

Read Book Eric Discworld The Unseen University Collection A Discworld Novel 9 Pdf For Free

The Light Fantastic The Unseen University Challenge Eric Unseen Academicals The Unseen University Cut Out Book Discworld Diary 1998 The Light Fantastic Unseen Academicals Judgment Day All the Discworld's a Stage: Volume 1 The Last Continent Ankh-Morpork Post Office Handbook Hogfather Rincewind the Wizzard Sourcery Equal Rites Reaper Man The Colour of Magic Tiffany Aching 4-Book Collection Moving Pictures Unseen Academicals A Hope in the Unseen Guards! Guards! Terry Pratchett's Discworld Imaginarium The Last Hero The Science of Discworld Snuff Lords and Ladies Mathematics for Machine Learning The Unseen University The Wyrdest Link Interesting Times Public Opinion Thud! Unseen City Learwife Terry Pratchett: A Life With Footnotes Guards! Guards!: The Play Dodger The Compleat Ankh-Morpork

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. 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. 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. Paul Kidby, Sir Terry Pratchett's artist of choice, provided the illustrations for The Last Hero, designed the covers for the Discworld novels since 2002 and is the author of the bestseller The Art Of Discworld. Now, Paul Kidby has collected the very best of his Discworld illustrations in this definitive volume, including 40 pieces never before seen, 30 pieces that have only appeared in foreign editions, limited editions and BCA editions, and 17 book cover illustrations since 2004 that have never been seen without cover text. If Terry Pratchett's pen gave his characters life, Paul Kidby's brush allowed them to live it, and nowhere is that better illustrated than in this magnificent book. The fundamental mathematical tools needed to understand machine learning include linear algebra, analytic geometry, matrix decompositions, vector calculus, optimization, probability and statistics. These topics are traditionally taught in disparate courses, making it hard for data science or computer science students, or professionals, to efficiently learn the mathematics. This self-contained textbook bridges the gap between mathematical and machine learning texts, introducing the mathematical concepts with a minimum of prerequisites. It uses these concepts to derive four central machine learning methods: linear regression, principal component analysis, Gaussian mixture models and support vector machines. For students and others with a mathematical background, these derivations provide a starting point to machine learning texts. For those learning the mathematics for the first time, the methods help build intuition and practical experience with applying mathematical concepts. Every chapter includes worked examples and exercises to test understanding. Programming tutorials are offered on the book's web site. '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. FANTASY. 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 eighth Discworld novel - and after this, dragons will never be the same again! 'Always readable, illuminating and honest. It made me miss the real Terry.' - NEIL GAIMAN 'Sometimes joyfully, sometimes painfully, intimate . . . it is wonderful to have this closeup picture of the writer's working life.' - FRANK COTTRELL-BOYCE, OBSERVER 'Spins magic from mundanity in precisely the way Pratchett himself did.' - THE TELEGRAPH 'As frank, funny and unsentimental as anything its subject might have produced himself.' - MAIL ON SUNDAY ----- At the time of his death in 2015, award-winning and bestselling author Sir Terry Pratchett was working on his finest story yet - his own. The creator of the phenomenally bestselling Discworld series, Terry Pratchett was known and loved around the world for his hugely popular books, his smart satirical humour and the humanity of his campaign work. But that's only part of the picture. Before his untimely death, Terry was writing a memoir: the story of a boy who aged six was told by his teacher that he would never amount to anything and spent the rest of his life proving him wrong. For Terry lived a life full of astonishing achievements: becoming one of the UK's bestselling and most beloved writers, winning the prestigious Carnegie Medal and being awarded a knighthood. Now, the book Terry sadly couldn't finish has been written by Rob Wilkins, his former assistant, friend and now head of the Pratchett literary estate. Drawing on his own extensive memories, along with those of the author's family, friends and colleagues, Rob unveils the full picture of Terry's life - from childhood to his astonishing writing career, and how he met and coped with what he called the 'Embuggerance' of Alzheimer's disease. A deeply moving and personal portrait of the extraordinary life of Sir Terry Pratchett, written with unparalleled insight and filled with funny anecdotes, this is the only official biography of one of our finest authors. 'Of all the dead authors in the world, Terry Pratchett is the most alive.' - JOHN LLOYD 'There is a curse. They say: may you live in interesting times . . .' This is the worst thing you can wish on a citizen of Discworld. Especially for the magically challenged Rincewind, who has already had far too much excitement in his life. Unfortunately, the unlucky wizard always seems to end up in the middle of, well, absolutely everything. So when a request for a 'Great Wizzard' arrives from the faraway Counterweight Continent, it's obviously Rincewind who's sent. For one thing, he's the only one who spells wizard that way. Once again Rincewind is thrown headfirst into a dangerous adventure. For the oldest empire on the Disc is in turmoil and Chaos is building. And, for some reason, someone believes Rincewind will have a vital role in the coming war . . . 'Pratchett is a comic genius' Daily Express 'Funny, delightfully inventive, and refuses to lie down in its genre' Observer Interesting Times is the fifth book in the Wizards series, but you

