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The Simoqin Prophecies: Part One of the GameWorld Trilogy

By Samit Basu

Penguin, New Delhi, India, 2004. Paperback. Book Condition: New. First Edition. The Simoqin Prophecies marks the debut of an assured new voice. Written with consummate ease and brimming with wit and allusion, it is at once classic sf and subtle spoof, featuring scantily clad centaureesses, flying carpets, pink trolls, belly dancers and homicidal rabbits. Monty Python meets the Ramayana, Alice in Wonderland meets The Lord of the Rings and Robin Hood meets The Arabian Nights in this novel-a breathtaking ride through a world peopled by different races and cultures from mythology and history. The Prophecies foretell the reawakening of the terrible rakshas, Danh-Gem, and the arrival of a hero to face him. But heroes do not appear magically out of nowhere; they have to be found and trained. And sometimes the makers of prophecies don't know everything they need to know. As the day of Danh-Gem's rising draws closer and the chosen hero is sent on a quest, another young man learns of terrible things he must do in secret and the difficult choices he must make in order to save the world from the rakshas. Drawn from a variety of sources ranging from Greek and Indian epics to spy...



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Reviews

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