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In a distant and second-hand set of dimensions, in an astral plane that was never meant to fly . . . Imagine a flat world sitting on the backs of four elephants who hurtle through space balanced on a giant turtle. The Discworld is a place (and a time) strikingly parallel to our own—but also very different. But also very similar. To commemorate the twenty-fifth anniversary of the birth of the Discworld, the first two volumes of the remarkable Terry Pratchett's equally remarkable—and phenomenally successful—series were made available together, right here, in graphic novel form. These beautifully illustrated renditions of *The Colour of Magic* and *The Light Fantastic* show and tell the bizarre misadventures of the spectacularly inept wizard Rincewind and Twoflower, Discworld's very first—and possibly, portentously its very last—tourist. Not to mention the Luggage, which has a mind of its own. And teeth. The beginning of the hilarious and irreverent series that has more than 80 million copies worldwide, *The Color of Magic* is where we meet tourist Twoflower and wizard guide Ricewind, and follow them on their always-bizarre journeys. A writer who has been compared to Mark Twain, Kurt Vonnegut, and Douglas Adams, Sir Terry Pratchett has created a complex, yet zany world filled with a host of unforgettable characters who navigate around a profound fantasy universe, complete with its own set of cultures and rules.

THE SECOND BOOK IN THE TIFFANY ACHING SERIES

Something is coming after Tiffany. . . Tiffany Aching is ready to begin her apprenticeship in magic, but life isn't exactly what she thought it would be. She expects spells and magic — not chores

and ill-tempered goats! Surely there must be more to witchcraft than this? And Tiffany will find that she needs her magic more than ever, to fight off the insidious, disembodied creature that is pursuing her. This time, neither Mistress Weatherwax (the greatest witch in the world) nor the fierce, six-inch-high Wee Free Men can protect her. In the end, it will take all of Tiffany's inner strength to save herself. Will she succeed? The oldest and most inscrutable empire in the Discworld is in turmoil, brought about by the revolutionary treatise 'What I Did On My Holidays'. Workers are uniting, with nothing to lose but their water buffaloes. Warlords are struggling for power. War (and Clancy) are spreading throughout the ancient cities. The author's first foray into "Discworld" follows the tourist Twoflower and his wizard guide on a wacky, satirical journey. Reprint. 'A marriage is always made up of two people who are prepared to swear that only the other one snores.' From, THE FIFTH ELEPHANT 'Inside every old person is a young person wondering what happened.' From, MOVING PICTURES The Wit and Wisdom of Discworld is a collection of the wittiest, pithiest and wisest quotations from this extraordinary universe, dealing one-by-one with each book in the canon. Guaranteed to transport you back to your favourite or forgotten Discworld moments it is the perfect book for die-hard Pratchett fans, as well as anyone coming to the Discworld for the first time. A short but perfectly formed complete Discworld novel, fully illustrated in lavish colour throughout, THE LAST HERO is an essential part of any Discworld collection. It stars the legendary Cohen the Barbarian,

a legend in his own lifetime. Cohen can remember when a hero didn't have to worry about fences and lawyers and civilisation, and when people didn't tell you off for killing dragons. But he can't always remember, these days, where he put his teeth... So now, with his ancient sword and his new walking stick and his old friends - and they're very old friends - Cohen the Barbarian is going on one final quest. He's going to climb the highest mountain in the Discworld and meet his gods. The last hero in the world is going to return what the first hero stole. With a vengeance. That'll mean the end of the world, if no one stops him in time. "The Globe" weaves together a fast-paced Discworld novelette with cutting-edge scientific commentary on the evolution and development of the human mind, culture, language, art and science. The result is an original view of the world we live in. Terry Pratchett joins up with a leading folklorist to reveal the legends, myths and customs of Discworld, together with helpful hints from Planet Earth. Most of us grew up having always known when to touch wood or cross our fingers, and what happens when a princess kisses a frog or a boy pulls a sword from a stone, yet sadly some of these things are beginning to be forgotten. Legends, myths, and fairy tales: our world is made up of the stories we told ourselves about where we came from and how we got here. It is the same on Discworld, except that beings, which on Earth are creatures of the imagination — like vampires, trolls, witches and, possibly, gods — are real, alive and, in some cases kicking, on the Disc. In *The Folklore of Discworld*, Terry Pratchett teams up with leading British folklorist Jacqueline

