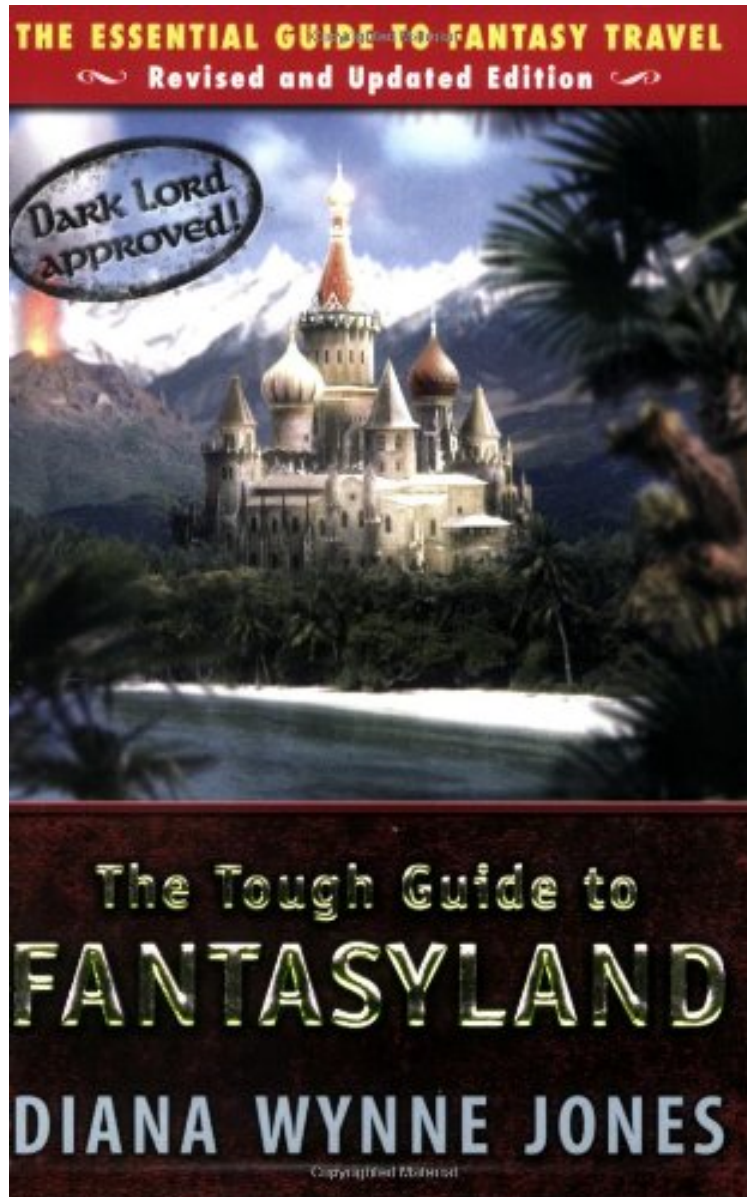


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The Tough Guide to Fantasyland: The Essential Guide to Fantasy Travel

Diana Wynne Jones

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Diana Wynne Jones : The Tough Guide to Fantasyland: The Essential Guide to Fantasy Travel before purchasing it in order to gauge whether or not it would be worth my time, and all praised The Tough Guide to Fantasyland: The Essential Guide to Fantasy Travel:

7 of 7 people found the following review helpful. PERCEPTION OVER PARODY By EMAN NEPE Every aspiring fantasy author needs to read this book. If you've ever yelled at the stupidity of characters, groaned at deus ex machina situations or scowled at a cliché, this is the book for you. Arranged as a "Travel Guide", this book takes you from A-Z, listing almost everything you could encounter in fantasy novels dating as far back as Robert E. Howard or Tolkien and as recent as the works of George RR Martin (ok, not so recent from him) or Robert Jordan/Sanderson. As such, this is not so much a book that you read from cover to cover, as it is one that you are supposed to reference at random. Ordinarily I'd find a book such as this rather pointless, except that A) There is some humor to be found and B) The author is very perceptive about quite a few things. As for the humor aspect of this book, I only came across one part that had me laughing out loud. Want to hear it? Sure you do. It was the fake "Tough Guide" listed at the beginning of the book as "Gandalf's Tough Guide (includes instructions on how to lead Tourists into Dark Places and then leave them stranded." Too true. But the author really showed perception by explaining things like the following: With so little mention of cows, where does all the leather come from? Why are the only spiders in fantasy novels the size of houses? Where do all these fancy silk clothes come from? What is so special about tents and secrets? Why are some fantasy structures bigger on the inside than on the outside and vice versa? Why is stew the primary meal? Where did the building materials for all these giant stone castles and towers come from? If you're not one of those fantasy purists and can tolerate your favorite genre being put under the microscope (or magic crystal), I think there's a certain amount of enjoyment ahead.

