

## Making Money Discworld 36 Terry Pratchett

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.

"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 Academicals*, Terry Pratchett delivers an enthralling new tale from a place of insuperable adventure: Discworld. Discworld® is a registered trademark.

For more than two decades, Terry Pratchett has been regaling readers with tales of Discworld—a flat world balanced on the backs of four elephants, which are standing on the back of a giant turtle, flying through space. It is a world populated by ineffectual wizards and sharp-as-tacks witches, by tired policemen and devious dictators, by reformed thieves and vampires who have sworn to drink no blood. It is a world

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that is vastly different from our own . . . except when it isn't. Now, in *The Wit and Wisdom of Discworld*, various nuggets of Pratchett's witty commentary and sagacious observations have been compiled by Pratchett expert Stephen Briggs, a man who, they say, knows even more about Discworld than Terry Pratchett. Within these pages, you'll find musings on: Interior decorating: "It's a fact known throughout the universes that no matter how carefully the colors are chosen, institutional decor ends up as either vomit green, unmentionable brown, nicotine yellow, or surgical appliance pink. By some little-understood process of sympathetic resonance, corridors painted in those colors always smell slightly of boiled cabbage—even if no cabbage is ever cooked in the vicinity." (Equal Rites) Travel: "Any seasoned traveler soon learns to avoid anything wished on them as a 'regional speciality,' because all the term means is that the dish is so unpleasant the people living everywhere else will bite off their own legs rather than eat it. But hosts still press it upon distant guests anyway: 'Go on, have the dog's head stuffed with macerated cabbage and pork noses—it's a regional speciality.'" (The Last Continent) Young men: "And then there was the young male walk. At least women swung only their hips. Young men swung everything, from the shoulders down. You have to try to occupy a lot of space. It makes you look bigger, like a tomcat fluffing his tail. The boys tried to walk big in self-defense against all those other big boys out there. I'm bad, I'm fierce, I'm cool, I'd like a pint of shandy and me mam wants me home by nine." (Monstrous Regiment) Class: "'Old money' meant that it had been made so long ago that the black deeds that had originally filled the coffers were now historically irrelevant. Funny, that; a brigand for a father was something you kept quiet about, but a slave-taking pirate for a great-great-great-grandfather was something to boast of over the port. Time turned the evil bastards into rogues, and rogue

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was a word with a twinkle in its eye and nothing to be ashamed of." (Making Money) . . . and more! Culled from all the Discworld novels, *The Wit and Wisdom of Discworld* confirms Pratchett's place in the pantheon of great satirists and proves why the Chicago Tribune has praised his Discworld as "entertaining and gloriously funny . . . an accomplishment nothing short of magical."

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.'

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

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mystery.

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.

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... Why we all deserve a life worth living and a death worth dying for 'Most men don't fear death. They fear those things – the knife, the shipwreck, the illness, the bomb – which precede, by microseconds if you're lucky, and many years if you're

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not, the moment of death.' When Terry Pratchett was diagnosed with Alzheimer's in his fifties he was angry - not with death but with the disease that would take him there, and with the suffering disease can cause when we are not allowed to put an end to it. In this essay, broadcast to millions as the BBC Richard Dimbleby Lecture 2010 and previously only available as part of A Slip of the Keyboard, he argues for our right to choose - our right to a good life, and a good death too.

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).

\*The final collection of short stories from the incredible Sir Terry Pratchett!\* Imagination is an amazing thing. It can take you to the top of the highest mountain, or down to the bottom of the deepest depths of the sea. This where it took Doggins on his Awfully Big Adventure: a

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quest full of magic and flying machines. (And the world's best joke - trust me, it's hilarious.) It took three young inventors to the moon (where they may or may not have left a bottle of lemonade) and a caveman on a trip to the dentist. You can join them on these adventures, and many more, in this incredible collection of stories . . .

From the greatest imagination there ever was. Written for local newspapers when Terry Pratchett was a young lad, these never previously published stories are packed full of anarchic humour and wonderful wit. A must-have for Terry fans . . . and young readers looking for a fix of magic.

"The Rincewind Trilogy" is a bumper volume containing the complete text of two novels and one novella, all starring one of the Discworld's most popular characters: the Wizard Rincewind and his irrepressible - and quite intractable - Luggage.

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...

ALA Best Fiction for Young Adults \* ALA Booklist Editors' Choice \* ALA Notable Children's Book "Pratchett's unique blend of comedy and articulate insight is at its vibrant best. Full of rich humor, wisdom, and eventfulness." —Horn Book (starred review) By beloved

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and bestselling Terry Pratchett, this is the third in a series of Discworld novels starring the young witch Tiffany Aching. 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 all 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 for anyone.

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.

Making Money(Discworld Novel 36)Doubleday UK

This is a book about reading a book, which turns into a different book. But it all ends happily!

This collection includes all five Tiffany Aching novels in Terry Pratchett's beloved and bestselling

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Discworld series, including the final Discworld novel, *The Shepherd's Crown*. *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 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! Indeed, there is. . . .

