

The Art Of Discworld Gollancz S F

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Guards! Guards!: The Play Random House

This is how the Discworld began. Here is the sapient pearwood Luggage, a mobile trunk which launders any clothes put in it and incidentally homicidally defends its owner. Here is Twoflower, an innocent tourist in a world of nightmares and fairy tales

Hogfather Gollancz

The Discworld is an unpredictable place, what with rivers you can skateboard across (if they weren't so knobbly), rocks that like a stroll about of an evening and points of raw magic that can turn a body inside out soon as look at it. For safety's sake, you need a guide! The DISCWORLD COMPANION contains everything you need to know about the Discworld. This edition, the first major revision since HOGFATHER was published (1997), covers the eight DISCWORLD novels from JINGO onwards, including THE LAST HERO and MAURICE AND HIS AMAZING EDUCATED RODENTS, as well as the Diaries, the plays and other Discworld Spinoffery.

The Last Hero Random House

Unseen University are proud to present the most comprehensive map and guide to the Disc yet produced. In this noble endeavour, drawing upon the hard won knowledge of many great and, inevitably, late explorers, one may locate on a detailed plan of our world such fabled realms as the Condiment Isles, trace the course of the River Kneck as it deposits silt and border disputes in equal abundance on the lands either side, and contemplate the vast deserts of Klatch and Howondaland - a salutary lesson in the perils of allowing ones goats to graze unchecked. This stunning work brings to life the lands and locations of the Discworld stories in a way never seen before.

Accompanied by lavish full-colour illustrations and a detailed world map, this is a must-have for any Discworld fan.

The Discworld Atlas White Owl

An in-depth look into the life and writings of the bestselling author of the Discworld novels, Good Omens, and Nation. The Magic of Terry Pratchett is the first full biography of Sir Terry Pratchett ever written. Sir Terry was Britain's bestselling living author*, and before his death in 2015 had sold more than 85 million copies of his books worldwide. Best known for the Discworld series, his work has been translated into thirty-seven languages, and performed as plays on every continent in the world, including Antarctica. Journalist, comedian and Pratchett fan Marc Burrows delves into the back story of one of UK's most enduring and beloved authors, from his childhood in the Chiltern Hills, to his time as a journalist, and the journey that would take him—via more than sixty best-selling books—to an OBE, a knighthood and national treasure status. The Magic Of Terry Pratchett is the result of painstaking archival research alongside interviews with friends and contemporaries who knew the real man under the famous black hat, helping to piece together the full story of one of British literature's most remarkable and beloved figures for the very first time. * Now disqualified on both counts. Praise for The Magic of Terry Pratchett "In this encompassing biography of the prolific fantasy and science-fiction author, writer and comedian Burrows details both the writing accomplishments and the personal life of Sir Terry Pratchett. . . . Burrows spoke to friends and family, and this biography has moments of sadness, especially when discussing Pratchett's fight with Alzheimer's. But the book is also funny and conversational in tone, and an excellent tribute to a beloved author." —Booklist "Affable and consistently engaging. . . . Burrow's buoyant, pun-peppered, and aptly footnote-flecked style . . . helpfully marries his subject matter, propelling us through decade after decade of a heavily writing-centric life while illuminating Pratchett's complexities and contradictions without any drag in the tempo." —Locus Magazine "An impressively comprehensive, engagingly written biography. ****" —SFX

Reaper Man Random House

This volume contains Mort, Reaper Man and Soul Music, all starring Death, the Discworld's most endearing character, his steed Binky, his granddaughter Susan, the Death of Rats and all the various denizens of the Discworld.

The Art of Discworld Gollancz

'They say that a little knowledge is a dangerous thing, but it is not one half so bad as a lot of ignorance.' Everybody knows there's no such thing as a female wizard. So when the wizard Drum Billet accidentally passes on his staff of power to an eighth daughter of an eighth son, a girl called Eskarina (Esk, for short), the misogynistic world of wizardry wants nothing to do with her. Thankfully Granny Weatherwax, the Discworld's most famous witch, has plenty of experience ignoring the status quo. With Granny's help, Esk sneaks her way into the magical Unseen

University and befriends apprentice wizard Simon. But power is unpredictable, and these bright young students soon find themselves in a whole new dimension of trouble. Let the battle of the sexes begin . . . 'If you've never read a Discworld novel, what's the matter with you?' Guardian 'Pratchett uses his other world to hold up a distorting mirror to our own' The Times Equal Rites is the first book in the Witches series, but you can read the Discworld novels in any order.

