Deaths Domain A Discworld Mapp Discworld Series Ahalia

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.
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 hapens 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.
The absolute, comprehensive, from Tiffany Aching to Jack Zweiblumen 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.
Death comes to us all. When he came to Mort, he offered him a job. But when Mort is left in charge for an evening, he allows his heart to rule his head and soon the whole of causality and the future of the Discworld itself, are at risk. Along the way, Mort encounters not only Death's adopted daughter, Ysabell - who has been 16 for 35 years - and his mysterious manservant Albert - whose cooking can harden an artery at ten paces - but also an incompetent wizard with a talking doorknocker and a beautiful, but rather bad-tempered and dead, princess. He also, of course, meets Death. On Terry Pratchett's Discworld, Death really is a 7 foot skeleton in a black hooded robe and wielding a scythe. He is also fond of cats, enjoys a good curry, and rides around the skies on a magnificent white horse called Binky.
The Science of Discworld III: A Novel
Mapping Cyberspace
The Carpet People
Discworld: The Unseen University Collection
Surrealism and Design in Dialogue
Discworld and the Disciplines

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.
A follow-up to the highly successful Discworld Unseen University Quizbook, The Wyrdest Link will present itself as qualifying tests for various levels of mastery in Ankh-Morpork City's Guilds and other organisations - from the dignified Thieves' Guild to illicit outfits like the feared Breccia (the trolls' Mafia) or the wholly reprehensive Elucidated Brethren of the Ebon Night (see Guards! Guards!). As before, the straight Discworld general knowledge inquisition - presented with offbeat twists and linking themes - will be varied with trick questions, outrageous bogglers, and the occasional near-impossible poser to suit all levels of Discworld fans.
It's the night before Hogswatch. And it's too quiet. Superstition makes things work in the Discworld, and undermining it can have consequences. It's just not right to find Death creeping down chimneys and trying to say 'Ho Ho Ho...' It's the last night of the year, the time is turning, and if Susan, gothic governess and Death's granddaughter (sort of), doesn't sort everything out by morning, there won't be a morning. Ever again... Adapted by Terry Pratchett's long-time collaborator Stephen Briggs, this play text version of Pratchett's bestselling Discworld novel Hogfather wittily and faithfully reimagines the story for the stage.
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, ntoni 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.
A Novel
Terry Pratchett's Discworld Imaginarium
The Science of Discworld II: A Novel
The Magic of Terry Pratchett
Science of Discworld IV: A Novel
The Science of Discworld

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)!
The doctorial thesis argues that the term Subcreation with its revised and broadened definition, in part differing from J.R.R. Tolkien's original term sub-creation, may be used for the discussion of the making of fictional worlds in literary discourse. The successful conception of a fictional world depends on the reader's willing suspension of disbelief. This depends both on the author and his skilled composition of the world and all its aspects, as well as on the reader's acceptance of this invented fictional world. The author needs to create a narrative with an inner consistency, which is crucial to achieving the effect of the reader's immersion in the fictional world. The fundamental aspects that an author needs to realize to achieve successful Subcreation have been structured into and analysed in four categories: Language and Linguistic Variation, Physiopoeia, Anthropoeia and Mythopoeia. Furthermore, this thesis shows that, as contemporary examples of fantastic literature, both Tad Williams's and Terry Pratchett's fictional worlds are successfully created through the realization of these aspects of Subcreation. Apart from commenting on the success of the subcreative process, this thesis also remarks upon the cultural influences both authors include in their writings. While both may be considered Anglophone in a general categorization, Pratchett's Discworld retains a feeling of 'Britishness' that is not to be found in Williams's Otherland. The thesis proposes several approaches to Subcreation that may be studied subsequently. So, for example, it may be possible to determine the success of an author's Subcreation by collecting empirical data. Apart from literary works this field of studies may also include other media.
The new Discworld novel, the 40th in the series, sees the Disc's first train come steaming into town. Change is afoot in Ankh-Morpork. Discworld's first steam engine has arrived, and once again Moist von Lipwig finds himself with a new and challenging job.
'Cracking dialogue, compelling illogic and unchained whimsy' Sunday Times 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 . . . Death comes to us all. When he came to Mort, he offered him a job. Death is the Grim Reaper of the Discworld, a black-robed skeleton carrying a scythe who must collect a minimum number of souls in order to keep the momentum of dying, well . . . alive. He is also fond of cats and endlessly baffled by humanity. Soon Death is yearning to experience what humanity really has to offer . . . but to do that, he'll need to hire some help. It's an offer Mort can't refuse. As Death's apprentice he'll have free board, use of the company horse - and being dead isn't compulsory. It's a dream job - until Mort falls in love with Death's daughter, Ysabell, and discovers that your boss can be a killer on your love life . . . _____ The Discworld novels can be read in any order but Mort is the first book in the Death series.
Death and Friends, A Discworld Journal
Discworld Mapp Series, Graphic Novels, Novels, a Tourist Guide to Lancre, Death's Domain, Discworld, Discworld Diary,
The Streets of Ankh-Morpork
The Folklore of Discworld
Hogfather
A Blink of the Screen

