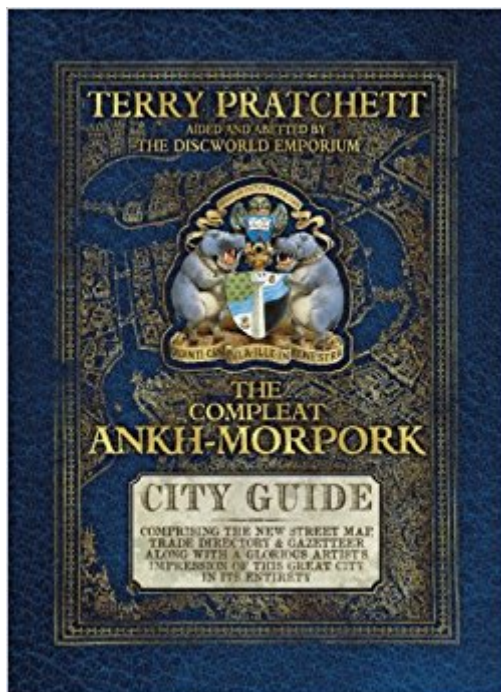


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The Compleat Ankh-Morpork



Synopsis

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)! All human life is here! Although, if it walks down the wrong alley, often quite briefly! This is the city celebrated in Terry Pratchett's bestselling Discworld series as you've never seen it before. A stunning map and comprehensive street directory covering each and every district from Unseen University to the Shades, major landmarks like the Patrician's Palace to little-known, er, nooks like Dwarf Bread Museum in Whirligig Alley. See the notorious establishments and famous streets along which so many heroes have walked, in some cases quite hurriedly. As leading Ankh-Morpork entrepreneur CMOT Dibbler would say, 'A nip at any price -- and that's cutting our own throat. Well, close.'

Book Information

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Customer Reviews

"You'd have thought that, by now, Pratchett would be running out of ideas; thankfully, however, the universe he created 25 years ago just keeps on giving... It's a triumphant effort."

--Independent on Sunday

TERRY PRATCHETT is the acclaimed creator of the global bestselling Discworld series, the first of

which, *The Colour of Magic*, was published in 1983. In all, he is the author of fifty bestselling books. His novels have been widely adapted for stage and screen and he is the winner of multiple prizes, including the Carnegie Medal, as well as being awarded a knighthood for services to literature. Worldwide sales of his books now stand at 70 million, and they have been translated into thirty-seven languages.

Well, sorta. The product is a book and a double-sided map in a shiny (plastic?) slip-cover held shut by an elastic strap. The map is a bedsheet-sized, double-sided map of the city. It will provide hours of entertainment to the map-fascinated if they can find anywhere to deploy it in all its glory. Perhaps by evicting a child and commandeering its bedroom. The paper is a semi-gloss type that will suffer if made wet, so one's first instinct - to use it as a sail for a raft - is probably not a good one. The book is a replica of a type of book one doesn't see outside of second hand book shops these days - a town gazetteer. Sort of like a yellow pages without phone numbers. The town is, of course, Ankh-Morpork. The material ranges from discussions of the various guilds including address (where appropriate), senior officers (where known) and general information (where not forbidden by law), to classified advertisements for a plethora of goods and services. The pages have been printed to represent the age-acidized look of such publications and bound between hard covers. This is the sort of book one dips into occasionally and stays for a while rather than reading from cover to cover. The overriding feel I got was much like that when I was given *The Brand New Monty Python Book* and that year's *Beano Annual*; this would be something I would sample often but not all day. In point of fact I bought my copy to help me get a game of *Discworld (HC)* off the blocks and running. It will be just about perfect for that. Recommended for Discworld fans everywhere.

The ancient city of Ankh-Morpork grew rather haphazardly and was never subjected to the dictates of a city planner. A guide and map is therefore essential for any prospective visitor who wishes to find their way through the intricate alleyways of this exotic metropolis. This is especially important if the visitor wishes to seek out or avoid some of the intriguingly different cultures that inhabit this most cosmopolitan of cities. This handsomely illustrated guide has a generous section of helpful advertisements to aid tourists seeking accommodation, amusements, business opportunities, educational institutions, night life or food. I would advise very careful study indeed of the guide before venturing into this fascinating city, about which so much has been written. Cultural ignorance might easily lead to perhaps fatal embarrassment if for example a visitor attempted to buy food in a dwarf bread shop. Highly recommended for the fantastic journey. Don't leave home without it.

Being a devoted fan of Discworld, I bought myself this book as a special treat. It's a little overpriced, but it is honestly one of the coolest books I've seen in a while! It's just so neat to see all these little additions to my knowledge of Ankh-Morpork, and it makes it even more fun now to reread the novels because of my more-fleshed-out background knowledge gained from this book. I find that it's fun to glance at every now and then when you just need a little pick-me-up. The full-size map that's included is incredible! I never appreciated just how huge Ankh-Morpork really is! It's really fun to use the map to follow along when I'm relaxing with one of the audio versions of Terry Pratchett's novels, especially the ones with the city watch.

I wish I had this book three years ago when I started reading through the series from start to finish. Having a guide of all businesses and important locations within the city makes the stories feel so much more real.

I actually didn't purchase this book for the book itself, but because I wanted the map (I'm fanatical about maps, if a fantasy world has a map then I NEED IT); I didn't expect the book to be much use to me, but wow! It really is laid out like a directory, with lots of information you'd find in a good city guide like an index of taverns, hotels, and there's even guilds. All of which make it a great resource for fanfic writers of Discworld, or anyone who likes a visual idea of where a story is taking place in AM (I have sticky note flags on the Post Office, guess who my favourite character is!). I'm planning on getting the map framed for protection, because I put it up on my wall immediately and it is going to stay there. I would have liked some more information about the guilds and schools and... well, you might say I wanted the information an immigrant would look for, rather than a tourist! XD But I know that's because I can never get enough world-building details, not the fact that the book isn't chock-full of detail already.

This encyclopedia of all things Ankh-Morpork is for lovers of the books by Terry Pratchett, by lovers of readers of Terry Pratchett. So, if you take joy and glee of his writings, you will enjoy dipping in this book. And, it comes with a great map!

Awesome book. Such fun detail for everything ank morpork. I had this on my wishlist for so long because my budget didn't allow for such a book. However, my wife and I are huge pratchett fans and I decided to order it for my wife for Christmas. The book is gorgeous, has all kinds of fun little

details, and many bits and pieces of information that I never really thought about being part of the universe. If you've been thinking about don't wait anymore, my only regret is waiting so long.

It's a merchants guide to Ankh-Morpork. If you are a lover of Pratchett and Discworld, it is fun to round out your collection, but it is a tertiary book. It's not a story-book. I wish I wasn't required to rate it as a fiction book or regular Discworld book, as anything that is essentially an Almanac-cum-Atlas isn't something you read for a story arc driven page-turner. Still, if you love Pratchett's Discworld, it is worth collecting, though it is low on my list of all the add-on's that are worth getting. Nicely made, however.

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