Simpson to take an irreverent yet illuminating look at the living myths and folklore that are reflected, celebrated and affectionately libelled in the uniquely imaginative universe of Discworld. NAMED AS ONE OF THE BBC'S 100 MOST INSPIRING NOVELS 'It was octarine, the colour of magic. It was alive and glowing and vibrant and it was the undisputed pigment of the imagination . . .' Somewhere between thought and reality exists the Discworld, a magical world not totally unlike our own. Except for the fact that it travels through space on the shoulders of four giant elephants who in turn stand on the shell of an astronomically huge star turtle, of course. Rincewind is the world's worst wizard who has just been handed a very important job: to look after the world's first tourist, upon whose survival rests the peace and prosperity of the land. Unfortunately, their journey across the Disc includes facing robbers, monsters, mercenaries, and Death himself. And the whole thing's just a game of the gods that might send them over the edge . . . '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 The Colour of Magic is the first book in the Wizards series, but you can read the Discworld novels in any order. Includes "The Colour of Magic", "The Light Fantastic", "Sourcery" and "Eric". Since the publication of this title in 1983, Pratchett's Discworld series now has many best-selling titles in print, every one of which has received rapturous reviews. "The plot is so ridiculous and so much fun that it shouldn't be revealed in a serious Terry

Pratchett's profoundly irreverent, bestselling novels have garnered him a revered position in the halls of parody next to the likes of Mark Twain, Kurt Vonnegut, Douglas Adams, and Carl Hiaasen. *The Color of Magic* is Terry Pratchett's maiden voyage through the now-legendary land of Discworld. This is where it all begins -- with the tourist Twoflower and his wizard guide, Rincewind. '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. As a punishment, failed wizard Rincewind is given the task of guiding and safeguarding the Disc 's first tourist, Twoflower (with his magical luggage on legs). As they travel the city and beyond, they meet the world 's oldest hero, Cohen the Barbarian. With him,

and with Bethan (a qualified sacrificial victim), they encounter druids, trolls, adventurers, a hairdresser and a power-crazed wizard. Oh, and Death. But not fatally. Did we mention that Rincewind also has to save the world from destruction by a huge red star that will collide with the Discworld at Hogswatch? The Rince Cycle is mostly based on *The Light Fantastic*, with bits of *The Colour of Magic* and *Sourcery* added for good measure.

The book that inspired the big-hit new film starring Emilia Clarke, Himesh Patel, David Tennant, Hugh Laurie and Joe Sugg, coming 16th December. Read before you see! With amazing content, from scripts to film art Even wizards produce leftovers. But a wizard's rubbish is laced with magic, and for the rats that forage this rubbish, the magic has changed them - they can speak and read, and have rather grand ambitions for a comfortable retirement. Which is perfect for a con-cat like Maurice. He has his own magical talents, and wants to get rich quick. Together with the rats, and young Keith, the 'piper', they work the towns to create their very own plague of rats - then lure them away for cash. But in the run-down town Bad Blintz, this little con goes wrong, and suddenly these educated rodents aren't playing to the piper's tune . . . 'An astonishing novel' Financial Times

THE COMPANY BUILDS PLANETS. Kin Arad is a high-ranking official of the Company. After twenty-one decades of living, and with the help of memory surgery, she is at the top of her profession. Discovering two of her employees have placed a fossilized plesiosaur in the wrong stratum, not to mention the fact it is holding a placard which reads, 'End Nuclear Testing Now',

