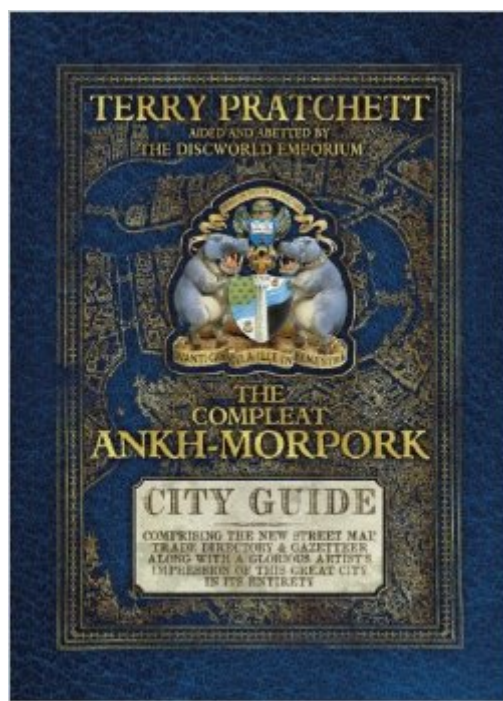


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# The Compleat Ankh-Morpork



## 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

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.

Just bought it while walking a mall in Southern London, bought it as an inspiration for printed design having no clue about its content, I believe when people read about "fantasy" world they just don't get the full picture of it, this publication is hilarious, like nothing else, if you get it don't leave a stone unturned or a word unread, EVERYTHING has its meaning and the biggest devil is in the smallest detail, I think this can be re-read multiple times and each time will end with a yet another discovery, this isn't just great story telling, the sophistication is simply unparalleled, Mr. Pratchett is a novelist-genius

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.

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.

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.

This is a must have for Discworld fans and fanatics alike.

Even (and especially) maps of fantastic places that only exist in the imagination. And, I love Terry Pratchett's light fantasy novels. So, here are both my loves in one package- a huge, beautiful, gorgeous, unbelievably detailed map of a place that doesn't exist (except in our imaginations). Great gift for the Pratchett fan.

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.

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