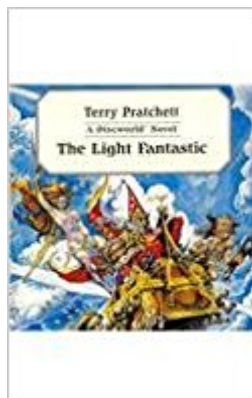


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The Light Fantastic



Synopsis

Great A'Tuin, the star turtle, who supports the weight of the Discworld, labors through the galactic night, the only creature in the entire universe that knows exactly where it is going. Philosophers have debated where this is - they are due to find out in about two months. And then they are really going to worry. As it moves towards a seemingly inevitable collision with a malevolent red star, the Discworld has only one possible savior. Unfortunately, this happens to be the singularly inept and cowardly wizard called Rincewind, who was last seen falling off the edge of the world...

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Customer Reviews

If you want a couple of hours of unadulterated fun, this is the book for you --Science Fiction ChronicleIf you want a couple of hours of unadulterated fun, this is the book for you --Science Fiction ChronicleThat rare event, a comedy sequel (to *The Colour of Magic*, 1983) that is twistier, plottier, and funnier than its predecessor. "The sun rose slowly, as if it wasn't sure it was worth all the effort." So begins Pratchett's latest yarn about Disc Earth, which rests on the backs of four huge elephants, who stand upon the shell of A'Tuin the Great Turtle; the latter is heading through space towards a huge, malevolent red star, but nobody knows why. Rincewind the failed wizard, his companion Twoflower the naive tourist, and Twoflower's aggressive luggage (a sapient pearwood box that trots around on hundreds of tiny legs), having fallen off the Disc at the end of *Magic*, now find themselves safe back on the Disc - thanks to the Octavo, the highly magical repository of the Eight Great Spells. One of the spells has taken up residence in Rincewind's head ("The spell wasn't a demanding lodger. It just sat there like an old toad at the bottom of a pond"), and so most of the

Disc's wizards are chasing after Rincewind to try and get the spell back. The rest is riotously impossible to summarize but includes warrior princesses, Cohen the Barbarian, trolls, demons, Death, Druids, false teeth, argumentative spells, flying rocks, and talking trees. You won't stop grinning except to chuckle or sometimes roar with laughter. The most hilarious fantasy since - come to think of it, since Pratchett's previous outing. (Kirkus Reviews) That rare event, a comedy sequel (to *The Colour of Magic*, 1983) that is twistier, plottier, and funnier than its predecessor. "The sun rose slowly, as if it wasn't sure it was worth all the effort." So begins Pratchett's latest yarn about Disc Earth, which rests on the backs of four huge elephants, who stand upon the shell of A'Tuin the Great Turtle; the latter is heading through space towards a huge, malevolent red star, but nobody knows why. Rincewind the failed wizard, his companion Twoflower the naive tourist, and Twoflower's aggressive luggage (a sapient pearwood box that trots around on hundreds of tiny legs), having fallen off the Disc at the end of *Magic*, now find themselves safe back on the Disc - thanks to the Octavo, the highly magical repository of the Eight Great Spells. One of the spells has taken up residence in Rincewind's head ("The spell wasn't a demanding lodger. It just sat there like an old toad at the bottom of a pond"), and so most of the Disc's wizards are chasing after Rincewind to try and get the spell back. The rest is riotously impossible to summarize but includes warrior princesses, Cohen the Barbarian, trolls, demons, Death, Druids, false teeth, argumentative spells, flying rocks, and talking trees. You won't stop grinning except to chuckle or sometimes roar with laughter. The most hilarious fantasy since - come to think of it, since Pratchett's previous outing. --Kirkus Reviews If you want a couple of hours of unadulterated fun, this is the book for you --Science Fiction Chronicle --This text refers to the Paperback edition.

It's just one of those days when nothing seems to go rightâ "a most inopportune time for the first tourist ever to set foot (and carnivorous Luggage) on the Discworld to be extending his already eventful vacation. (Not that he currently has much choice in the matter.) But with a monstrous red star on a direct collision course, the future for the residents of this flat planet carried by four elephants riding on the shell of a giant turtle swimming through space appears uncertain at best. Fortunately, there is one individual who can save Discworld from total destruction. Unfortunately, that hero happens to be the singularly inept wizard Rincewind, who was last seen falling off the edge of the world. --This text refers to the Paperback edition.

