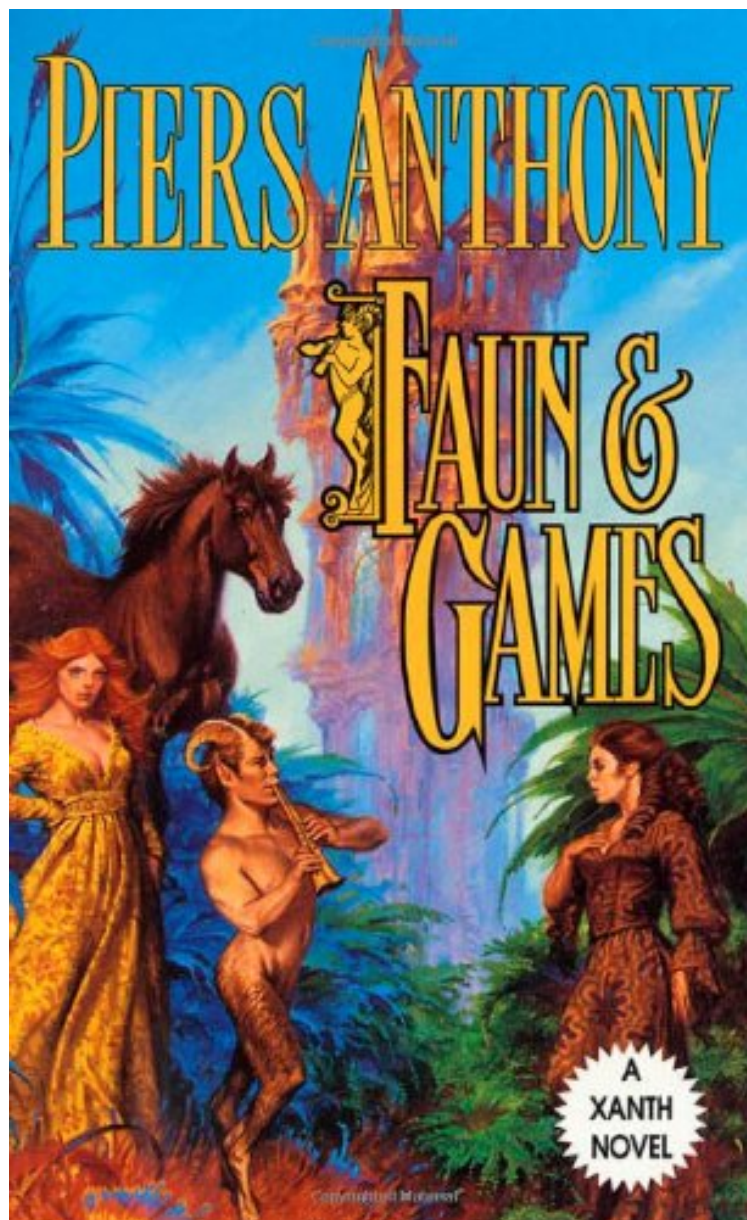


(Free read ebook) Faun Games (Xanth, No. 21)

Faun Games (Xanth, No. 21)

Piers Anthony

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#574965 in Books Tor Fantasy 1998-10-15 Original language: English PDF # 1 6.74 x .93 x 4.241, Binding: Mass Market Paperback 340 pages Great product! | File size: 46.Mb

Piers Anthony : Faun Games (Xanth, No. 21) before purchasing it in order to gauge whether or not it would be worth my time, and all praised Faun Games (Xanth, No. 21):

