

## Truckers Bromeliad Trilogy 1 Terry Pratchett

Follows the adventures of young Ven, a hobbit-like youth who is eventually befriended by a ship's captain and placed in the care of the captain's wife, an inn-keeper who oversees orphaned charges and an array of eccentric boarders. Reprint.

The Magic Of Terry Pratchett is the first full biography of Sir Terry Pratchett ever written. Sir Terry was Britain's best-selling living author\*, and before his death in 2015 had sold more than 85 million copies of his books worldwide. Best known for the Discworld series, his work has been translated into 37 languages, and performed as plays on every continent in the world, including Antarctica. Journalist, comedian and Pratchett fan Marc Burrows delves into the back story of one of UK's most enduring and beloved authors, from his childhood in the Chiltern Hills, to his time as a journalist, and the journey that would take him – via more than sixty best-selling books – to an OBE, a knighthood and national treasure status. The Magic Of Terry Pratchett is the result of painstaking archival research alongside interviews with friends and contemporaries who knew the real man under the famous black hat, helping to piece together the full story of one of British literature's most remarkable and beloved figures for the very first time. \* Now disqualified on both counts.

They said it couldn't be done. Well, it has been done, proving them wrong once again. After years of research, cunningly contrived in as many minutes, the Discworld has its map. It takes full account of the historic and much documented expeditions of the Discworld's fêted (or at least fated) explorers: General Sir Roderick Purdeigh, Lars Larsnephew, Llamados Jones, Lady Alice Venturi, Ponce da Quirm and, of course, Venter Borass. Now travellers on this circular world can see it all: from Klatch to the Ramtops, from Cori Celesti to the Circle Sea, from Genua to Bhangbhangduc. The great cities of Hunghung, Pseudopolis, Al Khali and, of course, Ankh-Morpork are placed with loving care upon this world which is carried through space by Great A'Tuin. TruckersHarper Collins

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"The classic of modern science fiction"--Front cover.

Enemies at first sight Orphaned Bo Gamage has nowhere to go. So he ends up in the old Queen of Sheba Hotel in a ghost town in the middle of the desert. It's dry and bare and -- worst of all -- the only other kid there is his awful cousin Madeleine, who calls herself Mzzz Mad. Soon, they're caught up in a battle for a missing map, the mystery of the tattooed head, and the search for the old Pegleg Smith gold mine. Then Bo and

Mzzz Mad find themselves in deadly danger and handcuffed -- together!

An illustrated collection of 14 short stories—featuring "dragons and wizards, councilors and mayors, an adventurous tortoise and a monster in a lake, along with plenty of pointy hats and a few magic spells"—was written when the author was a teenaged newspaper reporter. 50,000 first printing.

Welsh Fairy Tales William Elliot Griffis - Dutch Fairy Tales for Young Folks William Elliot Griffis, american orientalist, Congregational minister, lecturer, and prolific author (1843-1928) This ebook presents "Dutch Fairy Tales for Young Folks", from William Elliot Griffis. A dynamic table of contents enables to jump directly to the chapter selected.

Post-life citizens Breath challenged Vertically disadvantaged (buried, not short) Johnny Maxwell's new friends not appreciate the term "ghosts," but they are, well, dead. The town council wants to sell the cemetery, and its inhabitants aren't about to take that lying down! Johnny is the only one who can see them, and and the previously alive need his help to save their home and their history. Johnny didn't mean to become the voice for the lifeless, but if he doesn't speak up, who will? In Johnny Maxwell's second adventure, Carnegie Medalist Terry Pratchett explores the bonds between the living and the dead and proves that it's never too late to have the time of your life -- even if it is your afterlife!

A collection of wonderful Christmas stories from the fantastically funny Terry Pratchett. With incredible illustrations from Mark Beech. Have you ever wanted Christmas to be different? Turkey and carols, presents and crackers - they all start to feel a bit . . . samey. How about a huge exploding mince pie, a pet abominable snowman, or a very helpful partridge in a pear tree? What if Father Christmas went to work at a zoo, or caused chaos in a toy store or, was even, arrested for burglary!? Dive into the fantastically funny world of Terry Pratchett, for a festive treat like no other. These ten stories will have you laughing, gasping and crying (with laughter) - you'll never see Christmas in the same way again.

The pilgrim Christian undertakes the dangerous journey to the Celestial City, experiencing physical and spiritual obstacles along the way.

The Discworld is an unpredictable place, what with rivers you can skateboard across (if they weren't so knobbly), rocks that like a stroll about of an evening and points of raw magic that can turn a body inside out soon as look at it. For safety's sake, you need a guide! The DISCWORLD COMPANION contains everything you need to know about the Discworld. This edition, the first major revision since HOGFATHER was published (1997), covers the eight DISCWORLD novels from JINGO onwards, including THE LAST HERO and MAURICE AND HIS AMAZING EDUCATED RODENTS, as well as the Diaries, the plays and other Discworld Spinoffery.