can read the Discworld novels in any order. The inspiring, true coming-of-age story of a ferociously determined young man who, armed only with his intellect and his willpower, fights his way out of despair. In 1993, Cedric Jennings was a bright and ferociously determined honor student at Ballou, a high school in one of Washington D.C.'s most dangerous neighborhoods, where the dropout rate was well into double digits and just 80 students out of more than 1,350 boasted an average of B or better. At Ballou, Cedric had almost no friends. He ate lunch in a classroom most days, plowing through the extra work he asked for, knowing that he was really competing with kids from other, harder schools. Cedric Jennings's driving ambition—which was fully supported by his forceful mother—was to attend a top college. In September 1995, after years of near superhuman dedication, he realized that ambition when he began as a freshman at Brown University. But he didn't leave his struggles behind. He found himself unprepared for college: he struggled to master classwork and fit in with the white upper-class students. Having traveled too far to turn back, Cedric was left to rely on his intelligence and his determination to maintain hope in the unseen—a future of acceptance and reward. In this updated edition, *A Hope in the Unseen* chronicles Cedric's odyssey during his last two years of high school, follows him through his difficult first year at Brown, and tells the story of his subsequent successes in college and the world of work. Eye-opening, sometimes humorous, and often deeply moving, *A Hope in the Unseen* weaves a crucial new thread into the rich and ongoing narrative of the American experience. Reconfiguring the lines between literature and psychoanalysis, this book argues that to alleviate poverty we engage with its psychic life. 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. 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. 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, 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. Here we go! Here we go! Here we go! University Challenge is one of the world's top quiz shows, enjoyed by millions, both participants and observers. But Discworld fans may feel that not many questions cover the real questions in Life, for example, Who or what could be seen as the inspiration for the near-tragic accident from which nanny Ogg is saved only by a special willow-reinforced hat made for her by Mr Vernissage of Slice? And give a plausible origin for Mrs Rosie Palm, proprietor of the famous House of Negotiable Affection in the Shades. Each Faculty at the Unseen University has provided a set of questions, and answers are included for those who are not sure how the poisonous effects of quicksilver fumes are an occupational hazard of magic-users. The questions have been compiled by Mr David Langford, who knows quite as much - and arguably more - about the Discworld as its Creator, and Terry Pratchett has provided an Introduction. Once, in a gods-forsaken hellhole called Koom Valley, trolls and dwarfs met in bloody combat. Centuries later, each species still views the other with simmering animosity. Lately, the influential dwarf, Grag Hamcrusher, has been fomenting unrest among Ankh-Morpork's more diminutive citizens—a volatile situation made far worse when the pint-size provocateur is discovered bashed to death . . . with a troll club lying conveniently nearby. Commander Sam Vimes of the City Watch is aware of the importance of solving the Hamcrusher homicide without delay. (Vimes's second most pressing responsibility, in fact, next to always being home at six p.m. sharp to read *Where's My Cow?* to Sam, Jr.) But more than one corpse is waiting for Vimes in the eerie, summoning darkness of a labyrinthine mine network being secretly excavated beneath Ankh-Morpork's streets. And the deadly puzzle is pulling him deep into the muck and mire of superstition, hatred, and fear—and perhaps all the way to Koom Valley itself. On a world supported on the back of a giant turtle (sex unknown), a gleeful, explosive, wickedly eccentric expedition sets out. There's an avaricious but inept wizard, a naive 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... The Discworld is very much like our own - if our own were to consist of a flat planet balanced on the back of four elephants which stand on the back of a giant turtle, that is . . . All this books and stuff, that isn't what it should all be about. What we need is real wizardry. Once there was an eighth son of an eighth son, a wizard squared, a source of magic. A Sourcerer. Unseen University, the most magical establishment on the Discworld, has finally got its wish: the emergence of a wizard more powerful than they've ever seen. You'd think the smartest men on the Disc would have been a little more careful what they wished for. As the drastic consequences of sourcery begin to unfold, one wizard holds the solution in his cowardly, incompetent hands. Rincewind must take the University's most precious artefact, the very embodiment of magic itself, and deliver it halfway across the disc to safety . . . If he doesn't make it, the death of all wizardry is at hand. And the end of the world, depending who you listen to. The Discworld novels can be read in any order but *Sourcery* is the third book in the *Wizards* series. -- As it moves towards a seemingly inevitable collision with a malevolent red star, the Discworld has one possible saviour. Unfortunately, this happens to be the singularly inept Rincewind, who was last seen falling off the edge of the world. 