Well. Down the rabbit hole and into a maze of twisty little passages. Book 1 (*The Colour of Magic*) (spoiler alert) ended with Rincewind and Twoflower tumbling off the edge of the disk into space,

toward the shell of the Great A'Tuin. In book 2, (The Light Fantastic), Rincewind and Twoflower eventually land...back on the disk. This is never explained in more than a "wibbly wobbly timey wimey" way. But there's a new and sinister-looking red star in the sky. The wizards at Unseen University fear this new portent, especially as it seems to upset the Octavo. They believe they need to get Rincewind back as soon as possible to reunite all eight of the original Creator's spells--one of which is lodged in Rincewind's head due to a prank he pulled in his student days at the university. Rincewind would like nothing more than to oblige, but between being lost and waylaid, it looks like the red star, which keeps getting closer and closer, will arrive before Rincewind does. The ending is, in my opinion, not suitable for young children. People turn into scary monsters, people die--it ends well, of course, but that climactic scene is not exactly suitable bedtime reading. But it's a super tale. Will Rincewind arrive in time? Will Twoflower unwittingly save the day, or be lost in the fray? And what of the luggage? Will it ever be seen again? Read the book.

I feel like that description really negates any review, but here it goes anyway. While the first book was really amazing due to the introduction of this crazy world that has a bit of everything it seems, and while you still get to see some new cool things, I really liked that this delved more into the characters and their growth in this insane adventure. Rincewind, who is scared of everything and constantly sure of their doom, actually becomes rather amusing in his almost hopelessness of ever being safe again, and Twoflower actually becomes more than just that stereotype of a tourist, and you begin to understand more of how he sees the world, but also the introduction of Bethan and Cohen really made the story so much fun, and even the Luggage gets a personality, it all helped to round the story out. My one complaint that knocked this book back a star was that the story bounced mostly between the happenings of Rincewind and Twoflower and the wizards at the Unseen University, but without any real transition. I mean he didn't even put like a star between the paragraphs to let you know you're suddenly in a different place with different people, and anything that jerks me out of the story and has me flipping back and forth trying to figure out if I missed something is not good. As the two sides of the story began to merge closer together it actually started going more smoothly, but every now and then it would still just be like a paragraph would come out of nowhere, however the book still was a bunch of fun.

Somebody somewhere said that Terry Pratchett should be locked up in a padded cell and forced to write a book a month. I concur. I have heard people saying that Pratchett's first Discworld novels are

not the best place to start reading him, that Guards! Guards! is a better place. I don't know about that. The Light Fantastic is my 2nd Pratchett novel and I laughed to tears on almost every page, to the point where I had to put the book down and breathe, so as not to collapse completely. I thought Douglas Adams did enough funny things to sci-fi genre. Now I'm not so sure. What Terry Pratchett did to fantasy is beyond funny, it's hysterical, it's utterly sarcastic, it's philosophical in such unphilosophical sense that I'm at a loss for words. I only know this, I'm hooked. I will read all Discworld novels, one by one, because I can't have enough. Now, to the actual story content. Book 1 of Discworld, The Color of Magic, ends conveniently on Rincewind the wizard falling over the edge of the Discworld, and book 2, The Light Fantastic, conveniently starts from the same spot. Only it seems like he can't die, because he carries one of the magical Spells in his head, the 8th Spell, in fact, from the super magical book Octavo, where the other 7 Spells reside. Supposedly, Discworld will be soon destroyed by some scary red star, and supposedly the 8 Spells can somehow prevent it. Or not. Or yes. Or... well, a power struggle ensues on the basis of these assumptions, involving wizards. That's not all. There is also a house of Death, and a virgin to be saved from a sacrifice, and the terrible toothless hero Cohen the Barbarian. And the trolls. And the vanishing shops. And... stuff. Multiversal multidimensional chelonian cosmic stuff that in the end puts it all, how to say it, to, well, an end. Right. Because it doesn't. In fact, I won't tell you anything else because you have to read it for yourself. Or else. As for me, I'm off to reading Equal Rights. So see ya! On the other side of the Disc.

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