

The Discworld Mapp

Based loosely on *The Science of Discworld II: the Globe, Lords & Ladies*, and *A Midsummer Night's Dream*, *The Shakespeare Codex* is a new Discworld stage adaptation written to commemorate Terry Pratchett's life and works. Discworld's motley band of characters team up and stop the elves taking over our world, make Shakespeare write *A Midsummer Night's Dream* ... and ensure the potato is discovered! Featuring Ridcully, Rincewind, Granny Weatherwax, Angua, Vetinari, Shakespeare, Queen Elizabeth I (and the Earl of Oxford), this is an unmissable new adventure for Discworld fans.

Who taught witchcraft to Granny Weatherwax? What does Death keep on his desk? This is an A-Z guide to the characters, places, flora and fauna of Terry Pratchett's fantasy planet, Discworld, with sketches and maps of the key locations.

A full-colour fold-out map (A1 size) detailing the streets of the Discworld's most important city, Ankh-Morpork. It includes all the landmarks of the novels, including the Unseen University, the Shades and the Mended Drum.

Surrealism expanded our reality by drawing upon myths, dreams, and the subconscious as sources of artistic inspiration. Beginning in the 1930s, the movement made a crucial impact on design, and it continues to inspire designers to this day. »Objects of Desire: Surrealism and Design« is the first book to document this fascinating conversation. It includes numerous essays and a comprehensive selection of images which traces these reciprocal exchanges by juxtaposing exemplary artworks and design objects. Among the featured artists and designers are Gae Aulenti, Achille Castiglioni, Giorgio de Chirico, Le Corbusier, Salvador Dalí, Marcel Duchamp, Antoni Gaudí, Frederick Kiesler, René Magritte, Carlo Mollino, Meret Oppenheim, and many others. The book is rounded off with historical text material as well as short texts and statements by contemporary designers. This in-depth examination makes one thing abundantly clear: form does not always follow function -- it can also follow our obsessions, our fantasies, and our hidden desires.

Death's Domain

The Discworld Mapp

The Folklore of Discworld

A Discworld Mapp

A Novel of Discworld

Objects of Desire

The Discworld Mapp Transworld Pub

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 Zweiblumen 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.

NOW UPDATED to include material on the Discworld books up to *Raising Steam*. Most of us grow up having always known 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 now beginning to be forgotten. Legends, myths, fairytales: our world is made up of the stories we told ourselves about where we came from and how we got there. 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.

Not only an artistic and breathtaking view of Lancre but also an interesting and informative guide to one of the Discworld's more, er, picturesque kingdoms. Granny Weatherwax, Nanny Ogg and Magrat Garlick live there. Lancre could hardly be somewhere ordinary, could it? Magic glues the Discworld together and a lot of it ends up in Lancre, principal Kingdom of the Ramtop Mountains. Between Uberwald and Whale Bay, the Octarine Grass Country and the Windersins Ocean lies the most exciting and dangerous terrain in all Discworld. The Ramtops supply Discworld with most of its witches and wizards. The leaves on the trees move even when there is no breeze. Rocks go for a stroll in the evening. Even the land, at times, seems alive. The mapp may be only two-dimensional, but watch it very carefully and you might just see it jostle about a bit.

The Wit and Wisdom of Discworld

Pyramids

The Ankh-Morpork City Watch Discworld Journal

The Streets Of Ankh-Morpork

Being a Concise and Possibly Even Accurate Mapp of the Great City of the Discworld

The Discworld Companion . . . So Far

This volume provides a 2005 almanac Terry Pratchett fans.