0 of 0 people found the following review helpful. Like the concept alone just scream of the author giving ...By Customer I found myself skipping whole paragraphs when it was obvious they would contribute nothing to the story

but needless puns. I know Xanth books are known for their puns, but the ones in this story felt shoehorned in and not that clever. The story felt rushed and so many pointless characters were introduced and forgotten in sometimes just one sentence. "I am the possible daughter/son of this couple." As if the Xanth books' cast of characters wasn't hard enough to follow without now adding in a world of characters that could be. Like the concept alone just screams of the author giving up and trying whatever to get another book out. And I was groaning every time they had to go "one level deeper" to find their solution. A world within a world within a world with a world. All of them have their own rules, but also contain characters from the real world. Oh my god this sludge was hard to trudge through. 0 of 0 people found the following review helpful. Better than the last book By Tucker By After hating "Yon Ill Wind," I started this book with a sense of hope. Forrest Faun was a likeable and intriguing character, the mischievous demoness provided some enjoyable moments, we meet Mare Imbrium again, and the world of Ptero was fascinating. The resolution of Forrest's problem was obvious early on, but I still looked forward to seeing how it would actually manifest. Alas, the book took a downward spin as soon as we meet the Ptero versions of Dawn and Eve. Once more, attractive women are cast as manipulative characters deliberately using their sex appeal to provoke (innocent) males. There is a certain humor in the way twins' gang up on Forrest, but the references to bare female anatomy and physical contact get tiresome. Xanth has always struck me as purposely designed for male titillation, with its plethora of nude nymphs, merwomen, centaurs, and the like, and this book goes one step further by hinting at (what I have been told is) the ultimate male fantasy: twins. It's typical Xanth, but getting stale. Imbri is utterly disappointing as a character: too often, she has no idea how to proceed or what to suggest. She is simply 'there.' Dawn and Eve show more intelligence and initiative than Imbri. Indeed, once the twins are introduced, Imbri fades to the background and the focus is on the twins' sexcapades. The story might have been stronger if Imbri had remained central and Forrest had learned the same lessons interacting primarily with her, with Dawn and Eve's interest toned down. I've been reading this series straight through from the beginning, and these later volumes lack a certain light-heartedness and joy that made the earlier books such a pleasant diversion. Perhaps it is only natural that over the years and 21 stories, the writing changes. Too bad, because this used to be my "pick me up series." 0 of 0 people found the following review helpful. thus giving you a skewed often funny set of events or characters By Corey Piers Anthony is a master story teller. In his Xanth series he has created a world of magic in which the exact literal definitions of the words used are what you get, thus giving you a skewed often funny set of events or characters. Faun Games is a series of adventures in which a Faun, half man half goat, must go through to accomplish his personal quest. I have read many of Piers Anthony Xanth books so was able to figure out the surprise ending, yet absolutely enjoyed the light hearted romp through this magical world and more. Read it you will enjoy it.

Piers Anthony's most exceptional Xanth adventure ever reveals wondrous new worlds of mirth and magic! The miraculous and mirth-filled land of Xanth holds many marvels. But now an extraordinary new aspect of this remarkable realm unfolds as young Forrest Faun's quest takes him to a tiny planet hidden in the heart of Xanth. There, with a delightful "day mare" as his constant companion, Forrest will find more marvels than he ever dreamed of. Packed with magic, mystery, and mirth, Faun Games is the freshest and most exciting Xanth adventure in a month of Pundays!

From Kirkus s What can a hapless reviewer possibly find to say about Anthony's Xanth yarns--here the 21st of that ilk--that hasn't been said before? Astonishing as it may seem, Anthony has found the present puns-and-anything-goes format too restrictive, so he's introduced a miniature planet called Ptero that contains (wait for this) everything in Xanth that is or ever could be! The future sure won't have been what it used to be. So: evidently, nothing much--but stay tuned for next year's adventure (according to reports from Ptero, it'll be about zombies). And, meantime, in the author's afterword, you can catch up on the latest news about Anthony's teeth. -- Copyright 1997, Kirkus Associates, LP. All rights reserved. About the Author Piers Anthony is one of the world's most popular fantasy authors, and a New York Times bestseller twenty-one times over. His Xanth novels have been read and loved by millions of readers around the world, and he daily receives hundreds of letters from his devoted fans. In addition to the Xanth series, Anthony is the author of many other best-selling works. Piers Anthony lives in Inverness, Florida.