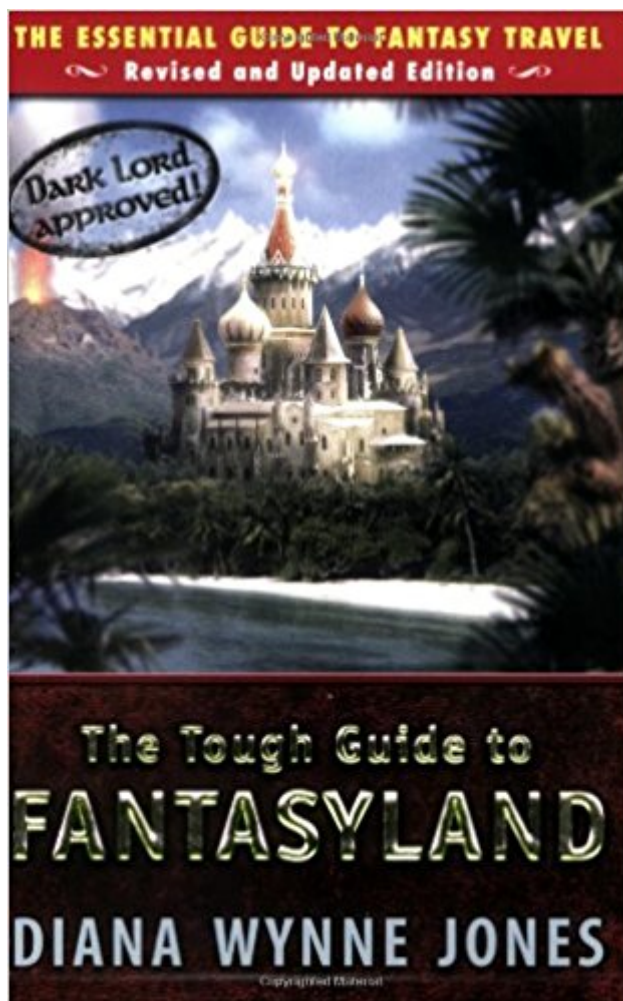


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# The Tough Guide To Fantasyland: The Essential Guide To Fantasy Travel



## Synopsis

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)

## Book Information

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Age Range: 12 and up

Grade Level: 7 and up

## Customer Reviews

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 text refers to an out of print or unavailable edition of this title.

"This brilliantly written satire perfectly celebrates and skewers the clichés of the fantasy genre. It is a highly recommended purchase." --VOYA

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.

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

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 information inside this book will help you with your story to make events and situations more believable and accurate. This book can also help you build on your ideas or even aid you correcting things within your story that may be contrived, (melodramatic or hokey). When creating your characters and events the information in this book can give your scenes the extra edge they need to help move your story. Inside this book, I can find most everything I need to create events, points and all the problems I hope I never encounter. The different items listed like an encyclopedia, in alphabetical order, accurate and to the point. I recommend this book for writers, gamers and anyone who wants to read accurate information that will give them a laugh. I do however wish this book were in Kindle edition, I would not have to replace it when the notes I add inside get too much for me to read the book, the spine would not become weak and the pages would not fall out.

You know, it is like an encyclopedia, but if you have read a good number of fantasy books you can see the jokes clearly. It also makes you question what would a fantasy novel be like if it totally eschewed all of the fallacies of the typical fantasy novel and problems the book points out. ... Well I wonder if it would actually be a fantasy novel come to think of it... Hmm... Anyway, if you have ever thought about taking up writing fantasy novels, this book will help you side step many of the tired clichés, and help you sweetie perhaps more original prose. Maybe... Anyway, it's a funny book and worth the price just for the humor alone. Thanks! It was fun!

about getting around any Fantasy setting you ever plan to visit. Everything, from ARMOUR to IMMORTALS, from RABBITS to TAVERNS. A great book for people who love to read fantasy or plan to write a fantasy book and want to keep away from cliches. I would suggest it for both writers and even Game Masters. Tons of humor, much of which is funny because it is true. And lots and lots of STEW. Why is it so much of the fantasy books focus on food, food, food? Well, anyway, the book even asks the tough questions, like with all the bandits and pirates, how does trade work? Where does all the food come from when the farmers are all dealing with wars, storms, evil magic and hordes of zombies? And why do horses act more like bikes?

The taking-the-mickey from the fantasy genre has been done before, more than once; but DWJ has gone one better, by writing a guidebook to the cliches of formula fantasy. The result is ragingly funny - from the nine or ten types of sword, all of which have magic powers, to the breeding habits of horses, the absence of bacteria, and the fate of barmaids' unwanted offspring. All fantasy writers should read this book before setting pen to paper.

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