*For more than two decades, Terry Pratchett has been regaling readers with tales of Discworld—a flat world balanced on the backs of four elephants, which are standing on the back of a giant turtle, flying through space. It is a world populated by ineffectual wizards and sharp-as-tacks witches, by tired policemen and devious dictators, by reformed thieves and vampires who have sworn to drink no blood. It is a world that is vastly different from our own . . . except when it isn't. Now, in *The Wit and Wisdom of Discworld*, various nuggets of Pratchett's witty commentary and sagacious observations have been compiled by Pratchett expert Stephen Briggs, a man who, they say, knows even more about Discworld than Terry Pratchett. Within these pages, you'll find musings on: Interior decorating: "It's a fact known throughout the universes that no matter how carefully the colors are chosen, institutional decor ends up as either vomit green, unmentionable brown, nicotine yellow, or surgical appliance pink. By some little-understood process of sympathetic resonance, corridors painted in those colors always smell slightly of boiled cabbage—even if no cabbage is ever cooked in the vicinity." (Equal Rites) Travel: "Any seasoned traveler soon learns to avoid anything wished on them as a 'regional speciality,' because all the term means is that the dish is so unpleasant the people living everywhere else will bite off their own legs rather than eat it. But hosts still press it upon distant guests anyway: 'Go on, have the dog's head stuffed with macerated cabbage and pork noses—it's a regional speciality.'" (The Last Continent) Young men: "And then there was the young male walk. At least women swung only their hips. Young men swung everything, from the shoulders down. You have to try to occupy a lot of space. It makes you look bigger, like a tomcat fluffing his tail. The boys tried to walk big in self-defense against all those other big boys out there. I'm bad, I'm fierce, I'm cool, I'd like a pint of shandy and me mam wants me home by nine." (Monstrous Regiment) Class: "'Old money' meant that it had been made so long ago that the black deeds that had originally filled the coffers were now historically irrelevant. Funny, that; a brigand for a father was something you kept quiet about, but a slave-taking pirate for a great-great-great-grandfather was something to boast of over the port. Time turned the evil bastards into rogues, and rogue was a word with a twinkle in its eye and nothing to be ashamed of." (Making Money) . . . and more! Culled from all the Discworld novels, *The Wit and Wisdom of Discworld* confirms Pratchett's place in the pantheon of great satirists and proves why the Chicago Tribune has praised his Discworld as "entertaining and gloriously funny . . . an accomplishment nothing short of magical."*

A brand-new street directory of Discworld city Ankh-Morpork complete with a beautifully illustrated pull-out map. 'There's a saying that all roads lead to Ankh-Morpork. And it's wrong. All roads lead away from Ankh-Morpork, but sometimes people just walk along the wrong way.' Ankh-Morpork! City of One Thousand Surprises (according to the famous publication by the Guild of Merchants)!

A collection of essays and other non fiction from Terry Pratchett, spanning the whole of his writing career from his early years to the present day. Terry Pratchett has earned a place in the hearts of readers the world over with his bestselling Discworld series -- but in recent years he has become equally well-known and respected as an outspoken campaigner for causes including Alzheimer's research and animal rights. A Slip of the Keyboard brings together for the first time the finest examples of Pratchett's non fiction writing, both serious and surreal: from musings on mushrooms to what it means to be a writer (and why banana daiquiris are so important); from memories of Granny Pratchett to speculation about Gandalf's love life, and passionate defences of the causes dear to him. With all the humour and humanity that have made his novels so enduringly popular, this collection brings Pratchett out from behind the scenes of the Discworld to speak for himself -- man and boy, bibliophile and computer geek, champion of hats, orangutans and Dignity in Dying. Snuff was the bestselling adult hardcover novel of 2011. A Blink of the Screen, Terry's short fiction collection, was also one of the bestselling hardcovers of 2012.

A Tourist Guide To Lancre

Literary Wonderlands

Collected Nonfiction

Being the Only True and Mostlie Acurate Mappe of the Fantastyk and Magical Dyscworlde

Unseen Academicals; Feet of Clay; The Rince Cycle

The Shakespeare Codex

'THERE'S A SAYING THAT ALL ROADS LEAD TO ANKH-MORPORK. AND IT'S WRONG. ALL ROADS LEAD AWAY FROM ANKH-MORPORK, BUT SOMETIMES PEOPLE JUST WALK ALONG THE WRONG WAY' from Moving Pictures Ankh-Morpork! City of One Thousand Surprises (according to the famous publication by the Guild of Merchants)! All human life is there! Although, if it walks down the wrong alley, often quite briefly! The city celebrated in the bestselling Discworld series by Terry Pratchett has been meticulously mapped for the first time. It's all here - from Unseen University to the Shades, from major landmarks like the Patrician's Palace to little-known, er, nooks like Dwarf Bread Museum in Whirligig Alley. See the famous streets along which so many heroes have walked, in some cases quite hurriedly! As leading Ankh-Morpork entrepreneur C.M.O.T. Dibbler would say, A nip at any price - and that's cutting our own throat. Well, close.

