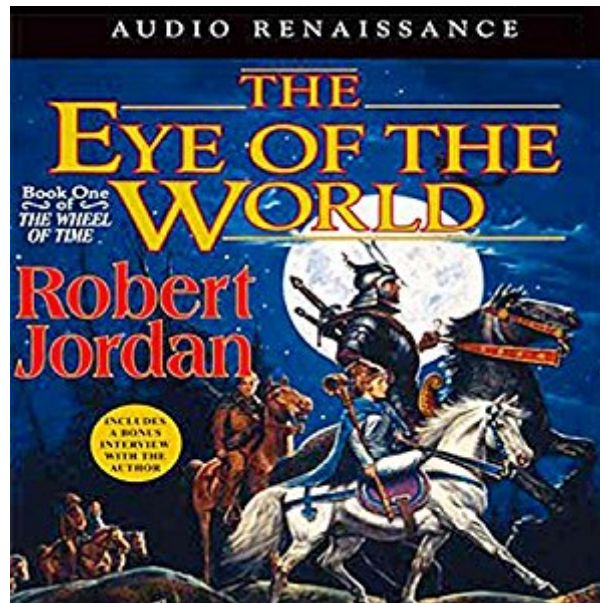




The book was found

The Eye Of The World: Book One Of The Wheel Of Time



Synopsis

Now in development for TV! Since its debut in 1990, *The Wheel of Time*® by Robert Jordan has captivated millions of readers around the globe with its scope, originality, and compelling characters. The Wheel of Time turns and Ages come and go, leaving memories that become legend. Legend fades to myth, and even myth is long forgotten when the Age that gave it birth returns again. In the Third Age, an Age of Prophecy, the World and Time themselves hang in the balance. What was, what will be, and what is, may yet fall under the Shadow. When *The Two Rivers* is attacked by Trollocs—a savage tribe of half-men, half-beasts—a five villagers flee that night into a world they barely imagined, with new dangers waiting in the shadows and in the light.

TV series update: "Sony will produce along with Red Eagle Entertainment and Radar Pictures. Rafe Judkins is attached to write and executive produce. Judkins previously worked on shows such as *ABC's Agents of SHIELD*, the Netflix series *Hemlock Grove*, and the NBC series *Chuck*. Red Eagle partners Rick Salvage and Larry Mondragon will executive produce along with Radar's Ted Field and Mike Weber. Darren Lemke will also executive produce, with Jordan's widow Harriet McDougal serving as consulting producer."

—Variety

The Wheel of Time® New Spring: The Novel

- #1 The Eye of the World
- #2 The Great Hunt
- #3 The Dragon Reborn
- #4 The Shadow Rising
- #5 The Fires of Heaven
- #6 Lord of Chaos
- #7 A Crown of Swords
- #8 The Path of Daggers
- #9 Winter's Heart
- #10 Crossroads of Twilight
- #11 Knife of Dreams

By Robert Jordan and Brandon Sanderson

- #12 The Gathering Storm
- #13 Towers of Midnight
- #14 A Memory of Light

By Robert Jordan and Teresa Patterson

The World of Robert Jordan's *The Wheel of Time* By Robert Jordan, Harriet McDougal, Alan Romanczuk, and Maria Simons

The Wheel of Time Companion By Robert Jordan and Amy Romanczuk

Patterns of the Wheel: Coloring Art Based on Robert Jordan's *The Wheel of Time* --This text refers to the Paperback edition.

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Customer Reviews

These are my thoughts about the entire series: I think many people who complain about this series miss the point entirely. You'll notice the majority of the complaints stem from those who find the books too long winded, too slow, taking too long to get to the point, and focused on too much minutia in detail. To those complaints I say: That's the point. This series isn't about getting to the climax as fast as possible. These aren't plane ride or beach day books. This is a series for fantasy fans who want the minutia. For those who revel in being able to visualize every single detail of the world. These are for people who want to escape their mundane worlds for some time and live in another, more fantastical world. If that's what you're looking for in a fantasy series then that is what Wheel of Time offers in droves. To those who say that this series is just generic fantasy, you're right. But, man, it's wrapped in a brilliant packaging. I would say this is the generic fantasy trope (chosen one destined to defeat big bad) done the best it could possibly be done. It's a beautifully realized world in every way. I think people are really hard on this series. It does what it sets out to do and does it brilliantly.

This is a good series, but you have to take the time to get into it. As the stories go along it gets increasingly complicated so what seems like excessive detail may just be unimportant until a future book.

In a lot of ways, this should be a three star book. The dialogue isn't always so great, many elements of the world are derivative, and the main characters conform to classic fantasy tropes. I can almost see them as characters in a D&D game. That being said, this book is hard to put down. Robert Jordan just gets fantasy right, and he built a world with a wonderfully rich history that feels self-consistent and three dimensional. His characters grow over time and the story has a suitable epic sweep. It just feels right. It feels like classic, epic fantasy. For that reason, I give it four stars. I'm late to the party with The Wheel of Time, but I'm finding it to be good bedtime reading. It's easy to put away a chapter a night before bed, and it takes my mind off the realities of my day to day

existence nicely. That's really all I ask of the series, and so on to "The Great Hunt" I go.

