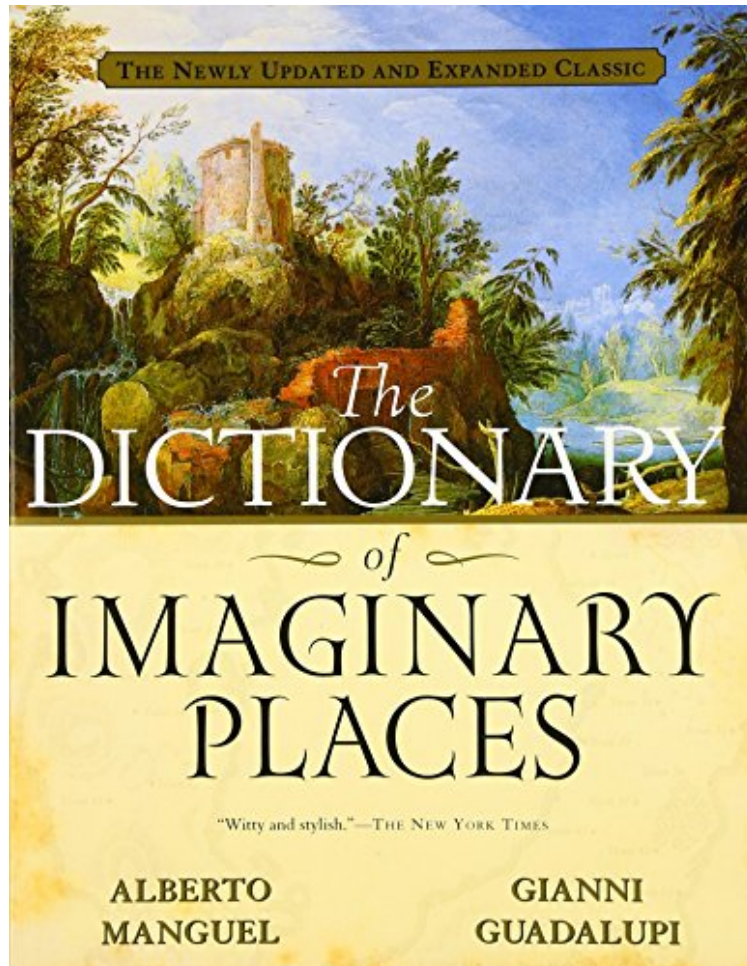


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The Dictionary of Imaginary Places: The Newly Updated and Expanded Classic

Alberto Manguel, Gianni Guadalupi
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Alberto Manguel, Gianni Guadalupi : The Dictionary of Imaginary Places: The Newly Updated and Expanded Classic before purchasing it in order to gage whether or not it would be worth my time, and all praised The Dictionary of Imaginary Places: The Newly Updated and Expanded Classic:

4 of 4 people found the following review helpful. An impressive and entertaining dive into other worldsBy K. GawI like maps as part of a fictional story. This is what attracted me to the title initially. A map is a window into the story's world, and its secrets. A well developed, richly detailed story can be a map in and of itself because I create the map in my imagination. This book collects other worlds past writers have written about -- many times obscure -- and tells of them. It has many maps of these worlds, too (all b/w). It is sort of like a travel book (as one reviewer wrote) and the reader (me, you) are being spoken to as if the worlds are real and present, and that if we were to visit them... What's

real and what's not? Very fun! It is also a fantastic stimulator of imagination - because of the so many worlds described. The creativity of the writers (I'm referring to the original writers/creators of the worlds described, and who are cited on every entry) is easy to access with the dictionary approach to this book, as it uses alphabetized brief entries (quarter/half page to several pages). Want to write fantasy or science fiction? See in your imagination some of the incredible worlds others have created. And many were created so long ago! Some reviewers felt that some prominent worlds were left out -- I'm OK with this because it allowed for many others to be included to which I never would have had access. I am a tough rater. I gave this thick book 4 stars only because I would like included more maps - I love maps (there are a lot already in the book!) and illustrations. Otherwise, it is a 5.1 of 1 people found the following review helpful. Stunning and enthralling By Stanford Mommaerts-Brown All these ratings, (i.e., How would you describe the plot of this book? Which of these words best describes the mood? How would you describe the pace? How would you describe the characters?), are completely and totally irrelevant. This is not a novel. I got the original hardbound edition for my sister, forty years ago. It was her favourite gift that Christmas. 'Though I do wish that this beguiling treasure trove had entries for Frank Herbert's Dune, Katherine Kurtz MacMillan's Deryni and Patricia A McKillip's Riddle Master works. 1 of 1 people found the following review helpful. Oh the places you'll read By Library Mouse This is a reference book about literary places. Manguel never disappoints and this is yet another literate exploration of a subject you didn't know you were interested in until you pick up this hefty well written encyclopedia of imaginary geography. A perfect addition to the bookshelf of anyone who ever believed in Wonderland.