*Authorised by Mr Lipwig of the Ankh-Morpork and Sto Plains Hygienic Railway himself, Mrs Georgina Bradshaw's invaluable guide to the destinations and diversions of the railway deserves a place in the luggage of any traveller, or indeed armchair traveller, upon the Disc. *From the twine walk of Great Slack to the souks of Zemphis: edifying sights along the route *Ticketing, nostrums and transporting your swamp dragon: essential hints on the practicalities of travel *Elegant resorts and quaint inns: respectable and sanitary lodgings for all species and heights. * From worm-herding to Fustic Cake: diverting trivia on the crafts, foods and brassica traditions of the many industrious people for whom the railway is now a vital link to the Century of the Anchovy Fully illustrated and replete with useful titbits, Mrs Bradshaw's Handbook offers a view of the Sto Plains like no other.*

They say there are only two things you can count on ... But that was before DEATH started pondering the existential. Of course, the last thing anyone needs is a squeamish Grim Reaper and soon his Discworld bosses have sent him off with best wishes and a well-earned gold watch. Now DEATH is having the time of his life, finding greener pastures where he can put his scythe to a whole new use. But like every cutback in an important public service, DEATH's demise soon leads to chaos and unrest -- literally, for those whose time was supposed to be up, like Windle Poons. The oldest geezer in the entire faculty of Unseen University -- home of magic, wizardry, and big dinners -- Windle was looking forward to a wonderful afterlife, not this boring been-there-done-that routine. To get the fresh start he deserves, Windle and the rest of Ankh-Morpork's undead and underemployed set off to find DEATH and save the world for the living (and everybody else, of course). In a city like Ankh-Morpork, where Assassins assassinate, thieves thieve and seamstresses, um . . . don't, Law and Order can be a complicated business. Thankfully His Grace, His Excellency, The Duke of Ankh, Commander Sir Samuel Vimes (Blackboard Monitor) and the Ankh-Morpork City Watch are here to keep the peace. The finest body of men, women, dwarfs, trolls, werewolves, golems, igors, gnomes, feegles, vampires (and whatever Nobby Nobbs is) on the face of the Discworld! The Ankh-Morpork City Watch Journal provides jotting space for your notes, reports, observations and investigations, so kick back, relax and take down your particulars. To help you keep on the straight and narrow, you'll be aided and abetted by some choice quotes from Terry Pratchett's seminal City Watch novels.
The Discworld Atlas

Gurps Discworld

The Discworld Companion

The Endlessly Quotable Terry Pratchett

The Unseen University Cut Out Book

'I'll be more enthusiastic about encouraging thinking outside the box when there's evidence of any thinking going on inside it.' The most quotable writer of our time, Terry Pratchett's unique brand of wit made him both a bestseller and an enduring, endearing source of modern wisdom. This collection is filled with his funniest and most memorable words about life, the universe and snoring.

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.

They said it couldn't be done. Well, it has been done, proving them wrong once again. After years of research, cunningly contrived in as many minutes, the Discworld has its map. It takes full account of the historic and much documented expeditions of the Discworld's fêted (or at least fated) explorers: General Sir Roderick Purdeigh, Lars Larsnephew, Llamados Jones, Lady Alice Venturi, Ponce da Quirm and, of course, Venter Borass. Now travellers on this circular world can see it all: from Klatch to the Ramtops, from Cori Celesti to the Circle Sea, from Genua to Bhangbhangduc. The great cities of Hunghung, Pseudopolis, Al Khali and, of course, Ankh-Morpork are placed with loving care upon this world which is carried through space by Great A'Tuin.