Terry Pratchett's infamous city of Ankh-Morpork is under threat from a 60-foot fire-breathing dragon, summoned by a secret society of malcontented tradesmen. Defending Ank-Morpork against this threat is the entire, underpaid, undervalued City Night Watch - a drunken and world-weary Captain, a cowardly and overweight Sergeant, a small opportunistic Corporal of dubious parentage...and their newest recruit, Lance Constable Carrot, who is upright, literal, law-abiding and keen. Aiding them in their fight for truth, justice and the Ankh-Morporkian way are a small swamp dragon and the Librarian of Unseen University (who just happens to be an orang-utan).
'We play and are played and the best we can hope for is to do it with style.' Football has come to the ancient city of Ankh-Morpork. And now the wizards of Unseen University must win a football match without using magic . . . so they're in the mood for trying everything else. To do this, they recruit an unlikely group of players: Trev, a street urchin with a talent for kicking a tin can; Glenda, the night chef who makes a mean pie; Juliet, the kitchen hand turned world's greatest fashion model; and the mysterious Mr Nutt, who has something powerful, and dark, locked away inside him . . . And the thing about football - the important thing about football - is that it is not just about football. Here we go, here we go, here we go! 'This isn't just football, it's Discworld football. Or, to borrow another phrase, it's about life, the Universe and everything' The Times 'No one mixes the fantastical and mundane to better comic effect' Daily Mail Unseen Academicals is the seventh book in the Wizards series, but you can read the Discworld novels in any order.
Death's DomainA Discworld MappTransworld Pub
The "Scribner Writers Series has set the standard for literary reference for more than 25 years. In addition to addressing the lives and careers of important writers, the articles discuss the themes and a styles of major works and place them in pertinent historical, social and political concerns for today's readers. Novelists, playwrights, essayists, poets, short story writers, and more recently, genre writers in science fiction and mystery, are all expertly discussed in the more than 17 sets comprising this series. To see listings of writers for any volume in this section, go to the "Scribner Writers Series section online at www.gale.com/scribners. J.K. Rowling, Peter Straub, Anne McCaffrey--these are among the many widely-read authors in fantasy and horror genres covered in this addition to Scribner's 1985 two-volume set. Essays written by scholars--yet accessible to the general reader and student--treat both writers who have risen to prominence since the 1985 edition, and those whose careers have continued since original coverage, such as Stephen King, Ursula K. LeGuin, and Harlan Ellison. The index cumulates the index from the first two volumes.
The Globe
Collected Nonfiction
The World of Poo
Terry Pratchett's Ethical Worlds
(Discworld Novel 4)
Unseen Academicals

There's nothing like a journal to get you thinking about life, the universe, and a Disc suspended by four elephants stood atop a giant turtle. And who better to help than Death, Sir Terry Pratchett's most enduring anthropomorphic personification? With space aplenty to keep note of your daily musings, express your wildest dreams, or write your life story, you'll be aided and abetted by Death's wisdom, witticisms and observations along the way. Fill the pages how you like, there's no wrong way to live a life. Or write a book. So COWER, BRIEF MORTAL, and always look on the bright side of Death.
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 hugely revealing critical encyclopedia of the whole Pratchett oeuvre, including non-Discworld novels, works for children and miscellania.
Roundworld, aka Earth, is under siege. Are three wizards and an orangutan Librarian enough to thwart the Elvish threat? When the wizards of Unseen University first created Roundworld, they were so concerned with discovering the rules of this new universe that they overlooked its inhabitants entirely. Now, they have noticed humanity. And humanity has company. Arriving in Roundworld, the wizards find the situation is even worse than they'd expected. Under the elves' influence, humans are superstitious, fearful, and fruitlessly trying to work magic in a world ruled by logic. Ridcully, Rincewind, Ponder Stibbons, and the orangutan Librarian must travel through time to get humanity back on track and out of the dark ages. The Globe goes beyond science to explore the development of the human mind. Terry Pratchett and his acclaimed co-authors Ian Stewart and Jack Cohen combine the tale of the wizards rewriting human history with discussions of the origins and evolution of culture, language, art, and science, offering a fascinating and brilliantly original view of the world we live in.
Eric
Critical Approaches to the Terry Pratchett Works
Judgment Day
The Wyrdest Link
Mort
Death's Domain

