the riddles in the book - find out how they had fun 1000 years ago!

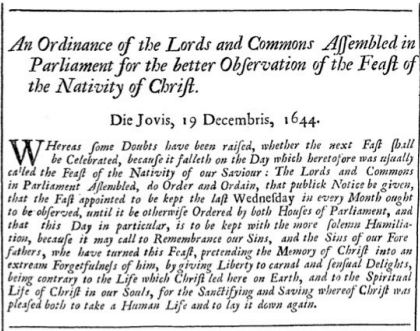


Page from the manuscript of
The Book of Taliesin

The Chronicles

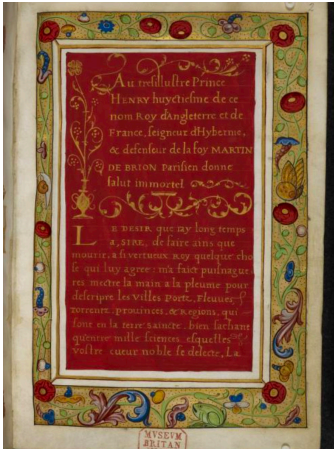
Throughout the Book the thread of our story is supported by the text of actual chronicles and contemporary writings, the earliest of which go back to Roman and dark age times. These tantalising hints and commentaries written by ancient scribes and monks give us an insight into the worlds of the past and the changes which swept across the area we are calling Eden.

In later times as the information in the chronicles and writings become clearer and more reliable, we obtain details of everyday life and events, sometimes from eye witnesses, which enrich our understanding – down to Lady Anne herself who left detailed



records and diaries of her life. Records include not just books and written records but also contemporary drawings, maps and art which may illustrate the places and people who appear in our story.

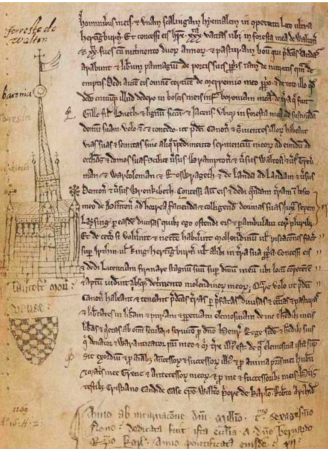
Whilst the Towers of Eden is a work of fiction, the chronicles which appear on every page demonstrate that beneath the fiction there is always the shadow of the true past and the living breathing characters who enlighten us with their good or their bad deeds.



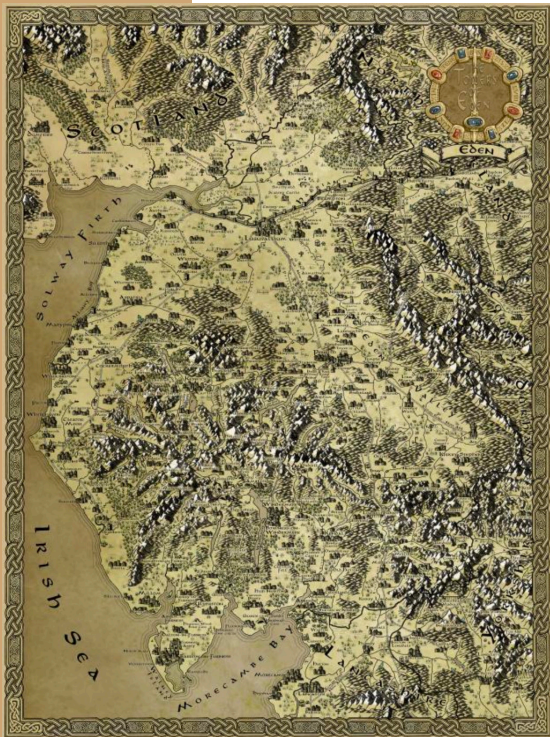
Book given by 12-year-Old
Princess Elizabeth to her father
King Henry VIII in 1546



Letter from Lady Anne Clifford
to her Father 1598



Letter from Lady Anne Clifford
to her Father 1598



The Maps

In addition to the genuine ancient maps in the book, the authors commissioned a special map of Eden from Chris Birse, mapmaker.

