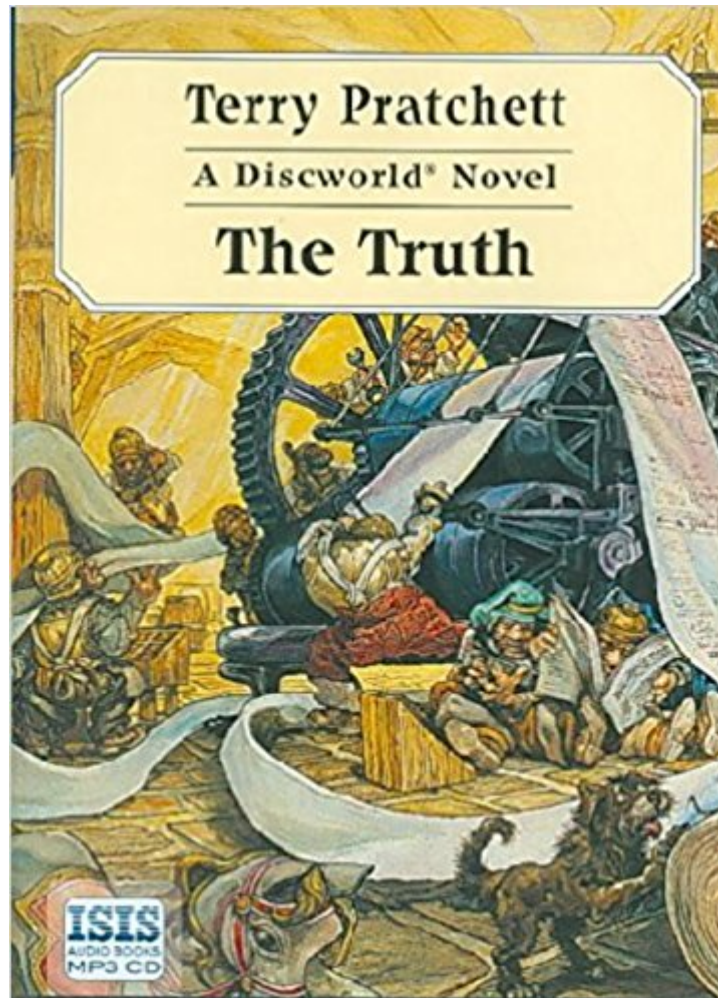




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The Truth (Ankh-Morpork)



Synopsis

William is the editor of the Discworld's first newspaper. Now he must cope with the perils of a journalist's life - a vampire with a suicidal fascination for flash photography, and, worst of all, the man who keeps begging him to publish pictures of his humorously shaped potatoes. But William just wants to get at the truth.

Book Information

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Customer Reviews

The Truth, Pratchett's 25th Discworld novel, skewers the newspaper business. When printing comes to Ankh-Morpork, it "drag(s) the city kicking and screaming into the Century of the Fruitbat." Well, actually, out of the Century of the Fruitbat. As the Bursar remarks, if the era's almost over, it's high time they embraced its challenges. William de Worde, well-meaning younger son of reactionary nobility, has been providing a monthly newsletter to the elite using engraving. Then he is struck (and seriously bruised) by the power of the press. The dwarves responsible convince William to expand his letter and the Ankh-Morpork Times is born. Soon William has a staff, including Sacharissa Cripslock, a genteel young lady with a knack for headline writing, and photographer Otto Chriek. Otto's vampirism causes difficulties: flash pictures cause him to crumble to dust and need reconstitution, and he must battle his desire for blood, particularly Sacharissa's. When Lord Vetinari is accused of attempted murder, the City Watch investigates the peculiar circumstances, but William wants to know what really happened. The odds for his survival drop as his questions multiply. The Truth is satirical, British, and full of sly jokes. Although this cake doesn't rise quite as high as it did in

previous volumes, even ordinary Pratchett is pretty darn good, and those who haven't read a Discworld novel before can start here and go on to that incredible backlist. --Nona Vero --This text refers to the Hardcover edition.

The 25th book (after *The Fifth Elephant*) in the Discworld series returns to the thriving city of Ankh-Morpork, where humans, dwarfs and trolls share the streets with zombies, vampires, werewolves and the occasional talking dog. Young William de Worde makes a modest living running a scribing business, including a newsletter of current events for a select subscription list. Then he meets dwarf wordsmith Gunilla Goodmountain, inventor of the printing press, who helps transform de Worde's newsletter into a daily called *The Ankh-Morpork Times* (subhead: *The Truth Shall Make Ye Free*). While the city's civil, religious and business leaders are up in arms over *The Times*, Lord Vetinari, the Patrician of Ankh-Morpork, encourages the advance--as long as it remains a "simple entertainment that is not going to end up causing tentacled monsters and dread apparitions to talk the streets eating people." In the meantime, as de Worde's staff grows and a type turns the subhead to "The Truth Shall Make Ye Fret", two shadowy characters are hired to remove the Patrician--permanently. Pratchett's witty reach is even longer than usual here, from *Pulp Fiction* to *His Girl Friday*. Readers who've never visited Discworld before may find themselves laughing out loud, even as they cheer on the good guys, while longtime fans are sure to call this Pratchett's best one yet. Copyright 2000 Reed Business Information, Inc. --This text refers to the Hardcover edition.

