

Guards Guards Discworld Novel 8 Discworld Series

A new stage adaptation of one of Pratchett's best-selling novels Set in Ankh-Morpork one of the most thoroughly imagined cities in fantasy, *Night Watch* is the story of Sam Vimes, running hero of the Guards sequence, who finds himself cast back in time to the Ankh-Morpork of his youth. With a psychopath from his own time rising in the vile ranks of the Cable Street Unmentionables complicating things, Vimes has to ensure that history takes its course so that he will have the right future to go back to, and to keep his younger self alive. "One of the funniest English authors alive" (Independent)

BONUS: This edition contains an excerpt from Terry Brooks's *The Measure of the Magic*. Horrified by the misuse of magic they had witnessed during the First War of the Races, the Druids at Paranor devoted themselves to the study of the old sciences, from the period before the collapse of civilization a thousand years before. Only the Bremen and a few trusted associates still studied the arcane arts. And for his persistence, Bremen found himself outcast, avoided by all but the few free-thinkers among the Druids. But his removal from Paranor was not altogether a terrible thing, for Bremen learned that dark forces were on the move from the Northlands. That seemingly invincible armies of trolls were fast conquering all that lay to their south. That the scouts for the army--and its principal assassins--were Skull Bearers, disfigured and transformed Druids who had fallen prey to the seductions of the magic arts. And that at the heart of the evil tide was an archmage and former Druid named Brona! Using the special skills he had acquired through his own study of Magic, Bremen was able to penetrate the huge camp of the Troll army and learn many of its secrets. And he immediately understood that if the peoples of the Four Lands were to escape eternal subjugation they would need to unite. But, even united, they would need a weapon, something so powerful that the evil magic of Brona, the Warlock Lord, would fail before its might...

When Tiffany Aching sets out to become a witch, she faces ominous foes and gains unexpected allies. As she confronts the Queen of Fairies and battles an ancient, bodiless evil, she is aided (and most ably abetted) by the six-inch-high, fightin', stealin', drinkin' Wee Free Men! Laugh-out-loud humor and breathtaking action combine in the books that launched the unforgettable adventures of a determined young witch and her tiny but fierce blue friends.

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 Ankh-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).

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.

Terry Pratchett's profoundly irreverent novels are consistent number one bestsellers in England, where they have garnered him a revered position in the halls of parody next to Mark Twain, Kurt Vonnegut, Douglas Adams, and Carl Hiaasen. In *The Light Fantastic* only one individual can save the world from a disastrous collision. Unfortunately, the hero happens to be the singularly inept wizard Rincewind, who was last seen falling off the edge of the world...

Moist von Lipwig was a con artist, a fraud and a man faced with a life choice: be hanged, or put Ankh-Morpork's ailing postal service back on its feet. It was a tough decision. With the help of a golem who has been at the bottom of hole in the ground for over two hundred years, a pin fanatic and Junior Postman Groat, he's got to see that the mail gets through. In taking on the evil chairman of the Grand Trunk Semaphore Company, and a midnight killer, he's also got to stay alive. Getting a date with Adora Bell Dearheart would be nice, too. In the mad world of the mail, can a criminal succeed where honest men have failed and died? Perhaps there's a shot at redemption for man who's prepared to push the envelope...

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.

A Young Dwarf's Dream Corporal Carrot has been promoted! He's now in charge of the new recruits guarding Ankh-Morpork, Discworld's greatest city, from Barbarian Tribes, Miscellaneous Marauders, unlicensed Thieves, and such. It's a big job, particularly for an adopted dwarf. But an even bigger job awaits. An ancient document has just revealed that Ankh-Morpork, ruled for decades by Disorganized crime, has a secret sovereign! And his name is Carrott... And so begins the most awesome epic encounter of all time, or at least all afternoon, in which the fate of a city—indeed of the universe itself!—depends on a young man's courage, an ancient sword's magic, and a three-legged poodle's bladder. 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.

'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.

In the second novel in the New York Times bestselling *Iron Druid Chronicles*, two thousand-year-old Druid Atticus O'Sullivan faces off against witches, Bacchantes, and a ravenous fallen angel. "A page-turning and often laugh-out-loud-funny caper through a mix of the modern and the mythic."—Ari Marmell, author of *The Warlord's Legacy* Atticus

O'Sullivan has had cause to mistrust witches in his storied past, but he's willing to live and let live with the Sisters of the Three Auroras, a legendary local coven, even going so far as to sign a non-aggression treaty with them. But that treaty is tested immediately when a deadly new coven sweeps into town seeking to take over, along with some Bacchantes from Las Vegas and a fallen angel who's decided to snack on high school students like they were trail mix. It's more than Atticus can handle alone and he must enlist the trickster Coyote, the headhopping abilities of the witch Laksha Kulesekaran, and his neighbor's illegal arsenal if he wants to keep the city safe from diabolical takeover. He must also exchange favors with his vampire attorney, Leif Helgarson, in a deal that might prove to be the worst of his long life—for Leif doesn't want to be paid by the hour. To defeat the mortal hexes of this new coven and keep his apprentice—and his city—safe, Atticus must think fast, make promises, keep his sword handy, and hope he'll survive to fight another day.