This shows Eden with modern places marked in "Dungeons and Dragons" style! This can be found on the Towers of Eden website www.towersofeden.com/maps and a digital version and other assets can be downloaded here www.towersofeden.com/media-kit.



The Treasure Hunts

There are three competitions hidden in The Towers of Eden book. One of them will involve a physical journey to Eden to look for the hidden treasure, the others involve a careful search in the book. The entry forms for each are in the book.

The Quest for the Spectral Ladies' Brooches

Tokens representing the Twelve Golden Spectral Lady's Brooches (one per Chapter of the Book) are hidden around the area covered by the Tales of Eden. You must find the token and then go to the right place at the right time to exchange your token for its golden counterpart in its exquisite casket.



The Hoard of Eden

The Hoard of Eden is a true hoard consisting of real jewellery from the past, as well as a golden spectral lady's brooch, genuine silver hoards of coins from the medieval, tudor and stuart times and thousands of pounds of Charles III cash fresh from the Royal Mint.

The hoard is all contained in a genuine 17th Century box. Win it by answering the questions in the book and returning the entry form.



The Faces of the Past

In each of the Illustrations in the Book are hidden faces from the past. See how many you can find and the one who finds the most faces in each of the Chapter illustrations will win a gilded decorative skull as a trophy and tribute to their observation.

There will be a grand trophy for the observant reader which can find the most faces from the past in the entire book (including covers).



Christopher Nightingale – Author

Christopher is the author of the text and riddles and the creator of the treasure hunts in The Tower of Eden. He grew up in the South West of England before moving to London, but then spent many years living in the Far East. He has had a lifetime passion for touching time through ancient places, folklore and history and has a special interest in ancient buildings.

The Towers of Eden was created to remind people of the power of print and to cheer people up in times of trouble.

Christopher now lives in Suffolk where he writes and indulges his affection for nature and the imagination.

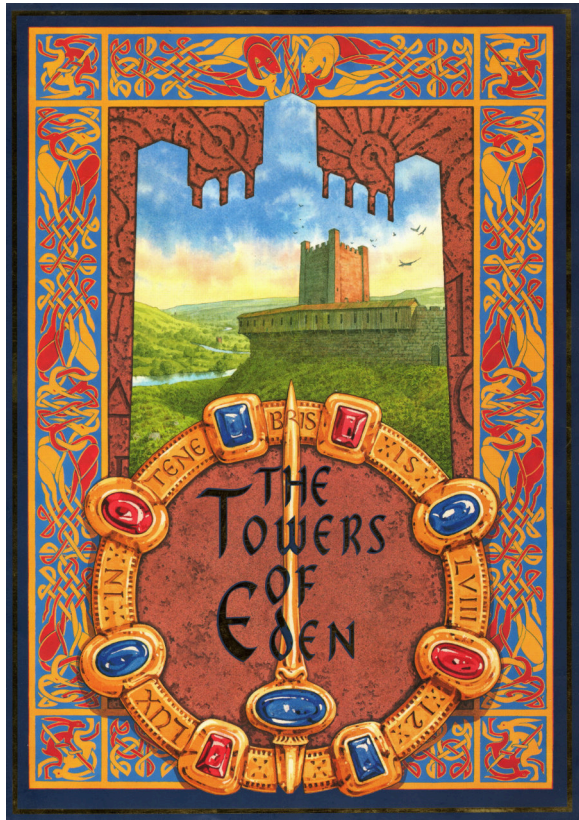


Duncan Storr – Illustrator

Duncan illustrated The Towers of Eden having previously worked with Christopher on several mural paintings at Appleby Castle.

Duncan is an experienced illustrator having worked with publishing companies, record companies, and magazines since 1985. He is particularly known for his amazing album covers for bands such as Skyclad.





Contact us

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