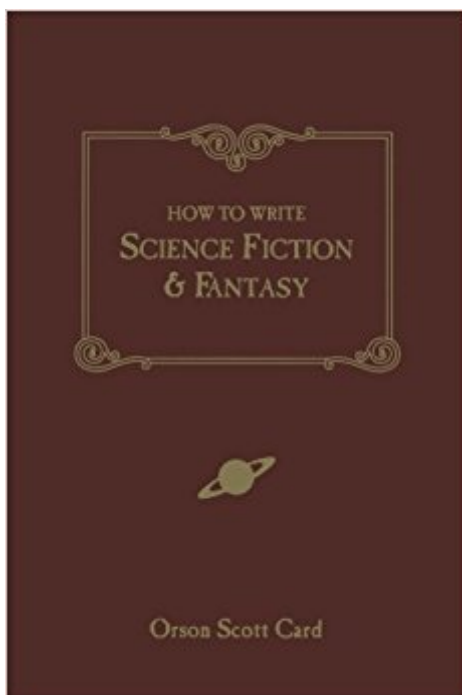


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# How To Write Science Fiction & Fantasy



## Synopsis

Learn to write science fiction and fantasy from a master You've always dreamed of writing science fiction and fantasy tales that pull readers into extraordinary new worlds and fantastic conflicts. Best-selling author Orson Scott Card shows you how it's done, distilling years of writing experience and publishing success into concise, no-nonsense advice. You'll learn how to: utilize story elements that define the science fiction and fantasy genres build, populate, and dramatize a credible, inviting world your readers will want to explore develop the "rules" of time, space and magic that affect your world and its inhabitants construct a compelling story by developing ideas, characters, and events that keep readers turning pages find the markets for speculative fiction, reach them, and get published submit queries, write cover letters, find an agent, and live the life of a writer The boundaries of your imagination are infinite. Explore them with Orson Scott Card and create fiction that casts a spell over agents, publishers, and readers from every world.

## Book Information

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## Customer Reviews

Only the first two of Card's five chapters deal exclusively with SF&F. The other three apply to all genres. Card spends the first chapter defining just what is SF, what is F and how to tell the difference. SF&F have many sub-genres (space opera, hard SF, cyperpunk, sword & sorcery, etc.) and Card shows the reader that they all have several elements in common. The second chapter focuses on creating believable worlds that readers will want to explore. SF&F is not an "anything goes" genre; you must have rules and follow them, especially with regard to time, space, and magic.

You also have to work out problems in your world's history, language, geography, and of course science. Chapter 3, Story Construction, has already opened up new worlds for me (no pun intended). Almost every story, no matter what your genre, falls into one of four categories: milieu (the time or place of the story is the most important element), idea, character, and event. Knowing which your story is will help you write it better. Very helpful examples are given. Chapter 4, Writing Well, shows how to unfold your story. True, this chapter is geared to the specifics of SF&F, but contains extremely valuable information. How much information should you share with the reader early on? How much is too much? Have you dropped enough clues or interesting pieces of information early on to keep the pages turning? This chapter answers those questions and more. Chapter 5, The Life and Business of Writing, is probably the most honest look at the writer's life that I've ever read.

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