Do you believe in magic? Can you imagine a war between wizards? An exciting journey in an airship or down in a submarine? Would you like to meet the fastest truncheon in the Wild West? The Witch's Vacuum Cleaner is the second fabulously funny short-story collection from the late acclaimed storyteller Terry Pratchett. A follow-up to Dragons at Crumbling Castle, this second batch of storytelling gems features stories written when Sir Terry was just seventeen years old and working as a junior reporter. In these pages, new Pratchett fans will find wonder, mayhem, sorcery, and delight—and loyal readers will recognize the seeds of ideas that went on to influence his most

beloved tales later in life. As Neil Gaiman says, “a Terry Pratchett book is a small miracle”—and *The Witch’s Vacuum Cleaner* proves to be another miracle taking its place alongside Pratchett’s astounding and cherished body of work.

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.

From the acclaimed author of *Floating in My Mother’s Palm and Children and Fire*, a stunning story about ordinary people living in extraordinary times—“epic, daring, magnificent, the product of a defining and mesmerizing vision” (*Los Angeles Times*). *Trudi Montag* is a Zwerg—a dwarf—short, undesirable, different, the voice of anyone who has ever tried to fit in. Eventually she learns that being different is a secret that all humans share—from her mother who flees into madness, to her friend Georg whose parents pretend he’s a girl, to the Jews Trudi harbors in her cellar. Ursula Hegi brings us a timeless and unforgettable story in *Trudi* and a small town, weaving together a profound tapestry of emotional power, humanity, and truth.

When you're four inches high in a world full of giant people, things never go very well for long. After running into trouble at the quarry, the nomes want to go home. The problem is, 'home' is somewhere up in the stars, in some sort of Ship. Masklin must find a way to get to the 'launch' of a 'communications satellite' (whatever that is). And so begins an incredible journey, filled with peril, planes, honking geese . . . and a walking sandwich. The fantastically funny third book of the nomes, from the author of the bestselling *Discworld* series.

In a world whose seasons are defined by Christmas sales and Spring Fashions, hundreds of tiny nomes live in the corners and crannies of a human-run department store. They have made their homes beneath the floorboards for generations and no longer remember -- or even believe in -- life beyond the Store walls. Until the day a small band of nomes arrives at the Store from the Outside. Led by a young nome named Masklin, the Outsiders carry a mysterious black box (called the Thing), and they deliver devastating news: In twenty-one days, the Store will be destroyed. Now all the nomes must learn to work together, and they must learn to think -- and to think BIG. Part satire, part parable, and part adventure story par excellence, master storyteller Terry Pratchett's engaging trilogy traces the nomes' flight and search for safety, a search that leads them to discover their own astonishing origins and takes them beyond their wildest dreams.

A collection of short stories - four previously published and three new - linked by the theme of young people experiencing personal dilemmas. All are set in South Africa, first under apartheid and then after the first democratic elections. They cover the period from 1950 to 2000 and reflect the lives of a range of young people, black and white, living in what was for many years seen as the world's most openly racist society.

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.

Lost in the frozen polar wastes, an explorer writes a journal of his extraordinary exploits, preparing to send it to the nephew he has never seen.

Reluctant to believe that there's a world outside the department store in which they live, Torrit, Dorcas, and the other nomes look to Masklin, a newly arrived "outsider," to lead them to a safe haven when the store goes out of business. Original.

From a computer game in which the aliens want Johnny to negotiate a peace treaty for them, to the inhabitants of a cemetery who are just discovering how much fun being alive can be, to the time of the Blitz, join Johnny Maxwell and his friends in these three terrific tales from the master of comic fantasy. ONLY YOU CAN SAVE MANKIND -

Shortlisted for the Guardian Children's Fiction Award JHNNY AND THE DEAD -

Shortlisted for the Carnegie Medal; A Writers' Guild Award Winner; Also televised by LWT for ITV JOHNNY AND THE BOMB - Shortlisted for the Carnegie Medal;

Shortlisted for the Children's Book Award; Smarties Prize Silver Medal Winner

A hilarious new series that proves superpowers are no match for brainpower. In the town of Superopolis, everyone has a superpower. Everyone, that is, except Ordinary Boy. He's—well, he's pretty much ordinary. But that won't stop him from taking on supervillains like the sinister Professor Brain—Drain.... This spring, welcome to Superopolis and The Extraordinary Adventures of Ordinary Boy, a clever, funny new series for kids who've outgrown Captain Underpants or anyone who loves The Incredibles and The Tick. Packed with dynamic illustrations and starring a smart young hero who could hold his own with Charlie Bone, Klaus Baudelaire, and Stanley Yelnats, this is a series that kids will find undeniably super!

Thirteen-year-old Johnny Maxwell acquires the neighborhood homeless woman's shopping cart when she is injured and discovers that its contents have the ability to send him back in time from 1996 to 1941 England.

For well over thirty years, Eric P. Kelly's Newbery Award winner has brought the color and romance of ancient times to young readers. Today, The Trumpeter of Krakow is as absorbing and dramatic as when it was first published in 1928.