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, Wyrd Sisters. 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.jpgCover of an early edition of The Colour of Magic; art by...
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.
From Snuff: 'Vimes' prompt arrival got a nod of approval from Sybil, who gingerly handed him a new book to read to Young Sam. Vimes looked at the cover. The title was The World of Poo. When his wife was out of eyeshot he carefully leafed through it. Well, okay, you had to accept that the world had moved on and these days fairy stories were probably not going to be about twinkly little things with wings. As he turned page after page, it dawned on him that whoever had written this book, they certainly knew what would make kids like Young Sam laugh until they were nearly sick. The bit about sailing down the river almost made him smile. But interspersed with the scatology was actually quite interesting stuff about septic tanks and dunnakin divers and gongfermors and how dog muck helped make the very best leather, and other things that you never thought you would need to know, but once heard somehow lodged in your mind.'
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 somwhere 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.
Guards! Guards!: The Play
The Compleat Ankh-Morpork
Supernatural Fiction Writers
Raising Steam
Collected Shorter Fiction
Subcreation: Fictional-World Construction from J.R.R. Tolkien to Terry Pratchett and Tad Williams

Mapping Cyberspace is a ground-breaking geographic exploration and critical reading of cyberspace, and information and communication technologies. The book: * provides an understanding of what cyberspace looks like and the social interactions that occur there * explores the impacts of cyberspace, and information and communication technologies, on cultural, political and economic relations * charts the spatial forms of virutal spaces * details empirical research and examines a wide variety of maps and spatialisations of cyberspace and the information society * has a related website at http://www.MappingCyberspace.com. This book will be a valuable addition to the growing body of literature on cyberspace and what it means for the future.
A selection of short fiction from Terry Pratchett, spanning the whole of his writing career from schooldays to Discworld and the present day. In the four decades since his first book appeared in print, Terry Pratchett has become one of the world's best-selling and best-loved authors. Here for the first time are his short stories and other short-form fiction collected into one volume. A Blink of the Screen charts the course of Pratchett's long writing career: from his schooldays through to his first writing job on the Bucks Free Press, and the origins of his debut novel, The Carpet People; and on again to the dizzy mastery of the phenomenally successful Discworld series. Here are characters both familiar and yet to be discovered; abandoned worlds and others still expanding; adventure, chickens, death, disco and, actually, some quite disturbing ideas about Christmas, all of it shot through with Terry's inimitable brand of humour. With an introduction by Booker Prize-winning author A.S. Byatt, illustrations by the late Josh Kirby and drawings by the author himself, this is a book to treasure.
When Charles Darwin writes the wrong book and reverses the progress of science, Unseen University's wizards must once again save Roundworld (Earth, that is) from an apocalyptic end. Ever since a wizardly experiment inadvertently brought about the creation of Roundworld, the wizard scholars of Unseen University have done their best to put things on the right course. In Darwin's Watch they may face their greatest challenge yet: A man called Darwin has written a bestselling book called The Theology of the Species, and his theory of scientific design has been witlessly embraced by Victorian society. As a result, scientific progress has slowed to a crawl, and the wizards must find a way to change history back to the way it should have been. DARWIN'S WATCH EXPLORES THE REVERBERATIONS of major scientific advances on our planet and our culture, the dangers of obscurantism, and the theory of evolution as you have never seen it before. This brilliant addition to Pratchett's beloved Discworld series illustrates with great wit and wisdom how the laws of our universe truly are stranger than fiction.
Not just another science book and not just another Discworld novella, The Science of Discworld is a creative, mind-bending mash-up of fiction and fact, that offers a wizard's-eye view of our world that will forever change how you look at the universe. Can Unseen University's eccentric wizards and orangutan Librarian possibly shed any useful light on hard, rational Earthly science? In the course of an exciting experiment, the wizards of Discworld have accidentally created a new universe. Within this universe is a planet that they name Roundworld. Roundworld is, of course, Earth, and the universe is our own. As the wizards watch their creation grow, Terry Pratchett and acclaimed science writers Ian Stewart and Jack Cohen use Discworld to examine science from the outside. Interwoven with the Pratchett's original story are entertaining, enlightening chapters which explain key scientific principles such as the Big Bang theory and the evolution of life on earth, as well as great moments in the history of science.
Mort - Playtext
Men At Arms - Playtext