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. Includes "The Colour of Magic", "The Light Fantastic", "Sourcery" and "Eric". A zany bunch of futuristic actors -- Victor, the eternal student; Ginger, the milkmaid; Dibbler, the sausage salesman; and Gaspode, the talking dog -- embarks on an epic movie project. This collection includes all four Tiffany Aching novels in Terry Pratchett's beloved and bestselling Discworld series. The Wee Free Men: Armed with only a frying pan and her common sense, young witch-to-be Tiffany Aching must defend her home against the monsters of Fairyland. Luckily she has some very unusual help: the local Nac Mac Feegle—aka the Wee Free Men—a clan of fierce, sheep-stealing, sword-wielding, six-inch-high blue men. Together they must face headless horsemen, ferocious grimhounds, terrifying dreams come true, and ultimately the sinister Queen of the Elves herself. . . . A Hat Full of Sky: Tiffany Aching is ready to begin her apprenticeship in magic. She expects spells and magic—not chores and ill-tempered nanny goats! Surely there must be more to witchcraft than this! What Tiffany doesn't know is that an insidious, disembodied creature is pursuing her. In the end, it will take all of Tiffany's inner strength to save herself ... if it can be done at all. Wintersmith: When the Spirit of Winter takes a fancy to Tiffany Aching, he wants her to stay in his gleaming, frozen world. Forever. It will take the young witch's skill and cunning, as well as help from the legendary Granny Weatherwax and the irrepressible Wee Free Men, to survive until Spring. Because if Tiffany doesn't make it to Spring—Spring won't come. I Shall Wear Midnight: As the witch of the Chalk, Tiffany Aching performs the distinctly unglamorous work of caring for the needy. But someone—or something—is inciting fear, generating dark thoughts and angry murmurs against witches. Tiffany must find the source of unrest and defeat the evil at its root. Aided by the tiny-but-tough Wee Free Men, Tiffany faces a dire challenge, for if she falls, the whole Chalk falls with her. . . . "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. *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. 'They say that a little knowledge is a dangerous thing, but it is not one half so bad as a lot of ignorance.' Everybody knows there's no such thing as a female wizard. So when the wizard Drum Bilet accidentally passes on his staff of power to an eighth daughter of an eighth son, a girl called Eskarina (Esk, for short), the misogynistic world of wizardry wants nothing to do with her. Thankfully Granny Weatherwax, the Discworld's most famous witch, has plenty of experience ignoring the status quo. With Granny's help, Esk sneaks her way into the magical Unseen University and befriends apprentice wizard Simon. But power is unpredictable, and these bright young students soon find themselves in a whole new dimension of trouble. Let the battle of the sexes begin . . . 'If you've never read a Discworld novel, what's the matter with you?' Guardian 'Pratchett uses his other world to hold up a distorting mirror to our own' The Times *Equal Rites* is the first book in the *Witches* series, but you can read the Discworld novels in any order. 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)! Although they may feature witches and wizards, vampires and dwarves, along with the occasional odd human, Terry Pratchett's bestselling Discworld novels are grounded firmly in the modern world. Taking humorous aim at all our foibles, each novel reveals our true character and nature. It's a dreamy midsummer's night in the Kingdom of Lancre. But music and romance aren't the only things filling the air. Magic and mischief are afoot, threatening to spoil the royal wedding of King Verence and his favorite witch, Magrat Garlick. Invaded by some Fairie Trash, soon it won't be only champagne that's flowing through the streets ... A short but perfectly formed complete Discworld novel, fully illustrated in lavish colour throughout, *THE LAST HERO* is an essential part of any Discworld collection. It stars the legendary Cohen the Barbarian, a legend in his own lifetime. Cohen can remember when a hero didn't have to worry about fences and lawyers and civilisation, and when people didn't tell you off for killing dragons. But he can't always remember, these days, where he put his teeth... So now, with his ancient sword and his new walking stick and his old friends - and they're very old friends - Cohen the Barbarian is going on one final quest. He's going to climb the highest mountain in the Discworld and meet