There was something about the Great Tarnov Crystal...Wise men spoke of it in hushed tones. Others were ready to kill for it. Now a murderous Tartar chief is bent on possessing it. But young Joseph Charnetski was bound by an ancient oath to protect the jewel at all costs. When Joseph and his family seek refuge in medieval Krakow, they are caught up in the plots and intrigues of alchemists, hypnotists, and a dark messenger of evil. Will Joseph be able to protect the crystal, and the city, from the plundering Tartars?

"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.

Fantasy. Nogle 10 cm. høje væsner har altid boet i et varehus. En dag ankommer nogle nye væsner ude fra med en mystisk sort kasse og snakker om et hjemsted, de havde for længe siden

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.

A group of small creatures called nomes, whose families have lived for generations hidden in a department store, are forced to flee to a country quarry, where they struggle against harsh weather, destructive humans, and dissension among themselves. Original.

IF NOT YOU, WHO ELSE? As the mighty alien fleet from the latest computer game thunders across the screen, Johnny prepares to blow them into the usual million pieces. And they send him a message: We surrender. They're not supposed to do that! They're supposed to die. And computer joysticks don't have 'Don't Fire' buttons . . . But it's only a game, isn't it. Isn't it? The first book in the Johnny Maxwell trilogy.

This is the story of Jekub, the Dragon in the Hill with great big teeth and a great loud voice. (Well, that's according to the nomes, but they are only four inches tall.) When humans threaten their new home in the quarry, the natural thing would be to run and hide. But the nomes have got the wild idea that they should fight back. After all, everyone knows that nomes are faster and smarter than humans, and now they have a secret weapon . . . The fantastically funny second book of the nomes, from the author of the bestselling Discworld series.

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 moults—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

\*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 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.

Hilariously inventive, witty and highly original, The Bromeliad is the enormously popular Terry Pratchett's magnificent trilogy of tales about a race of little people struggling to survive in a world of humans.

This book highlights the multi-dimensionality of the work of British fantasy writer and Discworld creator Terry Pratchett. Taking into account content, political commentary, and literary technique, it explores the impact of Pratchett's work on fantasy writing and genre conventions. With chapters on gender, multiculturalism, secularism, education, and relativism, Section One focuses on different characters' situatedness within Pratchett's novels and what this may tell us about the direction of his social, religious and political criticism. Section Two discusses the aesthetic form that this criticism takes, and analyses the post- and meta-modern aspects of Pratchett's writing, his use of humour, and genre adaptations and deconstructions. This is the ideal collection for any literary and cultural studies scholar, researcher or student interested in fantasy and popular culture in general, and in Terry Pratchett in particular.

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"People call them all kinds of names—creeps, jerks. But the right word is predator. And that's who we hunt. Becca wants what every high-schooler does: to have a group of friends, a squad. But Becca's new friends are more than a clique, they're a pack, and this pack is hungry. SQUAD is a fast-paced and feminist horror story for every girl who's ever felt like prey, and asks how far a girl should go to hunt the hunters."—Laura Ruby, author of National Book Award Finalist *Thirteen Doorways, Wolves Behind Them All* *Pretty Little Liars* meets *Teen Wolf* in this sharply funny, and patriarchy-smashing graphic novel from author Maggie Tokuda-Hall and artist Lisa Sterle. When the new girl is invited to join her high school's most popular clique, she can't believe her luck—and she can't believe their secret, either. When Becca transfers to a high school in an elite San Francisco suburb, she's worried she's not going to fit in. To her surprise, she's immediately adopted by the most popular girls in school. At first glance, Marley, Arianna, and Mandy are perfect. But at a party under a full moon, Becca learns that they also have a big secret. Becca's new friends are werewolves. Their prey? Slimy boys who take advantage of unsuspecting girls. Eager to be accepted, Becca allows her friends to turn her into a werewolf, and finally, for the first time in her life, she feels like she truly belongs. But then things get complicated. As their pack begins to buckle under the pressure, their moral high ground gets muddier and muddier—and Becca realizes that she might have feelings for one of her new best friends. Lisa Sterle's stylish illustrations paired with Maggie Tokuda-Hall's sharp writing make *Squad* a fierce, haunting, and fast-paced thriller that will resonate with fans of *Riverdale*, and with readers of *This Savage Song*, *Lumberjanes*, and *Paper Girls*.

"She saw: first, a square opening, about eight inches wide, in the lowest step...finally she saw that there was a walnut shell, or half one, outside the nearest door...she went to look at the shell—but looked with the greatest astonishment. There was a baby in it." So ten-year-old Maria, orphaned mistress of Malplaquet, discovers the secret of her deteriorating estate: on a deserted island at its far corner, in the temple long ago nicknamed *Mistress Masham's Repose*, live an entire community of people—"The People," as they call themselves—all only inches tall. With the help of her only friend—the absurdly erudite Professor—Maria soon learns that this settlement is no less than the kingdom of Lilliput (first seen in *Gulliver's Travels*) in exile. Safely hidden for centuries, the Lilliputians are at first endangered by Maria's well-meaning but clumsy attempts to make their lives easier, but their situation grows truly ominous when they are discovered by Maria's greedy guardians, who look at *The People* and see only a bundle of money.

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