Upon finishing Gorge RR Martins "A Song of Ice and Fire" a friend recommended that I read one of the all-time classics of the fantasy genera, The Wheel of Time. Upon reading up on the series, and looking up the reviews for the first book, I was very much intrigued. By all accounts it seemed to take what were obviously omissions in the world Tolkien created and create a world that focused on these topics (such as industry, farming, technology, etc) to a much greater degree. However, upon reading the first book I can't help but think that Robert Jordan just copied and pasted the first half of the Fellowship of the Ring and transplanted that into the first quarter of The Eye of the World.

Though written in a unique style and very well paced, this book and Fellowship read eerily similar for about the first quarter. Let me elaborate. Rand (Frodo) is a simple farm boy living in an isolated town of Edmond's Field (Hobbiton) in an isolated region known as the Two Rivers (The Shire) far away from the troubles of the world. While the forces of the Dark Lord do battle with the kingdoms of earth far away, in Edmonds field it is a time to celebrate the coming of spring with a huge party, very reminiscent of the birthday thrown for Bilbo Baggins. But the party is cut short as the town comes under attack by legions of Trollocs (Orcs on steroids) led by... God, really? Ringwraiths? He had to steal the Ringwraiths too? Okay, they're called Fades here, but seriously except for them being ten times weaker and 100 times less menacing, these Fades might as well be Ringwraiths. They even suffer from a fear of water, good God did Jordan not think we would put two and two together? Even the ferry scene from Fellowship is in this book. Needless to say, as a huge Lord of the Rings fan, I wasn't too fond of seeing Tolkiens work in Jordans story. The first quarter of this book is a re-hash of plots and themes from Fellowship. It's not until the party gets separated in Moria (I'm sorry, Shadar Logoth) that this story really comes into its own. From that point the Lord of the Rings clone disappears, and a uniquely fun story starts to take its place. It's during this time, when the members of the "Fellowship" are forced to survive without the help of the immensely powerful wizard Moiraine and her... Aragon look alike companion Lan, that the real tension starts to build. While in the company of Moiraine and Lan I never felt like the other characters were in any danger, as these two could easily take on hundreds of Trollocs and dozens of Fades without seeming to break a sweat. So when Rand and his best friend Mat encounter Darkfriends (servants of the Dark Lord) on their own there was real tension there. Before you start thinking I didn't like the book, let me says this. The Eye of the World is an extremely well written, well-paced tale with mostly good characters, a few really impressive moments, and a massive world that I'm dying to learn more about in the next... dear god, TWELVE books? And I was complaining that Martins series goes on forever, seems I'm in

for the long haul in this one. The male characters are all written very well and likable. They written more in the Tolkien style without being straight up copies (mostly) as opposed to the way Martin writes. Rand is your typical young "chosen one" who has responsibility thrust upon him he doesn't want or understand, and yet must rise to meet the challenges of, what else, saving the world. It's not terribly original, but it is done very well which makes up for that. Mat and Perrin, his best friends, are also important but in what way will only be make clear in the following books. Mat is a smart ass, always playing tricks on people, never taking anything really seriously, and for this everyone seems to underestimate him. In a pinch though, Mat can be just as strong as any of the others. I think he was my favorite character overall as his humor and light hardheartedness gave me a welcome break from the dark and dreary of the rest of the story. Perrin, likewise is very likable, and plays as a counterweight to Mat's playfulness. Always stern and serious, Perrin serves as the voice of reason for the Edmond Fielders throughout the series. Overall, yes, I really liked the male characters. But wait, the male characters? Aren't there any female characters here? Well yes, very prominent ones in fact, the problem is that almost every single one of them is a real bitch. I don't know if Jordan doesn't like women, or doesn't get women, or styled all the women in this book after one he knew in real life, but they all have that snotty "I'm better and smarter then you" attitude towards their male counterparts. They are self-righteous, arrogant, snobby little wenches and I couldn't stand a one of them. On occasion we'll get a glimpse of weakness from them or a break from the arrogance they are always excreting, but it's not nearly enough to make up for just how unlikeable they are. And don't tell me I didn't like them because they didn't fall into set gender roles, or because they are strong women in a genera dominated by men. Don't give me that nonsense. No, it's because they are badly written characters, and that's it. Overall Jordan has a very good story going here with strong male characters, an engrossing world, and a style that drew me in very quickly and made me feel right at home. I very much enjoyed reading most parts of this book despite my criticisms, and though I don't think this is anywhere near the level of consistent quality I receive from Tolkien or Martin, it is still a fine read and I look forward to reading more.

The writing is solid. The story feels A LOT like Robert Jordan read the Lord of the Rings a few times and then decided to write a longer version. Many of the characters and descriptions will feel very familiar but I can't really complain because for the most part i enjoyed it anyway. Really my only serious complaint is that the middle of the book is filler. While i expect that a lot of the stuff that happens after Shadar Logoth and before Camelyn becomes relevant later in the series there is very little of it that mattered to the Eye of the World and I would have enjoyed it more if there hadn't been

a massive slow spot in the middle of the book. So would I recommend it? If you are looking for a bunch of books to read and like high fantasy with LOTS of descriptions then this is probably the series for you. Personally I read *The Eye of the World* and then skipped to where Brandon Sanderson was involved. A bit confusing at times but at least I'm not bored.

I bought this book over fifteen years ago. I read and reread and reread until the binding fell apart. This isn't the only publication I've bought to replace that coverless, bent, monstrosity I turned my original copy into. This is the one that looks and feels and smells like the first *Wheel of Time* book I bought when it was new.

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