Discworld and the Disciplines Random House

The Discworld is very much like our own - if our own were to consist of a flat planet balanced on the back of four elephants which stand on the back of a giant turtle, that is . . . All this books and stuff, that isn't what it should all be about. What we need is real wizardry. Once there was an eighth son of an eighth son, a wizard squared, a source of magic. A Sourcerer. Unseen University, the most magical establishment on the Discworld, has finally got its wish: the emergence of a wizard more powerful than they've ever seen. You'd think the smartest men on the Disc would have been a little more careful what they wished for. As the drastic consequences of sorcery begin to unfold, one wizard holds the solution in his cowardly, incompetent hands. Rincewind must take the University's most precious artefact, the very embodiment of magic itself, and deliver it halfway across the disc to safety . . . If he doesn't make it, the death of all wizardry is at hand. And the end of the world, depending who you listen to. The Discworld novels can be read in any order but Sorcery is the third book in the Wizards series. --

The Rincewind Trilogy Gollancz

There is a hint of Armageddon in the air. According to the Nice and Accurate Prophecies of Agnes Nutter, Witch (recorded, thankfully, in 1655, before she blew up her entire village and all its inhabitants, who had gathered to watch her burn), the world will end on a Saturday. Next Saturday, in fact. So the Armies of Good and Evil are massing, the four Bikers of the Apocalypse are revving up their mighty hogs and hitting the road, and the world's last two remaining witchfinders are getting ready to Fight the Good Fight. Atlantis is rising. Frogs are falling. Tempers are flaring, and everything appears to be going to Divine Plan. Except that a somewhat fussy angel and a fast-living demon are not particularly looking forward to the coming Rapture. They've lived amongst Humanity for millennia, and have grown rather fond of the lifestyle. So if Crowley and Aziraphale are going to stop it from happening, they've got to find and kill the AntiChrist (which is a shame, really, as he's a nice kid). There's just one glitch: someone seems to have misplaced him. This edition features a new revised text, approved by Neil Gaiman and the Pratchett Estate, which clears up many typos and errors from previous editions. It also features twelve full colour illustrations from Paul Kidby - Terry Pratchett's artist of choice - and further pencil drawings.

Lu-Tze's Yearbook of Enlightenment Bloomsbury Publishing

Contrast the Fools' Guild with the Assassins' Guild next door: one is pleasant, light and airy and the corridors echo with the quiet activity of people working hard to master a job they love; the other is gaunt, forbidding and silent, except for the occasional muffled sob . . . The Fools' Guild, founded 150 years ago, is also a hospital, craft standards enforcer, fraternal society and school. There is always a place and a custard pie in the face for any young boy with an amusing hump, speech impediment or other laughable deformity. As with previous diaries in the series, the usual mundane dates are complemented by the Discworld's own special occasions, so you will always know when to expect the Soul Cake Duck's choccie eggs and which days are most auspicious for the throwing of custard pies.

The First Discworld Novels Random House

For every Pratchett fan, the must-have fully updated guidebook to Discworld! The Discworld, as everyone knows, is a flat world balanced on the backs of four elephants which, in turn, stand on the shell of the giant star turtle, the Great A'Tuin, as it slowly swims through space. It is also a global publishing phenomenon with sales of nearly 85 million books worldwide (and counting). With 39 books in the canon, not including the various guides, maps, diaries, and other tie-in volumes, there's a lot of Discworld to keep track of—more than most fans can

manage without magic. Turtle Recall is the ultimate authority on probably the most heavily populated—certainly the most hilarious—setting in fantasy literature and includes a guide to Discworld locales from Ankh-Morpork to Zemphis, as well as information to help you distinguish Achmed the Mad from Jack Zweiblum and the Agatean Empire from the Zoons. Plus much, much more. Covering everything from The Colour of Magic, the first Discworld novel, through Snuff!, Turtle Recall: The Discworld Companion . . . So Far is the most up-to-the-minute encyclopedia of Terry Pratchett's extraordinary universe available.

Terry Pratchett Hachette UK

The oldest and most inscrutable empire on the Discworld is in turmoil, brought on by the revolutionary treatise “What I Did on My Holidays.” Workers are uniting, and war is spreading through the ancient cities. And all that stands in the way of terrible doom is . . . Rincewind the Wizard, who can't even spell the word “wizard.”

Equal Rites Random House

University Challenge is one of the world's top quiz shows, enjoyed by millions, both participants and observers. But Discworld fans may feel that not many questions cover the real questions in Life, for example, Who or what could be seen as the inspiration for the near-tragic accident from which nanny Ogg is saved only by a special willow-reinforced hat made for her by Mr Vernissage of Slice? And give a plausible origin for Mrs Rosie Palm, proprietor of the famous House of Negotiable Affection in the Shades. Each Faculty at the Unseen University has provided a set of questions, and answers are included for those who are not sure how the poisonous effects of quicksilver fumes are an occupational hazard of magic-users. The questions have been compiled by Mr David Langford, who knows quite as much - and arguably more - about the Discworld as its Creator, and Terry Pratchett has provided an Introduction.