Containing material unavailable for twenty years -- this is a comprehensive guide to the capital city of Terry Pratchett's Discworld, getting to the heart of Ankh-Morpork's secrets, societies and guilds. Ankh-Morpork is a bottomless pit of secrets. It's time to unearth a few more . . . In the second volume of this confidential guide, brave travellers are made privy to the inner workings of more illustrious Ankh-Morpork societies. Disabuse yourself of notions of professionalism under which you may hold the City Watch; discover what serious business is undertaken by the Fools' Guild (joking is no laughing matter); and, should you be lucky, achieve true enlightenment through the teachings of Lu-Tze. One thing's for sure: after you've read this book, Ankh-Morpork's Guilds are going to need to come up with new ways of doing things. Completely revamped and redesigned, this full-colour book contains material from Discworld Diaries across the decades.

Mrs Bradshaw's Handbook

Small Gods

The Discworld Mapp [sic]

The Compleat Ankh-Morpork

A Thursday Next Novel

Surrealism and Design in Dialogue

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 Unseen University sits in the centre of Discworld's greatest city, Ankh-Morpork. Enjoy the challenge of making the seven buildings and seeing the complete Unseen University unfold before your eyes.

A glorious collection that delves deep into the inception, influences, and literary and historical underpinnings of nearly 100 of our most beloved fictional realms. Literary Wonderlands is a thoroughly researched, wonderfully written, and beautifully produced book that spans four thousand years of creative endeavor. From Spenser's *The Fairie Queene* to Wells's *The Time Machine* to Murakami's *1Q84* it explores the timeless and captivating features of fiction's imagined worlds including the relevance of the writer's own life to the creation of the story, influential contemporary events and philosophies, and the meaning that can be extracted from the details of the work. Each piece includes a detailed overview of the plot and a "Dramatis Personae." Literary Wonderlands is a fascinating read for lovers of literature, fantasy, and science fiction. Laura Miller is the book's general editor. Co-founder of Salon.com, where she worked as an editor and writer for 20 years, she is currently a books and culture columnist at Slate. A journalist and a critic, her work has appeared in the *New Yorker*, *Harper's*, the *Guardian*, and the *New York Times Book Review*, where she wrote the "Last Word" column for two years. She is the author of *The Magician's Book: A Skeptic's Adventures in Narnia* and editor of the Salon.com *Reader's Guide to Contemporary Authors*. Set in the desert kingdom of Djelibeybi, *Pyramids* follows the adventures and, more often, misadventures of Teppic, a teenage pharaoh faced with a terror-filled world of mad high priests, sacred crocodiles, marching mummies and exploding pyramids.

Best Android Apps

A Discworld Graphic Novel

Discworld Mapp Series, Graphic Novels, Novels, a Tourist Guide to Lancre, Death's Domain, Discworld, Discworld Diary, Reaper Man

A Journey Through the Greatest Fictional Worlds Ever Created

Seriously Funny

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.

Think you know Ankh-Morpork? Think again. In this top-secret guide, intrepid explorers will receive a first-hand experience of the real city. If you've ever wondered where Unseen University students wet their whistles (while avoiding their teachers as they do the same), or pondered just what the Assassins' Guild constitutes a proper means of inhumation - there are standards to be upheld - then this is the book for you. That's right, have yourself a glimpse of what actually goes on in the city's societies. Cut the chaff, peek behind the curtain, see how the sausage gets made . . . err, you get the idea. Just don't let the Thieves' Guild catch you with this. They won't appreciate their methods being flogged behind their back. Flogging's their job. Completely revamped and redesigned, this full-colour book contains material from Discworld Diaries across the decades.