doesn't dismay the woman who built a mountain range in the shape of her initials during her own high-spirited youth. But then came discovery of something which did intrigue Kin Arad. A flat earth was something new... Beloved, bumbling Detective Dirk Gently returns in this standalone novel—in trade paperback for the first time—from Douglas Adams, the legendary author of one of the most beloved science fiction novels of all time, *The Hitchhiker's Guide to the Galaxy*. When an explosion goes off at the passenger check-in desk at London's Heathrow Airport, the unexplainable event is deemed an act of God. For private investigator Dirk Gently, it's his job to find out which god would do such a strange thing. In the meantime, one of his clients is murdered and his battle with the cleaning lady over his unbelievably filthy refrigerator comes to a standoff. Is it all connected? Or is this just another stretch of coincidences in the life of off-kilter super-sleuth Dirk Gently? The follow-up to *Dirk Gently's Holistic Detective Agency*, *The Long Dark Tea-Time of the Soul* is an unforgettable novel of inimitable wit, humor, and limitless imagination.

Sourcery, a hilarious mix of magic, mayhem, and Luggage, is the fifth book in Terry Pratchett's classic fantasy Discworld series. Rincewind, the legendarily inept wizard, has returned after falling off the edge of the world. And this time, he's brought the Luggage. But that's not all... Once upon a time, there was an eighth son of an eighth son who was, of course, a wizard. As if that wasn't complicated enough, said wizard then had seven sons. And then he had an eighth son — a wizard squared (that's all the math, really). Who of course, was

a source of magic — a sourcerer. Will the sourcerer lead the wizards to dominate all of Discworld? Or can Rincewind 's tiny band stave off the Apocalypse? When Khadija's father arranges a match, she leaps at a chance to escape - a hot air balloon fighting its ropes for the sky. Soon, she is flying over the desert sands of her world, swept up in an adventure of black magic, jinn and revolution beyond her wildest dreams ... 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

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 Sourcery is the third book in the Wizards series.

-- This special e-book edition of *The Color of Magic* includes an excerpt of Terry Pratchett ' s latest novel, *Snuff!* Terry Pratchett's profoundly irreverent, bestselling novels have garnered him a revered position in the halls of parody next to the likes of Mark Twain, Kurt Vonnegut, Douglas Adams, and Carl Hiaasen. *The Color of Magic* is Terry Pratchett's maiden voyage through the now-legendary land of Discworld. This is where it all begins -- with the tourist Twoflower and his wizard guide, Rincewind. The wizards of Unseen University find that they've accidentally created a new universe when an experiment goes adrift. Within this universe is a planet they name Roundworld. The Universe if of course our own, and Roundworld is Earth. This offers a wonderful wizards-eye view of our universe. ..and once seen it will never seem the same again... 'Anything you do in the past changes the future. The tiniest little actions have huge consequences. You might tread on an ant now and it might entirely prevent someone from being born in the future.' There's nothing like the issue of evolution to get under the skin of academics. Even if their field of expertise is magic rather than biology. With the best and most interfering minds of Unseen University somehow left in charge at a critical evolutionary turning point, the Discworld's last continent needs a saviour... Who is this hero striding across the red desert? Sheep shearer,

beer drinker, bush ranger, and someone who'll even eat a Meat Pie Floater when he's sober. In fact, it's Rincewind, a wizard so inept he can't even spell wizard. He's the only hero left. Still...no worries, eh? Twoflower was a tourist, the first ever seen on the Discworld. Tourist, Rincewind decided, meant idiot. Somewhere on the frontier between thought and reality exists the Discworld, a parallel time and place which might sound and smell very much like our own, but which looks completely different. It plays by different rules. Certainly it refuses to succumb to the quaint notion that universes are ruled by pure logic and the harmony of numbers. But just because the Disc is different doesn't mean that some things don't stay the same. Its very existence is about to be threatened by a strange new blight: the arrival of the first tourist, upon whose survival rests the peace and prosperity of the land. But if the person charged with maintaining that survival in the face of robbers, mercenaries and, well, Death is a spectacularly inept wizard, a little logic might turn out to be a very good idea... The wizards of Unseen University are again called upon to defend their creation, Roundworld, this time in a courtroom—where its very existence hangs in the balance. The Omnians fervently believe that the world is round, not flat, and view the discovery of Roundworld as a vindication of their faith. To leave this artifact in the hands of the wizards would be unacceptable. Not only do the academics hold that Discworld is flat, but by creating the Roundworld universe, they have elevated themselves to the level of gods. Ankh-Morpork 's venerable tyrant Lord Vetinari agrees to a tribunal, where the wizards