The Magic of Terry Pratchett Orion Publishing Group

The Ankh-Morpork Assassins' Guild* in its modern form is the result of Lord Vetinari's distinctive civic policy, and is renowned across the Discworld. It offers the best all-round education in the world, because a qualified assassin should be at home in any company, and able to play at least one musical instrument. Anyone inhumed by a graduate of the Guild school can go to his rest satisfied that he has been annulled by someone of taste and discretion. You need never be late for an assassination again with this fully functioning diary with all the necessary dates, holidays, notes and a year planner, including Octedays, the exclusive 8th Discworld day. The fifty-two week spreads will be liberally illustrated by Paul Kidby, with the usual witty, quirky and apposite bons mots from the pen of Terry Pratchett himself.

*Motto: NIL MORTIFI, SINE LVCRE

Moving Pictures Collins Press

This collection of new essays applies a wide range of critical frameworks to the analysis of prolific fantasy author Terry Pratchett's Discworld books. Essays focus on topics such as Pratchett's treatment of noise and silence and their political implications; art as an anodyne for racial conflict; humor and cognitive debugging; visual semiotics; linguistic stylistics and readers' perspectives of word choice; and Derrida and the "monstrous Regiment of Women." The volume also includes an annotated bibliography of critical sources. The essays provide fresh perspectives on Pratchett's work, which has stealthily redefined both fantasy and humor for modern audiences.

Death Trilogy St. Martin's Griffin

A zany bunch of futuristic actors -- Victor, the eternal student; Ginger, the milkmaid; Dibbler, the sausage salesman; and Gaspode, the talking dog -- embarks on an epic movie project.

Assassins' Guild Diary, 2000 Orion Publishing Group

"The Rincewind Trilogy" is a bumper volume containing the complete text of two novels and one novella, all starring one of the Discworld's most popular characters: the Wizard Rincewind and his irrepressible - and quite intractable - Luggage.

Ankh-Morpork Post Office Handbook Random House

Widely regarded as the one essential book for every science fiction fan, *The Year's Best Science Fiction* (Winner of the 2004 Locus Award for Best Anthology) continues to uphold its standard of excellence with more than two dozen stories representing the previous year's best SF writing. The stories in this collection imaginatively take readers far across the universe, into the very core of their beings, to the realm of the Gods, and to the moment just after now. Included are the works of masters of the form and the bright new talents of tomorrow. This book is a valuable resource in addition to serving as the single best place in the universe to find stories that stir the imagination and the heart.

The New Discworld Companion Random House

Paul Kidby, Sir Terry Pratchett's artist of choice, provided the illustrations for *The Last Hero*, designed the covers for the Discworld novels since 2002 and is the author of the bestseller *The Art Of Discworld*. Now, Paul Kidby has collected the very best of his Discworld illustrations in this definitive volume, including 40 pieces never before seen, 30 pieces that have only appeared in foreign editions, limited editions and BCA editions, and 17 book cover illustrations since 2004 that have never been seen without cover text. If Terry Pratchett's pen gave his characters life, Paul Kidby's brush allowed them to live it, and nowhere is that better illustrated than in this magnificent book.

The Illustrated Good Omens Gollancz

The absolute, comprehensive, from Tiffany Aching to Jack Zweiblumens guide to all things Discworld, fully illustrated by Paul Kidby. The Discworld, as everyone knows, is a flat world balanced on the back of four elephants which, in turn, stand on the shell of the giant star turtle, the Great A'Tuin, as it slowly swims through space. It is also the global publishing phenomenon with sales of over 70 million books worldwide (but who's counting?). There's an awful lot of Discworld to keep track of. But fear not! Help is at hand. For the very first time, everything (and we mean everything) you could possibly want to know has been crammed into one place. If you need a handy guide to locales from Ankh-Morpork to Zemphis . . . If you can't tell your Achmed the Mads from your Jack Zweiblumens . . . If your life depends on distinguishing between the Agatean Empire and the Zoons . . . Look no further. Compiled and perfected by Stephen Briggs, the man behind *The Ultimate Discworld Companion's* predecessor *Turtle Recall*, this is your ultimate guide to Sir Terry Pratchett's beloved fantasy world.

Night Watch Gollancz

The Post Office: this musty, dusty and sh***y organisation was jolted back into life in *GOING POSTAL*. Hidebound and rulebound, the Post Office is creaking towards a brave new world of efficiency - and it may even deliver the mail, too. But like all bureaucracies, the Ankh-Morpork Post Office has its rules and regulations and these, together with the history of this once-great department, are highlighted and parodied in the *Ankh-Morpork Post Office Handbook*. How do you send eggs through the Post Office? What size envelope is banned? And what happens when snails start eating the mail? It's all here in the *Ankh-Morpork Post Office Handbook and Diary 2007*. * that's of the pigeon guano type, of course.