In a review, the reader tries to create a sense of the book; the task is to boil down the essence of the work and to summarize and give opinion about the quality of the object in a very subjective manner. I am making a project of finding that essence in the most constrained manner possible. Here, I present you with a haiku review. I hope you like the review and take under consideration a purchase of the work. Some write for glory. Others write for fame. The bestwrite to seek the truth.

I recommend this as a starter for anyone interested in The Discworld books. Its a good stand alone that has many of the series main characters in side roles. It gives a good sense of the intelligence and humor of Pratchett's work. Its not my favorite of the series but a good point to go anywhere from.

This is one of my favorites in the Discworld books. As someone who does a lot of writing I can so get into and enjoy the mind of William de Worde, but there are also so many fascinating characters

either added or fleshed out in this book. Imagine a vampire photographer who uses flash photography! Pin and Tulip are -ing hilarious (you have to read the book to understand the -ing reference) and worth the time the book takes even if nothing more were to happen in the story. The Truth gives you time to visit with the Archchancellor of Unseen Univerity, the Bursar, Vetinari, CMOT Dibbler, Cheery Littlebottom, Vimes, Captain Carrot, Angua, Igor, and Mr. Slant so you aren't ignoring your favorite characters even while you learn about the life of a mild-mannered newsletter writer like William. Anyone who didn't grow up to be what their father planned for them to be will relate to William and find themselves cheering for him to succeed. I highly recommend this book. We took it along on a road trip and everyone who listened as it was read aloud has been demanding a chance to read the book for themselves, too.

Sir Terry Pratchett's entire Disc World series is worth a read. By the time he wrote "The Truth," the tone had been shifting from straight-up comic (often snort-out-loud) fantasy to include political and social commentary. I read through the entire series in order of publication and plan to start all over again some time soon.

If you love newspapers and you enjoy the writing of Terry Pratchett, you will take great glee in this book.

In "The Truth" Pratchett again gives us his remarkably deep insight into human nature by means of a fast-paced satire which is full of laugh-out-loud moments. The story of Ankh-Morpork's first newspaper makes fun of the Watergate scandal, Pulp Fiction, boarding-house life, vampires, "product warranties", suicide jumpers, the willingness of large numbers of people to believe anything if it's reported "officially" in the media, and even the practice of printing profanity as "_____!". Along the way we learn about the Discworld's only talking dog, how to evade werewolf pursuit, how Ankh-Morpork is like Seattle, and how dwarfs can turn lead into gold. The usual denizens of the city, from Nobby Nobbs and the Smell of Foul Ole Ron to Lord Vetinary, play their parts, and in William de Worde we meet yet another of Pratchett's unique characters, a man of inherited wealth and title who rejects his familial role and tries to make his own way in the world, by telling "the truth".

Utterly fabulous. If you've never read Pratchett before, this is a great start of a new story arc where the Discworld's industrial age begins. Like most of Pratchett's works, I've read this book 6-7 times now and every time I re-read it (~2 years between each re-read), I find something new and delightful

in the tale each time around. Interestingly, the industrialization series has an increased and welcome interplay with other Discworld story-arcs (esp. the Watch and the Wizards) which increases the relevance and depth of the stories over-all.

It's important to note that in the Discworld, newspapers have never existed. The engravers guild, in order to preserve their monopoly on printing, preventing anyone from using a mechanical press. That is until a group of dwarfs arrive from the mountains yearning to make money by printing. Along comes young William de Worde, a prodigal aristocrat whose broken from his wealthy father to make it on his own. When William visits the printing shop, he finds himself plunged into the new world of journalism. Together with a proper young lady named Sacharissa, they set out to create the Disc's first newspaper called the Times. As luck would have it, just as they're starting out, a huge story breaks. The metropolis of Ankh-Morpork's leader, The Patrician, is accused of stabbing his clerk with a knife and then trying to flee the city with embezzled funds. The City Watch is baffled by the case, but William soon finds a "man" on the inside, the mysterious Deep Bone. Aided by Sacharissa, the dwarfs, and a vampire photographer (on the wagon, meaning he only drinks animal blood) who turns to dust if he uses flash photography, William is determined to get to the bottom of things. But the truth isn't always so easy to set free, especially when hired goons are trying to kill you. This was a good addition to the series, but it could have been better. When I first read the description, I thought for sure there'd be some Citizen Kane references in there. I was expecting William to be one of those larger-than-life type characters like Charlie Kane and his real world counterpart William Randolph Hearst. That never materialized, which is disappointing. Instead William is an earnest young man in search of The Truth, which is OK too, but don't we all like more grandiose characters? There are some good insights into what makes the news, especially in the comparison between the Times and its rival The Inquirer--which despite its name is more based on Weekly World News. As the Deep Bone indicates there are references to Watergate and also the hired goons Mr. Pin and Mr. Tulip are based on the killers in Pulp Fiction, as evidenced by the line, "Do you know what they call a sausage-inna-bun in Klatch?" On a side note, this story probably was the template for the later Going Postal, the first in the series I read. That involved the creation--resurrection really--of the post office in a similar fashion. Though the central character of that one, Moist von Lipwig, was more interesting. Conmen are just more exciting than conflicted aristocrats. And that's all the news fit to print.

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