Ridcully, Rincewind, and Ponder Stibbons can present their case—with key assistance from a Roundworld librarian named Marjorie Daw. JUDGMENT DAY weaves together explorations of such Earthly topics as big science, creation, subatomic particles, the existence of dark matter, and the psychology of belief—a treat for Discworld fans and readers of popular science alike. On a world supported on the back of a giant turtle (sex unknown), a gleeful, explosive, wickedly eccentric expedition sets out. There's an avaricious but inept wizard, a naïve tourist whose luggage moves on hundreds of dear little legs, dragons who only exist if you believe in them, and of course THE EDGE of the planet... In the first of the Discworld series, the inept wizard Rincewind finds himself the reluctant escort of the Discworld's first tourist, Twoflower, and his magical Luggage. Seventh book of the original and best CITY WATCH series, now reinterpreted in BBC's *The Watch* 'Imaginative, witty and consistent' SFX *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 . . . 'Beating people up in little rooms . . . he knew where that led. And if you did it for a good reason, you'd do it for a bad one. You couldn't say 'we're the good guys' and do bad-guy things.' Koom Valley, the ancient battle where the trolls ambushed the dwarfs, or the dwarfs ambushed the trolls, was a long time ago. But if he doesn't solve the murder of just one dwarf, Commander Sam Vimes of Ankh-Morpork City Watch is going to see it fought again, right outside his office. With his beloved Watch crumbling around him and

war-drums sounding, he must unravel every clue, outwit every assassin and brave any darkness to find the solution. And darkness is following him. Oh . . . and at six o'clock every day, without fail, with no excuses, he must go home to read 'Where's My Cow?', with all the right farmyard noises, to his little boy.

There are some things you have to do. 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 gone Rincewind, a cowardly wizard, is the only one who can save Discworld as it falls slowly toward a red star. It's no more than a breath away... Everyone needs a place to relax after a long day, after all. So here is the place where the Grim Reaper can kick back and take the load off his scythe. Here's the golf course that's not so much crazy as insane, and the useless maze, and the dark gardens - all brought (incongruously) to life. And here, for the first time ever, you will find out the reason why Death can't understand rockeries, and what happens to garden gnomes. As Death rides Binky into the sunset (of other people's lives), you can at last see what he gets up to when he's not at work. Imagine a flat world, sitting on the backs of four elephants, who hurtle through space balanced on a giant turtle. The Discworld is a place (and a time) parallel to our own - but also very different. That is the setting for Terry Pratchett's phenomenally successful Discworld series, which now celebrates its 25th anniversary. The Discworld Graphic Novels presents the very first two volumes of this much-loved series in

graphic novel form. First published fifteen years ago, these fully illustrated versions are now issued for the first time in hardback. Introduced here are the bizarre misadventures of Twoflower, the Discworld's first ever tourist, and possibly - portentously - its last, and his guide Rincewind, the spectacularly inept wizard. Not to mention the Luggage, which has a mind of its own. This volume provides a 2005 almanac Terry Pratchett fans. Terry Pratchett in his own words With a foreword by Neil Gaiman Terry Pratchett earned a place in the hearts of readers the world over with his bestselling Discworld series – but in recent years he became equally well-known as an outspoken campaigner for causes including Alzheimer ' s research and animal rights. A Slip of the Keyboard brings together the best of Pratchett ' s non fiction writing on his life, on his work, and on the weirdness of the world: from Granny Pratchett to Gandalf ' s love life; from banana daiquiris to books that inspired him; from getting started as a writer to the injustices that he fought to end. With his trademark humour, humanity and unforgettable way with words, this collection offers an insight behind the scenes of Discworld into a much loved and much missed figure – man and boy, bibliophile and computer geek, champion of hats, orang-utans and the right to a good death. The last thing the wizard Drum Billet did before he died was to pass on his staff of power to the eighth son of an eighth son. Unfortunately for his colleagues in the chauvinistic world of magic, he failed to check on the newborn baby's sex.

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