From Atlantis to Xanadu and beyond, this Baedeker of make-believe takes readers on a tour of more than 1,200 realms invented by storytellers from Homer's day to our own. Here you will find Shangri-La and El Dorado; Utopia and Middle Earth; Wonderland and Freedomia. Here too are Jurassic Park, Salman Rushdie's Sea of Stories, and the fabulous world of Harry Potter. The history and behavior of the inhabitants of these lands are described in loving detail, and are supplemented by more than 200 maps and illustrations that depict the lay of the land in a host of elsewheres. A must-have for the library of every dedicated reader, fantasy fan, or passionate browser, Dictionary is a witty and acute guide for any armchair traveler's journey into the landscape of the imagination.

.com The Dictionary of Imaginary Places is best described as a guidebook of the make-believe. A good way to understand what Alberto Manguel and Gianni Guadalupi set out to do with their book is to imagine that you want to travel to a place like Oz, as in The Wizard of. What you remember from watching the classic movie and what you would want to know as a traveler are two very distinct things. What you'll learn in this book is that Oz is a large rectangular country where everyone works half the time and plays half the time, one that is divided into four smaller countries: Munchkin Country, Winkie Country, Quadling Country, and Gillikin Country. Flip through more of the book's alphabetized listings and you'll discover Fuddlecumjig, a town in Oz's Quadling Country whose inhabitants, the Fuddles, are among the most curious people in Oz. The main peculiarity is that they are made of many pieces, rather like jigsaw puzzles, and literally fall apart when strangers approach, and have to be reassembled with skill and patience. A travel tip for readers with vivid imaginations: put Fuddlecumjig's cook together first if you want a meal. And so go the descriptions of more than 1,200 worlds invented by storytellers throughout history, from Homer's Wandering Rocks in the Odyssey to Michael Crichton's Jurassic Park. But there's more here than just the worlds of literature and film. You can learn more about John Lennon's Nutopia from his album Mind Games. Nutopia is a country with no land, no boundaries, no passports, and no laws other than cosmic laws. And the Beatles' Pepperland from Yellow Submarine is described as a country 18,000 leagues beneath the Sea of Green, where inhabitants dress in bright colors and rainbows are frequent. Written with rich descriptions that bring places to life, The Dictionary of Imaginary Places is a wonderful, magical reference book perfect for fiction lovers. --John Russell From Library Journal Since the publication of the first Dictionary in 1980, Manguel (A History of Reading) and Guadalupi, a translator and editor, have accepted suggestions from readers and continued their own research. The result is this updated version--a book that includes imaginary terrains from ancient Greece to Harry Potter's Hogwarts. The authors have set a few limitations for inclusion: "no heavens or hells, no places in the future, none outside the planet Earth, no pseudonymous places such as Wessex or Manawaka." Even with those seemingly extensive restrictions, however, the dictionary runs over 700 pages. Each place is described in detail as if it physically existed outside the reader's imagination. Entries are cross-referenced and See references are provided, as well as illustrations and maps that are difficult to locate elsewhere. A valuable reference source to accompany fiction collections, this new edition is recommended for all school, public, and academic libraries.-Katherine K. Koenig, Ellis Sch., Pittsburgh Copyright 1999 Reed Business Information, Inc. From Booklist When the first edition of The Dictionary of Imaginary Places debuted in 1980 (followed by an expanded paperback edition in 1987), it aimed to offer a balance between the practical and the fantastic by using the form of "a nineteenth-century gazetteer." The sense of reality was heightened by illustrations and maps. Now in this newly updated and expanded volume, the same editors have created a "travel" guide to more than 1,200 realms from books and films, with new entries for Hogwarts and Jurassic Park, among other places. Entries are arranged alphabetically and vary in length from a paragraph or two to several pages for such

destinations as Islandia, Middle-Earth, and Utopia. They offer description, history, and travel tips. Source notes at the conclusion of each entry provide author, work, and date of publication. Authors range from fiction writers to essayists, playwrights, film directors, and composers. The index lists places alphabetically under author and cross-references titles to authors. In the index, titles are listed in the original language followed by an English translation in brackets, with the English translation also listed separately. This guide to "places that never were" delights through the different examples of the fantastic and imaginary, some familiar, such as Narnia and Oz, and others more obscure, such as Carl Sandburg's Palace of Paper Sacks, from *Rootabaga Stories*, and Margaret Atwood's Realm of the Jaguar Throne, from *Murder in the Dark*. Besides being fun to browse, the book provides serious support for literature collections. Libraries that have found the previous editions useful will want this update. Copyright American Library Association. All rights reserved