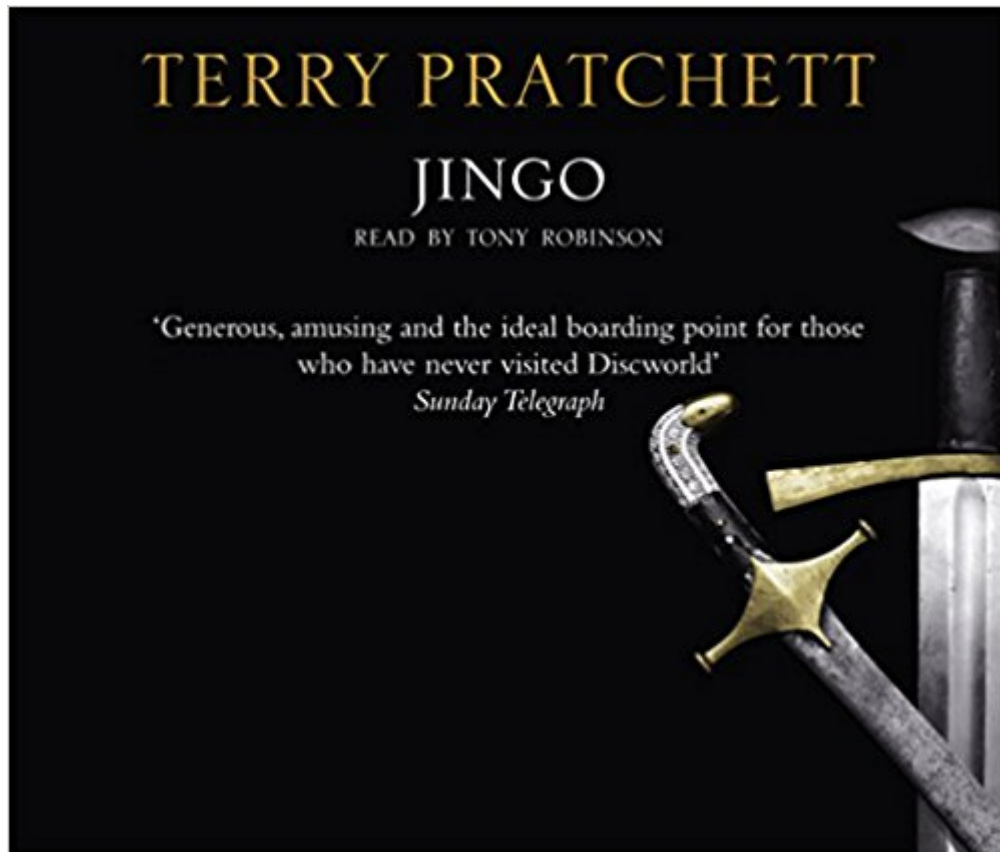




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Jingo



Synopsis

"Neighbours . . . hah. People'd live for ages side by side, nodding at one another amicably on their way to work, and then some trivial thing would happen and someone would be having a garden fork removed from their ear." Throughout history, there's always been a perfectly good reason to start a war. Never more so if it is over a "strategic" piece of old rock in the middle of nowhere. It is after all every citizen's right to bear arms to defend what they consider to be their own—even if it isn't. And in such pressing circumstances, you really shouldn't let small details like the absence of an army or indeed the money to finance one get in the way of a righteous fight with all the attendant benefits of out-and-out nationalism. Jingo is the 20th of Pratchett's Discworld novels, and the fourth to feature the City Guard of Ankh-Morpork.

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Customer Reviews

Terry Pratchett is a phenomenon unto himself. Never read a Discworld book? The closest comparison might be Monty Python and the Holy Grail, with its uniquely British sense of the absurd, and side-splitting, smart humor. Jingo is the 20th of Pratchett's Discworld novels, and the fourth to feature the City Guard of Ankh-Morpork. As Jingo begins, an island suddenly rises between Ankh-Morpork and Al-Khali, capital of Klatch. Both cities claim it. Lord Vetinari, the Patrician, has failed to convince the Ruling Council that force is a bad idea, despite reminding them that they have no army, and "I believe one of those is generally considered vital to the successful prosecution of a war." Samuel Vimes, Commander of the City Watch, has to find out who shot the Klatchian envoy, Prince Khufurah, and set fire to their embassy, before war breaks out. Pratchett's characters are

both sympathetic and outrageously entertaining, from Captain Carrot, who always finds the best in people and puts it to work playing football, to Sergeant Colon and his sidekick, Corporal Nobbs, who have "an ability to get out of their depth on a wet pavement." Then there is the mysterious D'reg, 71-hour Ahmed. What is his part in all this, and why 71 hours? Anyone who doesn't mind laughing themselves silly at the idiocy of people in general and governments in particular will enjoy Jingo.

--Nona Vero --This text refers to an out of print or unavailable edition of this title.