1 of 1 people found the following review helpful. I am deeply in love with this By Customer I am deeply in love with this. I keep rereading it again and again. Now whenever I see these tropes being used in a fantasy book I laugh alongside my boyfriend and say "It takes place in Fantasyland!" XD Two of which is the eponymous stew and the car-like horses. XD Written in such an engaging and hilarious style, as if it was indeed an actual travel brochure to the "Fantasyland" that makes up most of the books in Fantasy, this is a timeless classic that you will return to again and again. Awesome to read out loud to friends and family and see if you can think of books and movies and games that utilize many of these tropes. I bet you won't fail to see these being used over and over again. xD So fun! Love it. :3

1 of 1 people found the following review helpful. It is drop-your-jaw funny in its spot on analyses of the many By Customer Every reader of more than even a few fantasy novels should own this book. It is drop-your-jaw funny in its spot on analyses of the many, many fantasy memes. Be sure to read about Inns (always way bigger on the inside than they appear on the outside), Stew (pretty much the only meal, except Waybread), and Horses (which never get tired or throw a shoe).

The definitive edition of a cult classic by the legendary Diana Wynne Jones. Imagine that all fantasy novels—the ones featuring dragons, knights, wizards, and magic—are set in the same place. That place is called Fantasyland. The Tough Guide to Fantasyland is your travel guide, a handbook to everything you might find: Evil, the Dark Lord, Stew, Boots (but not Socks), and what passes for Economics and Ecology. Both a hilarious send-up of the clichés of the genre and an indispensable guide for writers, The Tough Guide to Fantasyland has been nearly impossible to find for years. Now this cult classic is back, and readers can experience Diana Wynne Jones at her very best: incisive, funny, and wildly imaginative. This is the definitive edition of The Tough Guide, featuring a new map, an entirely new design, and additional material written for it by Diana Wynne Jones. World Fantasy Award Finalist A Hugo Award Finalist (Nonfiction)

.com Suffering from a bit of déjà vu after reading your umpteenth fantasy trilogy? Seen too many magic swords, musical elves and warring wizards? Then you're ready for the funniest and most complete "tourist's" guide to Fantasyland's standard character types, plot elements, and settings ever devised. Diana Wynne Jones describes (starting, of course, with a map) every sword-and-sorcery cliché in wickedly accurate detail, arranged alphabetically. Elves sing in beautiful, unearthly voices about how much better things used to be. Swords with Runes may kill dragons or demons, or have powers like storm-raising, but they are not much use when you're attacked by bandits. You can only have an Axe if you're a Northern Barbarian, a Dwarf, or a Blacksmith. Jones also tackles hard-hitting questions: how does Fantasyland's ecology work when there are few or no bacteria and insects and vast tracts of magically irradiated wastelands? Why doesn't the economy collapse when pirates and bandits are so active and there is no perceptible industry? The Tough Guide to Fantasyland (U.K. Edition) was a 1997 Hugo and World Fantasy Award nominee. It's a good companion to Jones's Dark Lord of Derkholm, a fantasy about what happens when your land is turned into a theme park for questing tourist parties. Fans of Terry Pratchett's Discworld books will enjoy both. --Nona Vero "This brilliantly written satire perfectly celebrates and skewers the clichés of the fantasy genre. It is a highly recommended purchase...." —VOYAA About the Author Diana Wynne Jones was the multiple award-winning author of many fantasy novels for children, teenagers, and adults. Her book Howl's Moving Castle was made into an Academy Award-nominated major animated feature by Hayao Miyazaki. She received the World Fantasy Lifetime Achievement Award in 2007. Married to the medievalist J. A. Burrow, with whom she had three sons, she lived for many years in Bristol, the setting for many of her books. Diana Wynne Jones passed away in March 2011, after a long illness.