*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. 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, for if she falls, the whole Chalk falls with her. . . .

*The Shepherd's Crown*: Deep in the Chalk, something is stirring. The owls and the foxes can sense it, and Tiffany Aching feels it in her boots. An old enemy is gathering strength. This is a time of endings and beginnings, old friends and new, a



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blurring of edges and a shifting of power. Now Tiffany stands between the light and the dark, the good and the bad. There will be a reckoning. . . .

Containing material unavailable for twenty years -- this is a comprehensive guide to the capital city of Terry Pratchett's Discworld, getting to the heart of Ankh-Morpork's secrets, societies and guilds. Ankh-Morpork is a bottomless pit of secrets. It's time to unearth a few more . . . In the second volume of this confidential guide, brave travellers are made privy to the inner workings of more illustrious Ankh-Morpork societies. Disabuse yourself of notions of professionalism under which you may hold the City Watch; discover what serious business is undertaken by the Fools' Guild (joking is no laughing matter); and, should you be lucky, achieve true enlightenment through the teachings of Lu-Tze. One thing's for sure: after you've read this book, Ankh-Morpork's Guilds are going to need to come up with new ways of doing things. Completely revamped and redesigned, this full-colour book contains material from Discworld Diaries across the decades.

"John Green fans will appreciate this tale." --USA Today "[A] humorous, deeply human coming-of-age story." --The Washington Post Scott Ferdowsi has a track record of quitting. His best friends know exactly what they want to do with the rest of their lives, but Scott can hardly commit to a breakfast cereal, let alone a passion. With college applications looming

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and his parents pushing him to settle on a "practical" career, Scott sneaks off to Washington, DC, seeking guidance from a famous psychologist who claims to know the secret to success. He never expects an adventure to unfold. But that's what Scott gets when he meets Fiora Buchanan, a ballsy college student whose life ambition is to write crossword puzzles. When the bicycle she lends him gets Scott into a high-speed chase, he knows he's in for the ride of his life. Soon, Scott finds himself sneaking into bars, attempting to pick up girls at the National Zoo, and even giving the crossword thing a try--all while opening his eyes to fundamental truths about who he is and who he wants to be.

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

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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. . . .

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

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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.

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.

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

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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.

A new stage adaptation of one of Pratchett's best-selling novels *The Monstrous Regiment* in question is made up of a vampire (reformed and off the blood, thank you), a troll, Igor (who is only too happy to sew you a new leg if you aren't too particular about previous ownership), a collection of misfits and a young woman discovers that a pair of socks shoved down her pants is a good way to open up doors in a man's army."One of the funniest English authors alive" (Independent)

A charming tale for people of all ages (but especially for young Sam Vimes) from the pen of Miss Felicity Beedle, Discworld's premier children's author. 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

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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.'

'One of the best expressions of his unstoppable flow of comic invention' The Times \_\_\_\_\_ The post was an old thing, of course, but it was so old that it had magically become new again. Moist von Lipwig is a con artist... .. and 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's a tough decision. The post is a creaking old institution, overshadowed by new technology. But there are people who still believe in it, and Moist must become one of them if he's going to see that the mail gets through, come rain, hail, sleet, dogs, the Post Office Workers Friendly and Benevolent Society, an evil chairman . . . and a midnight killer. Getting a date with Adora Bell Dearheart would be nice, too. So perhaps there is a shot at redemption in the mad world of the mail, waiting for a man who's prepared to push the envelope . . .

\_\_\_\_\_ The Discworld novels can be read in any order but Going Postal is the first book in the Moist von Lipwig series, which also includes Raising Steam and Making Money.

The Unadulterated Cat is becoming an endangered species as more and more of us settle for those boring mass-produced cats the ad-men sell us - the pussies that purr into their gold-plated food bowls on the telly. But the Campaign for Real Cats sets out to change all that by helping us to recognise a true, unadulterated cat when we see one. For example: real cats have ears that look like they've been trimmed with pinking shears; real cats never wear flea collars . . . or appear on Christmas cards . . . or chase anything with a bell in it; real cats do eat quiche. And giblets. And butter.

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And anything else left on the table, if they think they can get away with it. Real cats can hear a fridge door opening two rooms away . . .

The alchemists of the Discworld have discovered the magic of the silver screen. But what is the dark secret of Holy Wood hill? It's up to Victor Tugelbend ('Can't sing. Can't dance. Can handle a sword a little') and Theda Withel ('I come from a little town you've probably never heard of') to find out... MOVING PICTURES, THE TENTH DISCWORLD NOVEL IS A GLORIOUSLY FUNNY SAGA SET AGAINST THE BACKGROUND OF A WORLD GONE MAD!

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.

'Whoever said you can't fool an honest man wasn't one' The Royal Bank is facing a crisis, and it's time for a change of management. Who would not wish for that job? It's a job for life. But, as former con-man Moist von Lipwig is learning, the life is not necessarily for long. The Chief Cashier is almost certainly a vampire. There's something nameless in the cellar (and the cellar itself is pretty nameless), it turns out that the Royal Mint runs at a loss, and people actually want to know where the money's gone. A 300 year old wizard is after his girlfriend, he's about to be exposed as a fraud, but the Assassins Guild might get him first. In fact lot of people want him dead Oh. And every day he has to take the Chairman for

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walkies. Everywhere he looks he's making enemies. What he should be doing is . . . Making Money!

