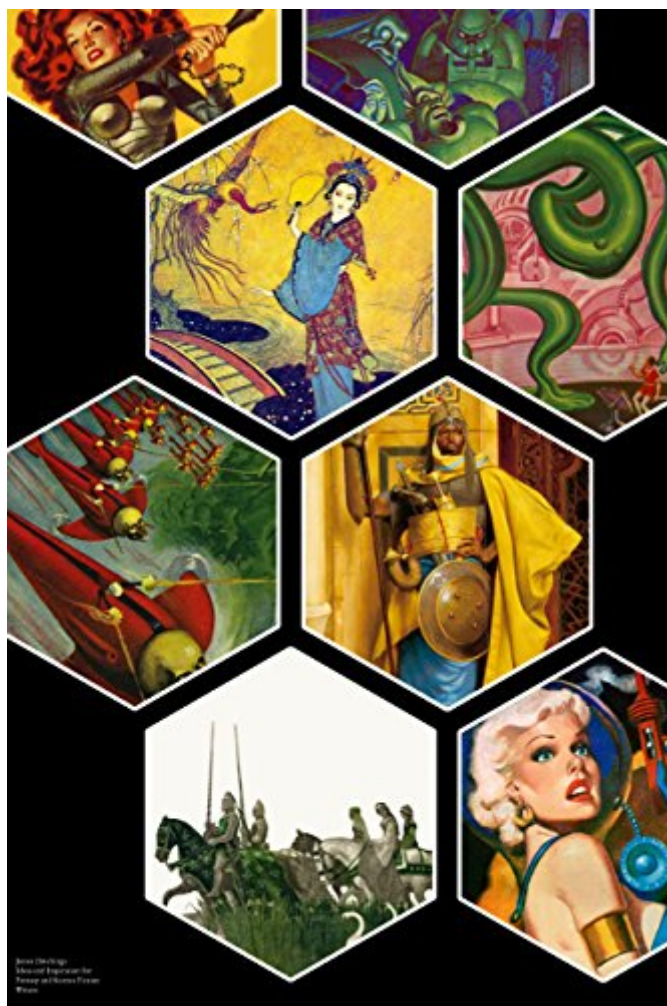


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Ideas And Inspiration For Fantasy And Science Fiction Writers



Synopsis

If you want to spark new ideas for worlds, plots or characters, you want Ideas and Inspiration for Fantasy and Science Fiction Writers. Medicinal corpses, the jargons of thieves and carnies, Nazi UFOs, the colonization of space and green children from nowhere are only a few of the topics covered. This sourcebook is for all writers of fantasy or science fiction--whether novels, short stories, games, or any other form of storytelling. The following topics are covered:

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Customer Reviews

When I started reading the book, I went back to the blurb provided to me. I was told that the book is a collection of articles that could trigger ideas. The collection contains various topics that can be used for Sci Fi books and fantasy stories. Hence, the book attempts to deliver what it claims. But sadly, there is no introduction or a precursor to what to expect and the like. Thus, jumping straight into the content was like diving into unknown waters. James has made concerted efforts in compiling the articles and kudos to him for doing so. The only thing I felt that could have improved the writings were a personal touch or giving examples. There were facts, there were folklores. Yet, I felt something was amiss. Maybe, with a sentence or two in first person the reader would have felt like returning back to the article. Also, a bit of change in the writing style would have succeeded in creating better mental imageries. This would have led to topics becoming better and effective inspirational triggers. Otherwise, the language used is simple and can be easily comprehended. One high point of the collection is that various interesting topics have been touched upon. The book could have been a wonderful source for Sci Fi and Fantasy writers suffering from a writer's block or

seeking ideas and inspirations. However, the narration may act as a bit of a deterrent. A bit more tweaking could have converted this non-fiction into a more interesting read. To sum up, the book is readable at least once for the efforts that the author has invested in compiling the articles. The collection is good enough to be flipped through at least once by writers wanting to write a science fiction or fantasy story. P.S - Thank you James for sharing your collection of articles with me. I am sure as a writer you appreciate an honest opinion. Looking forward to your next which would definitely be better.

This is an alphabetically ordered encyclopaedia of... imaginings? story kernels of various levels of bizarreness, humour, fancy and factual accuracy? myths? historical snippets? I am not sure. Maybe all the above. Some of the items are a mere sentence, or a short paragraph. Others are well-researched history, covered in some detail. I found some of these to be very enjoyable in their own right. Others are horrible. They may give wonderful ideas to horror writers -- but then I find reality terrible enough without wanting to read horror fiction. The 247 page book is obviously a work of love, and must have taken years to accumulate. Like me, James clearly likes to research, and has a fine eye for the unusual. If you have time to fill, you don't need to be a speculative fiction writer to enjoy dipping into it. There is the potential for hours of browsing, and if you like, you can make any item the starting point for some internet research, or, indeed a story. Personally, I don't need other people's bizarre ideas. I have all too many of my own. But if your muse dries up, a random inspection of James's offerings may well rejuvenate it.

This resource is remarkably extensive and varied. There are articles on strange human behaviours, odd customs and traditions, peculiar animal behaviour, secret societies and events, curses, unusual illnesses, myths, fakes, religious peculiarities, odd individuals and many other topics. This isn't a book to sit and read, but a research and inspiration tool to use for those times when you have the urge to write something unusual or speculative but the ideas escape you. Here you'll find ideas to stimulate and inform, those oddities that can form a platform from which the writer can dive into the world of the impossible, improbable, eclectic and strange. It's a veritable compendium of stimulants for the brain, a lever for the imagination, a cave of treasures for the storyteller in search of inventiveness. If you write either fantasy or science fiction, you'll come across ideas and events here to help you make your stories more interesting, intriguing, adventurous and yet strangely plausible. It's a work to enjoy and keep at hand for those moments when the imagination lags and the ideas begin to dry up. Definitely worth the tiny sum I

paid for it.

This originally appeared at The Irresponsible Reader.---You know what this book could've used? An introduction. Just something to ground the reader in the book's intention, design, scope . . . something. It just dives in, you flip from the Table of Contents to the first entry. The only way you know what the book is for is to have read the description from (see above) The afterword touches on it a little, but who wants that at the end of a book? Smoother writing, maybe a touch of personality to the writing would've been a plus, too. It's not something you can read cover-to-cover, it's a resource book that you can consult, or flip through. I'm pretty sure I've read almost all of it over the course of a couple of weeks. It sparked an idea or two (not that I have time for them), but that's about it. I guess, this book set out to do what it intended, is thorough, easy to read, so . . . 3 stars? Next time you're trying to prepare for NaNoWriMo or a Creative Writing course, give it a thumb-through. Disclaimer: This book was provided to me by the author in exchange for an honest review.

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