Don't miss any of Kevin Hearne's phenomenal Iron Druid Chronicles novels: [HOUNDED](#) | [HEXED](#) | [HAMMERED](#) | [TRICKED](#) | [TRAPPED](#) | [HUNTED](#) | [SHATTERED](#) | [STAKED](#)

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 Buy 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&

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.

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.'

"Literally breathtaking . . ." NPR Baru Cormorant believes any price is worth paying to liberate her people - even her soul. When the Empire of Masks conquers her island home, criminalises her customs, and murders one of her fathers, Baru vows to mask her hate, join the Empire's civil service, and claw her way high enough up the rungs of power to put a stop to the Emperor's influence and set her people free - whatever the price. A natural savant, she is sent as an Imperial agent to distant Aurdwynn - a post she worries will never get her the position and power she craves. But Baru soon discovers Aurdwynn is a complex and secretive country, seemingly on the brink of rebellion. All it would need is a match to the tinder... PRAISE FOR THE TRAITOR "Like its namesake, The Traitor lures you in, puts you at your ease, wins your confidence, and then destroys you . . . It's the way this story gets under your skin and hits you where it really counts that puts it in a class by itself" SF Reviews "A fascinating tale of political intrigue and national unrest" Washington Post 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.

First book of the original and best CITY WATCH series, now reinterpreted in BBC's The Watch 'This is one of Pratchett's best books. Hilarious and highly recommended' The 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 . . .

_____ '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 the city of 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. Some night-time prowler is turning the (mostly) honest citizens of Ankh-Morpork into something resembling small charcoal biscuits. And that's a real problem for Captain Vimes, who must tramp the mean streets of the naked city looking for a 70-foot-long fire-breathing dragon which, he believes, can help him with his enquiries. But there's more - now we get to see Ankh-Morpork in all its glory; illustrations so vibrant you can practically smell and taste the denizens of this delightful city (although with Corporal Nobbs, you might rather wish you didn't have to). All rendered in painstaking detail by Graham Higgins (who feels he now knows altogether far too much about the murky goings on inside Nobbs' head).

Things like crowns had a troublesome effect on clever folks; it was best to leave all the reigning to the kind of people whose eyebrows met in the middle. Three witches gathered on a lonely heath. A king cruelly murdered, his throne

usurped by his ambitious cousin. A child heir and the crown of the kingdom, both missing... Witches don't have these kind of dynastic problems themselves - in fact, they don't have leaders. Granny Weatherwax was the most highly-regarded of the leaders they didn't have. But even she found that meddling in royal politics was a lot more complicated than certain playwrights would have you believe, particularly when the blood on your hands just won't wash off and you're facing a future with knives in it...

Be a MAN in the City Watch! The City Watch needs MEN! (or dwarves or trolls or gargoyles or ...)The City Watch is a bumper volume in which those noble defenders of Ankh-Morpork, the greatest city of the Discworld*, come face to face with some of the most heinous crimes in history. GUARDS! GUARDS! Sees some night-time prowler turning (mostly) honest citizens into something resembling small charcoal biscuits. In MEN AT ARMS, there's a murder to be solves so that the world-weary Captain Vimes can be married at noon and retire happily ever after. And in the Discworld Howdunnit FEET OF CLAY, someone is murdering harmless old men and poisoning the Patrician ...and the golems are committing suicide ...*Which is flat and rides through space on the back of four elephants who stand on the shell of an enormous turtle, as everyone knows.

Suddenly, condemned arch-swindler Moist von Lipwig found himself with a noose around his neck and dropping through a trapdoor into ... a government job? By all rights, Moist should be meeting his maker rather than being offered a position as Postmaster by Lord Vetinari, supreme ruler of Ankh-Morpork. Getting the moribund Postal Service up and running again, however, may prove an impossible task, what with literally mountains of decades-old undelivered mail clogging every nook and cranny of the broken-down post office. Worse still, Moist could swear the mail is talking to him. Worst of all, it means taking on the gargantuan, greedy Grand Trunk clacks communication monopoly and its bloodthirsty piratical headman. But if the bold and undoable are what's called for, Moist's the man for the job -- to move the mail, continue breathing, get the girl, and specially deliver that invaluable commodity that every being, human or otherwise, requires: hope.