This book consists of articles from Wikia or other free sources online. Commentary (books not included). Pages: 48. Chapters: Discworld Mapp series, Graphic novels, Novels, A Tourist Guide to Lancre, Death's Domain, Discworld, Discworld Diary, List of Discworld Books, Nanny Ogg's Cookbook, Once More With Footnotes, Rincewind series, The Art of Discworld, The Discworld Almanak, The Discworld Companion, The Pratchett Portfolio, The Science of Discworld, The Streets of Ankh-Morpork, The Unseen University Challenge, The Unseen University Cut Out Book, Death's Domain, A Hat Full of Sky, Carpe Jugulum, Equal Rites, Eric, Feet of Clay, Going Postal, Good Omens, Guards! Guards!, Hogfather, Interesting Times, I Shall Wear Midnight, Jingo, Lords and Ladies, Making Money, Maskerade, Men at Arms, Monstrous Regiment, Mort, Moving Pictures, Nation, Night Watch, Pyramids, Pyramids, Reaper Man, Small Gods, Soul Music, Sourcery, The Amazing Maurice and his Educated Rodents, The Carpet People, The Colour of Magic, The Fifth Elephant, The Last Continent, The Last Hero, The Light Fantastic, The Truth, The Wee Free Men, Thief of Time, Thud!, Wintersmith, Witches Abroad, Wyrdsisters. Excerpt: A Tourist Guide To Lancre is the third book in the Discworld Mapp series, and the first to be illustrated by Paul Kidby. As with the other maps, the basic design and booklet were compiled by Terry Pratchett and Stephen Briggs. The Mapp shows the mountain country of Lancre, with the Ramtops drawn in a vertigo-inducing perspective shot, rather than as a relief diagram. The accompanying booklet details the history, geography and folklore of the country, with contributions from both Gytha Ogg (anticipating the style of Nanny Ogg's Cookbook) and Eric Wheelbrace, the Discworld's most famous hillwalker (a parody of Alfred Wainwright). The Death series is one of the trilogies which make up the Discworld books. File: TCoM.cover.jpg Cover of an early edition of The Colour of Magic; art by...*

You can choose from thousands of apps to make your Android device do just about anything you can think of -- and probably a few things you'd never imagine. There are so many Android apps available, in fact, that it's been difficult to find the best of the bunch -- until now. Best Android Apps leads you beyond the titles in Android Market's "Top Paid" and "Top Free" bins to showcase apps that will truly delight, empower, and entertain you. The authors have tested and handpicked more than 200 apps and

games, each listed with a description and details highlighting the app's valuable tips and special features. Flip through the book to browse their suggestions, or head directly to the category of your choice to find the best apps to use at work, on the town, at play, at home, or on the road. Discover great Android apps to help you: Juggle tasks Connect with friends Play games Organize documents Explore what's nearby Get in shape Travel the world Find new music Dine out Manage your money ...and much more!

The Ultimate Discworld Companion

The Ankh-Morpork Archives: Volume Two

The New Discworld Companion

The Turtle Moves!

Guards! Guards!

Discworld's Story Unauthorized

'They say that the way to a man's heart is through his stomach which just goes to show they're as confused about anatomy as they gen'rally are about everything else, unless they're talking about instructions on how to stab him, in which case a better way is up and under the ribcage. Anyway, we do not live in a perfect world and it is foresighted and useful for a young woman to become proficient in those arts which will keep a weak-willed man from straying. Learning to cook is also useful.' Nanny Ogg, one of Discworld's most famous witches, is passing on some of her huge collection of tasty and above all interesting recipes, since everyone else is doing it. But in addition to the delights of the Strawberry Wobbler and Nobby's Mum's Distressed Pudding, Mrs Ogg imparts her thoughts on life, death, etiquette ('If you go to other people's funerals they'll be sure to come to yours'), courtship, children and weddings, all in a refined style that should not offend the most delicate of sensibilities. Well, not much. Most of the recipes have been tried out on people who are still alive. Nanny Ogg Gratefully Acknowledges the Assistance in this Literary Argosy of: Mr Terry Pratchett, Mr Stephen Briggs, Mlle Tina Hannan and Master Paul Kidby.

After growing from humble beginnings as a Sword & Sorcery parody to more than 30 volumes of wit, wisdom, and whimsy, the Discworld series has become a phenomenon unlike any other. Now, in *The Turtle Moves!*, Lawrence Watt-Evans presents a story-by-story history of Discworld's evolution as well as essays on Pratchett's place in literary canon, the nature of the Disc itself, and the causes and results of the Discworld phenomenon, all refreshingly free of literary jargon littered with informative footnotes. Part breezy reference guide, part droll commentary, *The Turtle Moves!* will enlighten and entertain every Pratchett reader, from the casual browser to the most devout of Discworld's fans.