his gods. The last hero in the world is going to return what the first hero stole. With a vengeance. That'll mean the end of the world, if no one stops him in time. The wizards at Ankh-Morpork's Unseen University are renowned for many things—wisdom, magic, and their love of teatime—but athletics is most assuredly not on the list. And so when Lord Ventinari, the city's benevolent tyrant, strongly suggests to Archchancellor Mustrum Ridcully that the university revive an erstwhile tradition and once again put forth a football team composed of faculty, students, and staff, the wizards of UU find themselves in a quandary. To begin with, they have to figure out just what it is that makes this sport—soccer with a bit of rugby thrown in—so popular with Ankh-Morporkians of all ages and social strata. Then they have to learn how to play it. Oh, and on top of that, they must win a football match without using magic. Meanwhile, Trev (a handsome street urchin and a right good kicker) falls hard for kitchen maid Juliet (beautiful, dim, and perhaps the greatest fashion model there ever was), and Juliet's best pal, UU night cook Glenda (homely, sensible, and a baker of jolly good pies) befriends the mysterious Mr. Nutt (about whom no one knows very much, including Mr. Nutt, which is worrisome . . .). As the big match approaches, these four lives are entangled and changed forever. Because the thing about football—the most important thing about football—is that it is never just about football. In what is widely considered the most influential book ever written by Walter Lippmann, the late journalist and social critic provides a fundamental treatise on the nature of human information and communication. The work is divided into eight parts, covering such varied issues as stereotypes, image making, and organized intelligence. The study begins with an analysis of "the world outside and the pictures in our heads", a leitmotif that starts with issues of censorship and privacy, speed, words, and clarity, and ends with a careful survey of the modern newspaper. Lippmann's conclusions are as meaningful in a world of television and computers as in the earlier period when newspapers were dominant. Public Opinion is of enduring significance for communications scholars, historians, sociologists, and political scientists. Copyright © Libri GmbH. All rights reserved. The Post Office: this musty, dusty and sh***y organisation was jolted back into life in *GOING POSTAL*. Hidebound and rulebound, the Post Office is creaking towards a brave new world of efficiency - and it may even deliver the mail, too. But like all bureaucracies, the Ankh-Morpork Post Office has its rules and regulations and these, together with the history of this once-great department, are highlighted and parodied in the *Ankh-Morpork Post Office Handbook*. How do you send eggs through the Post Office? What size envelope is banned? And what happens when snails start eating the mail? It's all here in the *Ankh-Morpork Post Office Handbook and Diary 2007*. * that's of the pigeon guano type, of course. Beloved and bestselling author Sir Terry Pratchett's *Dodger*, a Printz Honor Book, combines high comedy with deep wisdom in a tale of one remarkable boy's rise in a fantasy-infused Victorian London. Seventeen-year-old *Dodger* is content as a sewer scavenger. But he enters a new world when he rescues a young girl from a beating, and her fate impacts some of the most powerful people in England. From *Dodger*'s encounter with the mad barber Sweeney Todd, to his meetings with the great writer Charles Dickens and the calculating politician Benjamin Disraeli, history and fantasy intertwine in a breathtaking account of adventure and mystery. 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). A beautiful hardback edition of the classic Discworld novel 'Anything you do in the past changes the future. The tiniest little actions have huge consequences. You might tread on an ant now and it might entirely prevent someone from being born in the future.' There's nothing like the issue of evolution to get under the skin of academics. Even if their field of expertise is magic rather than biology. With the best and most interfering minds of Unseen University somehow left in charge at a critical evolutionary turning point, the Discworld's last continent needs a saviour... Who is this hero striding across the red desert? Sheep shearer, beer drinker, bush ranger, and someone who'll even eat a Meat Pie Floater when he's sober. In fact, it's Rincewind, a wizard so inept he can't even spell wizard. He's the only hero left. Still...no worries, eh? AN OBSERVER BEST DEBUT NOVELIST OF 2021 'Seductive . . . Gorgeous' The Times 'Gives voice to one of fiction's most conspicuously absent women' i Word has come. King Lear is dead. His three daughters too, broken in battle. But someone has survived: Lear's queen. Though her grief and rage threaten to crack the earth open, she knows she must seek answers. Why was she exiled? What has happened to Kent, her oldest friend? And what will become of her now? To find peace she must reckon with her past and make a terrible choice - one upon which her destiny rests. 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... 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). 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.

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