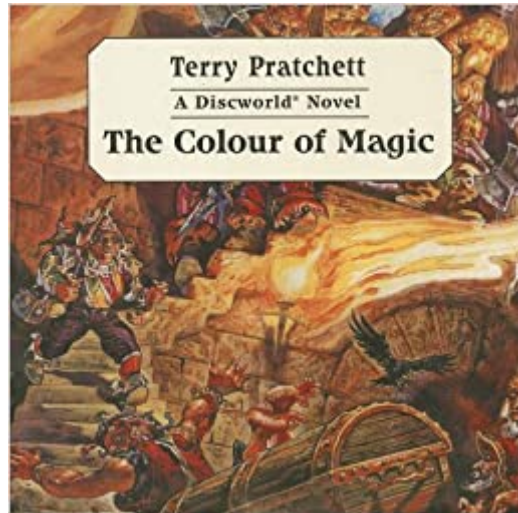




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The Colour Of Magic



Synopsis

Discworld, a world where magic works - sometimes. A world of gods, wizards, heroes, trolls and dragons. A flat world, supported by four elephants standing on the back of Great A'Tuin, a giant turtle (sex unknown). A world where the first tourist decides to visit the city of Ankh-Morpork for fun, accompanied by his hundred-legged luggage. Twoflower is the innocent at large and all of Ankh-Morpork is queuing up to fleece him.

Book Information

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Customer Reviews

The Colour of Magic is Terry Pratchett's maiden voyage through the bizarre land of Discworld. His entertaining and witty series has grown to more than 20 books, and this is where it all starts--with the tourist Twoflower and his hapless wizard guide, Rincewind ("All wizards get like that ... it's the quicksilver fumes. Rots their brains. Mushrooms, too."). Pratchett spoofs fantasy clichés--and everything else he can think of--while marshalling a profusion of characters through a madcap adventure. The Colour of Magic is followed by The Light Fantastic. --Blaise Selby --This text refers to the Paperback edition.

"One of the best, and one of the funniest English authors alive:-Independent --This text refers to the Paperback edition.

This is the first entry in the Discworld series. Discworld is a world very much like ours...but turned sideways and viewed through the eyes of an author with a brilliant, if somewhat juvenile, sense of

humor (which...full disclosure...is right up my alley). In each book, some modern things are explained....from the Discworld perspective. Here, for example, insurance policies are explained as a mis-pronunciation of a foreign word, brought to Discworld by an actuary who speaks not a word of the local language(s). The essence of this volume is that the gods play dice with the world...this refuting the essential Einstein theory against which he spent most of his life beating his head against the wall, that the world can not be explained by randomness....which is exactly what quantum theory does. You may have noticed I said nothing about the plot. Well, the plot is so madcap it defies summary. Let's just say it includes, turtles, elephants, dragons, the edge of the world, rocket ships, and water trolls....oh, and a walking hostile piece of luggage insanely loyal to its owner. If that summary doesn't peek your interest, you probably won't like the book. If it does, then go forth and prepare to enjoy yourself.

There are good books and there are great books and then there are clever books and this is an ingeniously clever book. I've read other books who've attempted this style of story telling and they tend to end up rambling and confusing to the point it's like the author didn't know what to say and so tried to sound funny and ended up being boringly repetitive but Pratchett manages the sort of nonsensical style of throwing out what at times are just random pieces of information about the world and how it all works and other times what turns out to be actually very necessary little tid-bits but both sorts end up helping to create this unusual world in such a vivid way that would normally take several books to do. So much has been put into this tale that it should be overwhelming and yet it all just falls right into place to make this unbelievable adventure that feels like one of those dreams that only makes sense while you're in it. I mean he's not just created another world he's recreated a universe and the understanding of such and the people within aren't just described; they're shown and developed in their acts and their own stories so that in just a few paragraphs you feel like you really know them and of course since the whole tale revolves around Rincewind and Twoflower you really get some interesting views from such completely different sort of characters. Rincewind who is more aware and terrified of the dangers they're in and seems to have a more logical understanding of the world around them and Twoflower who thinks it's all just a great vacation to tell

everyone about when he returns home and sometimes is a bit naive about the situations he gets trapped in. Now all there is to do is devour the rest of the series which I am happy to know is quite a lot of books.

Product-wise: arrived in perfect condition. As far as the book goes, I found it funny and wildly entertaining, though I will admit it was hard to follow. The characters are really what kept me from putting the book down. I've heard that this is the most difficult DiscWorld book to read, so I'm going to go straight to #2 after this. Overall, if you love comedy and fantasy and you're sick of cliché "high fantasy" novels, this is definitely a book for you, just be sure to stick it out even when the writing gets flaky.

I never knew that it's possible to laugh from reading a single sentence in a novel to the point of a stomach ache. I also didn't know that it is possible to laugh like this after reading the second sentence, and the third, and by the end of the page develop a chronic case of rolling on the floor and emitting strange noises that to a passerby would sound like choking, but are nothing at all like that. The Color of Magic is my first Terry Pratchett book (well, after Good Omens, of course, but that doesn't quite count, does it?), and I wonder what on earth has been preventing me from reading him, no, not from reading him, but from plunging deep down the spiral of ridiculously inventive, hysterically funny, and impossibly magical Multiverse of Space and Creation and other stuff called Discworld. I am hooked, I am converted, I am enamored with the eight color, the color of magic, octarine, and all the repercussions that come from this land of the turtle, and the elephants on top of the turtle, and the disc on top of the elephants, and the wizards on top of the disc, and... Err, well, I'm supposed to give a little summary here, right? Right. Here goes. The unlikely wizard Rincewind, or not a wizard at all, because he got kicked out of his wizarding school, but sort of a wizard, because he knows one very powerful spell, by some unexplainable streak of Fate (or maybe it is explainable) stumbles upon the path of an unlikely tourist Twoflower, or maybe not a tourist at all (don't ask me why I said that), traveling to the legendary city of Ankh-Morpork, accompanied by his pet luggage that likes to snap off people's hands, especially those of thieves. Oh, did I mention that there are no accidents here? In fact, both Rincewind and Twoflower are just pieces in a game played by Gods, but somehow they manage to elude what's been planned for them, even elude Death to his great disappointment, and a ton of menacing tree-nymphs, and trolls, and dragon riders, and demons, and finally get to the very edge of the world (it's on the disc, remember?) and... And what? Don't look at me. You'll have to read it to find out. Oh, I forgot to mention, every single

step in their adventure is documented with a magic picture box, you know, the one you point and click? Did you know it's operated by a tiny demon? Yeah, neither did I. I haven't read The Light Fantastic yet, I suppose there Terry will explain it. He has no other alternative.

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