'Vimes ran a practised eye over the assortment before him. It was the usual Ankh-Morpork mob in times of crisis; half of them were here to complain, a quarter of them were here to watch the other half, and the remainder were here to rob, importune or sell hotdogs to the rest.' Insurrection is in the air in Ankh-Morpork. The Haves and Have-Nots are about to fall out all over again. Captain Sam Vimes of the city's ramshackle Night Watch is used to this. It's enough to drive a man to drink. Well, to drink more. But this time, something is different - the Have-Nots have found the key to a dormant, lethal weapon that even they don't fully understand, and they're about to unleash a campaign of terror on the city. Time for Captain Vimes to sober up.

Feet of Clay Someone is killing Lord Vetinari, Patrician of Ankh-Morpork. No one knows who, no one knows why and, worst of all, no one knows how - he just gets weaker and weaker. But it's not just Vetinari - across the city, people are being murdered, but there's no trace of anything alive having been at the crime scene. Commander Vimes, Head of the City Watch, is a man who hates 'clues'. He and his team must question everyone - the butcher, the baker, the candlestick maker. In a city teeming with vampires, werewolves, dwarfs with attitude and golems, Vimes must solve the crimes and save the Patrician. *The Rince Cycle* 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. *Unseen Academicals* 'Two households, both alike in dignity, in fair Ankh-Morpork, where we lay our scene...' Football divides the city. Each area has its own team - and rivalry means supporters never mix. Until a Dimwell fan falls for a Dolly Sisters girl. And now an ancient bequest means the wizards of Unseen University must win a football match, without using magic. Luckily they're coached by the mysterious Mr Nutt (and no one knows anything much about Mr Nutt, not even Mr Nutt, which worries him, too). As the match approaches, four lives are entangled and changed forever. Because the thing about football - the important thing about football - is that it is not just about football.

The Streets of Ankh-Morpork

Discworld - Books

All the Discworld's a Stage: Volume 1

A Slip of the Keyboard

One of Our Thursdays Is Missing

The Discworld Almanak

'Just because you can't explain it, doesn't mean it's a miracle.' In the beginning was the Word. And the Word was: 'Hey, you!' This is the Discworld, after all, and religion is a controversial business. Everyone has their own opinion, and indeed their own gods, of every shape and size, and all elbowing for space at the top. In such a competitive environment, it's certainly not helpful to be reduced to appearing in the form of a tortoise, a manifestation far below god-like status in anyone's book. In

such instances, you need an acolyte, and fast: for the Great God Om, Brutha the novice is the Chosen One - or at least the only One available. He wants peace and justice and brotherly love. He also wants the Inquisition to stop torturing him now, please... Now adapted into graphic novel form with new artwork by Ray Friesen. The sixth installment of the New York Times bestselling Thursday Next series—from the author of The Constant Rabbit Jasper Fforde's exuberant return to the fantastical BookWorld opens during a time of great unrest. All-out Genre war is rumbling, and the BookWorld desperately needs a heroine like Thursday Next. But with the real Thursday apparently retired to the Realworld, the Council of Genres turns to the written Thursday. The Council wants her to pretend to be the real Thursday and travel as a peacekeeping emissary to the warring factions. A trip up the mighty Metaphoric River beckons—a trip that will reveal a fiendish plot that threatens the very fabric of the BookWorld itself. Once again New York Times bestselling author Jasper Fforde has a field day gleefully blending satire, romance, and thriller with literary allusions galore in a fantastic adventure through the landscape of a frisky and fertile imagination. Fans will rejoice that their favorite character in the Fforde universe is back. [Watch a Video](#)

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.

[Nanny Ogg's Cookbook](#)

[Adventures on the Back of the Turtle](#)

[The Ankh-Morpork Archives](#)

[Turtle Recall](#)