YA-Jingo, the twentieth Discworld novel to be published in the United States, is a worthy addition to the series. It's a quiet night. Maybe too quiet. Solid Jackson and his son are fishing the waters between Ankh-Morpork and Al-Khali when their boat runs aground. To their amazement, an iron chicken rises out of the water, followed shortly by the island of Leshp. Solid Jackson immediately claims the island as Ankh-Morpork territory. There's only one problem. Greasy Arif and his son are also fishing for Curious Squid, and Arif swears that the island belongs to Al-Khali. Both cities are determined to annex it. By jingo, this means war. Ankh-Morpork is outgunned and out-manned but the city's nobles don't plan to let that stop them from carrying on the noble traditions of chivalry and showing those Klatchians what's what. This book is just as funny, clever, and unpredictable as the previous titles. Pratchett fans will not be disappointed, and new readers will not be confused. Jingo expands upon the lives of characters from titles in the series, but readers don't need to be familiar with them to enjoy this one. It's fast-paced, with lots of twists and turns, unexpected events, and football. Susan Salpini, Kings Park Library, Burke, VA Copyright 1998 Reed Business Information, Inc. --This text refers to an out of print or unavailable edition of this title.

The first time I read the Night Watch series I read them in order. This time I'm reading them in reverse order, and seeing new connections. "Jingo" is about the foolishness of war, and takes its title from an old song: "We don't want to fight but by jingo if we do, We've got the ships, we've got the men, and got the money too!" It has hilarious moments: seeing Vetinary playing his shell game among the Klatchians is, as they say in tvtropes, a crowning moment of both awesome and funny. But it also has moments of almost unbearable poignancy, as when the Disorganizer reports on events from the alternative timeline down the other leg of the Trousers of Time. A similar idea is later used to heartbreaking effect in the book "Night Watch". In "Jingo" we get to see our old friends from the watch show some surprising sides: Nobby as feminist is especially fun. And once again Sam Vimes tries to make sense of a world where sometimes the crimes are so big you can't arrest everyone involved. Or can you?

I just love Terry. Every book is a gem. I am going to have to buy a full set to have at the beach for everyone to read. There is truly something for everyone in his books, and his writing is exemplary. While there is some violence it of the cartoon variety, and not meant to make anyone squirm, which personally, I can not abide in the least. (I am a wimp on that account). There are bon mots in every book -these are seriously quotable quotes, even if some of them are hysterically funny. This is entertainment, escapism, satire, and a serious read all wound up into one. I miss, miss, miss him.

As a huge fan of Mr. Pratchett and the diskworld universe (as in I really appreciate his work, not that I'm anything larger than big), I was quite disappointed in Jingo. Let's get to the details (don't worry, no real spoilers):
The Good: +Sam Vimes and Co. return, with some of their quirks intact. +Familiar jokes +Variety of scene
The Meh: ~No real character development/surprises ~Predictable
The Bad: --The book was disjointed. Scenes and characters did not flow as well as I've been used to with Mr. Pratchett --Humor was sacrificed for heavy-handed moralizing. --Sometimes characters acted out of character to better drive the narrative. --The book took itself SO seriously, it felt like a chore to finish. Go ahead and read this, if you're the completionist sort, but don't bother rushing. Read the other Diskworld books first and save this for moments when anything will do.

This is the 4th book in the Night Watch collection from the Discworld series and continues the saga of Vimes, Carrot, the Patrician, and the rest of the cast of vintage Pratchett caricatures. This time it's all about the idiocy of a typical war, in this case fighting over each side's claim to an island that arose out of the sea, which unbeknownst to the opposing parties is soon to sink back into the depths. The tale is rendered as only Terry Pratchett can, with outrageous puns and twist of phrase accompanied by evident jabs at current day norms of xenophobia and sheer idiocy. Another 5 star contribution to add to his astonishing collection.

The city watch novels started with Corporal Carrot being the center of the story, but Pratchett found his muse in Sam Vimes - who has several different titles, depending on where in the series you are, and how nice Lord Vetinari feels towards Vimes that week. Jingo was written in 1997, when Pratchett was hitting his stride with the Disc and the world was less medieval and more Victorian. By this point, Pratchett was pulling in the real world and bringing it to wonderful parody by showing the hypocrisies inherent in the actions we take. He's able to ameliorate this by the fantasy tropes that the world is set in, but they are no less true because they take place on a flat world supported by

four elephants on the back of a giant space turtle. Jingo looks at the nature of conflict and self-definition and nationalism - who are we and what do we stand for? The precipitating event is that an island rises in the circle sea, and is claimed by two competing powers, Ankh-Morpork and the city of Al-Khali. There is palace intrigue, some derring-do, and lessons learned. In the end, we learn that those we go to war with are just like you and I, but perhaps it is the ones that lead us to war that we should be most wary of. Reading it felt odd, as if it was a response to the drumbeats that lead the Anglo countries to war in 2003, but it was written years in advance. It just goes to show that the will to power is universal, the only shame is that there was no Sam Vimes in Baghdad, ready to save the day.

The Discworld is an amazing place. As strange as it may sound to be flying through space on the backs of giant elephants and space-faring turtles, this world is so like our own in so many ways that you can't read one of these novels without learning something about our own world, and about yourself. Jingo is one of Sir Terry Pratchett's best works, with espionage, intrigue and plain old horse sense, but you can't help feeling like you've been there before,

You're not likely coming to Discworld via Book 21, so I don't have to walk you through a lot of background. This is a one in the City Watch story line in which we get to learn more about Cpl. Nobbs' feminine side, and watch Cmdr. Vimes continue to struggle with the desire to do good police work despite being a member of the aristocracy. That said, I put this in the lower third of Pratchett's Discworld books. As I've mentioned elsewhere, not everything can be "Small Gods." And even a slow Discworld book makes for a great night's reading. But this one never quite gelled for me in a narrative or pacing sense.

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Jingo

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