The Discworld Atlas
The Ultimate Discworld Companion
A Tourist Guide To Lancre

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 kick
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.
'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.
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 t illustrated than in this magnificent book.
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 a 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 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-c life while illuminating Pratchett's complexities and contradictions without any drag in the tempo." —Locus Magazine "An impressively comprehensive, engagingly written biography. ****"—SFX
A Slip of the Keyboard
Objects of Desire
Revenge of the Phantom Furball #2
Terry Pratchett's Discworld Quizbook
Darwin's Watch
Seriously Funny

Disaster strikes when Bonsai the pug chases Pickle the cat into the street, where she is flattened by a car. But the fact that Pickle has (almost) shuffled off her mortal coil isn't her biggest concern; she is worried that Bonsai will pursue her sister Pebble into an early grave too, unless she and Joe teach the dog a lesson…
Eric calls up a demon to grant him three wishes - but what he gets is the Discworld's most incompetent wizard... Eric is the Discworld's only demonology hacker. The trouble is, he's not very good at it. All he wants is the usual three wishes: to be immortal, rule the world and have the most beautiful woman fall madly in love with him. The usual stuff. But what he gets is Rincewind, the Disc's most incompetent wizard, and Rincewind's Luggage (the world's most dangerous travel accessory) into the bargain. Terry Pratchett's hilarious take on the Faust legend stars many of the Discworld's most popular characters in an outrageous adventure that will leave Eric wishing once more - this time, quite fervently, that he'd never been born.
Scarcely a year on from the events of Guards! Guards!, the Ankh-Morpork City Night Watch find their services are once more needed to tackle a threat to their city. A threat at least as deadly as a 60-foot dragon, but mechanical and heartless to boot. It kills without compunction. It is the first gun on the Discworld. The original Watch - Captain Vimes, Sergeant Colon, Corporal Carrot and Corporal Nobbs - are joined by some new recruits, selected to reflect the city's ethnic make-up - Lance-Constable Cuddy (a dwarf), Detritus (a troll) and Angua (a w..., well, best to find out for yourself).
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.
(Discworld Novel 37)
The New Discworld Companion
A Discworld Mapp
Contemporary Fantasy and Horror
The Endlessly Quotable Terry Pratchett
An Unofficial Companion to the Novels of Terry Pratchett

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, Llamedos 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.
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.
In the beginning, there was nothing but endless flatness. Then came the Carpet . . . That's the old story everyone knows and loves. But now the Carpet is home to many different tribes and peoples and there's a new story in the making. The story of Fray, sweeping a trail of destruction across the Carpet. The story of power-hungry mouls - and of two Munrung brothers, who set out on an amazing adventure. It's a story that will come to a terrible end - if someone doesn't do something about it. If everyone doesn't do something about it . . . Co-written by Terry Pratchett, aged seventeen, and master storyteller, Terry Pratchett, aged forty-three.
Terry Pratchett's writing celebrates the possibilities opened up by inventiveness and imagination. It constructs an ethical stance that values informed and self-aware choices, knowledge of the world in which one makes those choices, the importance of play and humor in crafting a compassionate worldview, and acts of continuous self-examination and creation. This collection of essays uses inventiveness and creation as a thematic core to combine normally disparate themes, such as science fiction studies, the effect of collaborative writing and shared authorship, steampunk aesthetics, productive modes of "ownership," intertextuality, neomedievalism and colonialism, adaptations into other media, linguistics and rhetorics, and coming of age as an act of free will.
Essays on Identity and Narrative in Discworld and Beyond

The Discworld Mapp
Discworld - Books