The New York Times bestselling author of the Discworld series delivers “fantasy with comedic flair” in his debut novel and first children’s book (VOYA). 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 moul—and of two brothers who set out on an adventure to end all adventures when their village is flattened. 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 . . . First published in 1971, this hilarious and wise novel marked the debut of the phenomenal Sir Terry Pratchett. Years later, Sir Terry revised the work, and this special collectable edition includes the updated text, his original color and black-and-white illustrations, and an exclusive story—a forerunner to The Carpet People created by the seventeen-year-old nascent writer who would become one of the world’s most beloved storytellers. “Only a writer with a masterstroke of imagination could place an entire empire of goodies and baddies within the fronds of a carpet.”—Daily Mail “The perfect starting place for young readers; seasoned Pratchett fans will just revel in his wit, his subversion of tropes and his sense of humanity . . . Small in scale but large in pleasure.”—Kirkus Reviews “Brilliantly funny dialogue, high peaks of imagination.”—The Times

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.

When an affluent Kempsey matron spots a young Aboriginal boy who bears an uncanny resemblance to her husband, not only does she scream for divorce, attempt to take control of the child's future and upend her comfortable life, but the whole town seems drawn into chaos. A hero of the First World War has a fit at the cinema and is taken to a psychiatric ward in Sydney, his Irish farmhand is murdered, and a gay piano-playing veteran, quietly a friend to many in town, is implicated. Corporal Hitler's Pistol speaks to the never-ending war that began with 'the war to end all wars'. Rural communities have always been a melting pot and many are happy to accept a diverse bunch ... as long as they don't overstep. Set in a town he knows very well, in this novel Tom Keneally tells a compelling story of the interactions and relationships between black and white Australians in early twentieth-century Australia.

Originally published: London: Victor Gollancz, 1989.

There was an eighth son of an eighth son. He was, quite naturally, a wizard. And there it should have ended. However (for reasons we'd better not go into), he had seven sons. And then he had an eighth son... a wizard squared...a source of magic...a Sourcerer. SOURCERY SEES THE RETURN OF RINCEWIND AND THE LUGGAGE AS THE DISCWORLD FACES ITS GREATEST - AND FUNNIEST - CHALLENGE YET.

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.

Here there be dragons...and the denizens of Ankh-Morpork wish one huge firebreather would return from whence it came. Long believed extinct, a superb specimen of draco nobilis ("noble dragon" for those who don't understand italics) has appeared in Discworld's greatest city. Not only does this unwelcome visitor have a nasty habit of charbroiling everything in its path, in rather short order it is crowned King (it is a noble dragon, after all...).

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).

When a giant wave destroys his village, Mau is the only one left. Daphne—a traveler from the other side of the globe—is the sole survivor of a shipwreck. Separated by language and customs, the two are united by catastrophe. Slowly, they are joined by other refugees. And as they struggle to protect the small band, Mau and Daphne defy ancestral spirits, challenge death himself, and uncover a long-hidden secret that literally turns the world upside down.

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. In Equal Rites, a dying wizard tries to pass on his powers to an eighth son of an eighth son, who is just at that moment being born. The fact that the son is actually a daughter is discovered just a little too late.

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 '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.

This is where the dragons went. They lie... not dead, not asleep, but... dormant. And although the space they occupy isn't like normal space, nevertheless they are packed in tightly. They could put you in mind of a can of sardines, if you thought sardines were huge and scaly. And presumably, somewhere, there's a key... GUARDS! GUARDS! is the 8th Discworld novel - and after this, dragons will never be the same again!

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. A collection 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.

Primed for a battle between good and evil, Raistlin, the corrupt mage, returns to the Dragonlance series, along with a new generation of characters, the inheritors of the fabled Heroes of the Lance. Reissue.

'This isn't just football, it's Discworld football. Or, to borrow another phrase, it's about life, the Universe and everything' The 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 . . . 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. This is not going to be a gentleman's game. The prospect of the Big Match draws in a street urchin with a wonderful talent for kicking a tin can, a maker of jolly good pies, a dim but beautiful young woman, who might just turn out to be the greatest fashion model there has ever been, and the mysterious Mr Nutt (and no one knows anything much about Mr Nutt, not even Mr Nutt) but there is something powerful, and dark, locked away inside him. As the match approaches, secrets are forced into the light and four lives will be entangled and changed for ever. Here we go, here we go, here we go! _____ The Discworld novels can be read in any order but Unseen Academicals is the seventh book in the Wizards series.

"Pratchett . . . has a satirist's instinct for the absurd and a cartoonist's eye for the telling detail." —Daily Telegraph (London) "The purely funniest English writer since Wodehouse." —Washington Post Book World Sam Vimes, watch commander of Ankh-Morpork, is at long last taking a much-needed (and well deserved) vacation. But, of course, this is Discworld®, where nothing goes as planned—and before Vimes can even change his cardboard-soled boots for vacationer's slippers, the gruff watch commander soon finds himself enmeshed in a fresh fiasco fraught with magic, cunning, daring, and (for the reader more than for poor Vimes)

endless hilarity. Did he really expect time off? As Vimes himself says in Feet of Clay, “there’s some magical creature called ‘overtime,’ only no one’s even seen its footprints.” Following the New York Times bestselling Unseen Academichals, Terry Pratchett delivers an enthralling new tale from a place of insuperable adventure: Discworld. Discworld® is a registered trademark.
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