A beautiful hardback edition of the classic Discworld novel William de Worde is the accidental editor of the Discworld's first newspaper. New printing technology means that words just won't obediently stay nailed down like usual. There's a very real threat of news getting out there. Now he must cope with the traditional perils of a journalist's life - people who want him dead, a recovering vampire with a suicidal fascination for flash photography, some more people who want him dead in a different way and, worst of all, the man who keeps begging him to publish pictures of his humorously shaped potatoes. William just wants to get at THE TRUTH. Unfortunately, everyone else wants to get at William. And it's only the third edition...

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.

Terry Pratchett is one of the most loved writers in the world. With worldwide sales of over 65 million copies in 37 languages, his novels are eagerly awaited by his legions of fans year after year. His first Discworld novel, *The Colour of Magic* was released in 1983 and ever since then the series, with its whimsical heroes and fiendish foes, has delighted both young and old alike. In 2007 Pratchett announced that



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he had been diagnosed with Alzheimer's disease. He has courageously faced the disease head-on, equalling the determination of his characters in his vivid and satirical novels. In Terry Pratchett - The Spirit of Fantasy, Craig Cabell examines his extraordinary life, showcased against the backdrop of his irreverent works. With 2011 the 40th anniversary year of his first novel, The Carpet People, this is a fitting time to pay tribute to the author's artistic achievements and celebrate one of Britain's true national treasures. Featuring an in-depth look at the man and his work, as well as on-screen adaptations and a complete UK bibliography and collector's guide, this is essential reading for any fan.

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.

An eye-opening investigation of charismatic "gurus" from Jesus to Freud to David Koresh, by the author of "Solitude: A Return to the Self". In "Feet of Clay", eminent psychologist Anthony Storr uncovers the personality traits that link these men and explores the incredible power they have wielded over their fanatical followers. 11 photos.

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 Ifyou Believe In Them, And Of Course The Edge Of The Planet& A Young Dwarf's Dream Corporal Carrot has been promoted!

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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.

There is a distinct hint of Armageddon in the air. According to The Nice and Accurate Prophecies of Agnes Nutter, Witch (recorded, thankfully, in 1655, before she blew up her entire village and all its inhabitants, who had gathered to watch her burn), the world will end on a Saturday. Next Saturday, in fact. So the armies of Good and Evil are amassing, the Four Bikers of the Apocalypse are revving up their mighty hogs and hitting the road, and the world's last two remaining witchfinders are getting ready to fight the good fight, armed with awkwardly antiquated instructions and stick pins. Atlantis is rising, frogs are falling, tempers are flaring. . . . Right.

Everything appears to be going according to Divine Plan. Except that a somewhat fussy angel and a fast-living demon -- each of whom has lived among Earth's mortals for many millennia and has grown rather fond of the lifestyle -- are not particularly looking forward to the coming Rapture. If Crowley and Aziraphale are going to stop it from happening, they've got to find and kill the Antichrist (which is a shame, as he's a really nice kid). There's just one glitch: someone seems to have misplaced him. . . . First published in 1990, Neil Gaiman and Terry Pratchett's brilliantly dark and screamingly funny take on humankind's final judgment is back -- and just in time -- in a new hardcover edition (which includes an introduction

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by the authors, comments by each about the other, and answers to some still-burning questions about their wildly popular collaborative effort) that the devout and the damned alike will surely cherish until the end of all things.

The fourth book in the Science of Discworld series, and this time around dealing with THE REALLY BIG QUESTIONS, Terry Pratchett's brilliant new Discworld story Judgement Day is annotated with very big footnotes (the interleaving chapters) by mathematician Ian Stewart and biologist Jack Cohen, to bring you a mind-mangling combination of fiction, cutting-edge science and philosophy. Marjorie Daw is a librarian, and takes her job – and indeed the truth of words – very seriously. She doesn't know it, but her world and ours – Roundworld – is in big trouble. On Discworld, a colossal row is brewing... The Wizards of Unseen University feel responsible for Roundworld (as one would for a pet gerbil). After all, they brought it into existence by bungling an experiment in Quantum Thaumodynamics. But legal action is being brought against them by Omnians, who say that the Wizards' god-like actions make a mockery of their noble religion. As the finest legal brains in Discworld (a zombie and a priest) gird their loins to do battle – and when the Great Big Thing in the High Energy Magic Laboratory is switched on – Marjorie Daw finds herself thrown across the multiverse and right in the middle of the whole explosive affair. As God, the Universe and, frankly, Everything Else is investigated by the trio, you can expect world-bearing elephants, quantum gravity in the Escher-verse, evolutionary design, eternal inflation, dark matter, disbelief systems – and an in-depth study of how to invent a better mousetrap.

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