100 - The Introduction

Crazy George Takes a Holiday

The Fourth Book Study Guide

Dragon Bound a.k.a Dra@g©n B©und a.k.a

a.k.a The D-B©und Adventuring Series a.k.a

Ruby FireHaven

as conceived, written, and enchanted by

Celli

Happy Go Lucky Celaphopod

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Crazy George Takes a Holiday

100 - Introduction

NOTE: This study guide for CGTaH has been written with the intent to enhance the original, and is in no way intended to be a substitute for the full work.

Or then again, maybe it is...

You see, I was commissioned -- by The Dragon, no less -- to write the fourth book in the Dragon Bound series. But then I learned that due to the popularity of the preceding three tomes Dragon Bound Publishing, Ltd. was planning on creating a "study guide" to be released in conjunction with and as a supplement to the aforementioned literary masterpiece that was yet to be. Of course if you ask me, writing a study guide seems infinitely easier than writing an actually book. And then after you consider my extreme, almost debilitating laziness, it should come as no surprise that I decided, I would write the study guide, and leave the writing of the book -- a.k.a. the actual literary masterpiece -- to some other less fortunate soul -- no doubt for mere pennies on the word.

Of course, once you've abdicated your artist integrity to the point where you're happy letting someone else write a book for you, it's probably not that big of a step to graciously allow that very same individual the authority to write the study guide, as well. And so, instead of writing the study guide, I am only going to scrawl out some rough notes for the guide, and the rest will be left to others... quite possibly you, my dear reader, because as you know, good help is so hard to find.

WHY?

It's a good question: Why?

Actually, I don't really know why good help is so hard to find. Perhaps it's because most folks are lazier than they let on. I know, I am (if you can possibly imagine that). But as to why I shall write the notes to a guide for a book, which might well never be written?

Well now, that is a question I can answer.

It is because a magical tome such as described below has already become redundant; and if you paid attention in magic class and know what you're about, perhaps you will be able to understand the following convoluted logic. If so, please send a letter explaining it to me.

You see, in the book that is to be -- <u>Crazy George Takes a</u> <u>Holliday</u> -- Crazy George and Lane will smuggle a load of K'fr from the heart of the Five Kingdoms into the Seven Realms via Crazy George's Boat, <u>The Feathered Plume</u>. They of course, have numerous adventures on the way, but the principle fact remains that they are smuggling K'fr into the Seven Realms.

And despite what you -- my dear, sweet, Celaphopod loving reader -- might imagine, the reason for writing, publishing, or marketing such an adventure is not to make money or sell books. No, sadly it is not -- that is only an afterthought. The real driving motivation behind publicizing Crazy George and Lane's adventures is because this in itself will create a diversion for the actual smuggling operation.

Once again, follow along if you can. Me, I won't be able to. I was never much for school -- especially those magic classes -- but they tell me the rationale behind it all is simple enough. But then again, the they in question is Crazy George and he's sort of crazy, so you'll probably want to take whatever he has to say with a grain of salt. Anyhow, the heart of the matter is this: every time

someone hears of Crazy George and Lane's fantastic exploits (and they are fantastic, the study guide should make that abundantly clear if nothing else). Anyhow, every time someone hears about Crazy George and Lane's amazing adventure, a diversionary trail is created in the ether -- down the K'fr Road and through the Mystic Waters. Meaning that: after a few months on the bestseller list, after the inevitable movie adaptation, and after the countless bardic ballads that will top the billboards big time with their bodacious bouncing melodies, finding our heroes (or keeping track of what we are talking about) will be all but impossible... especially since the quest has been complete for some time now.

And carefully hidden in that last point is the gist of twist. Since <u>our</u> objective -- The Dragon's and mine -- has already been achieved during the test marketing of the book (not to mention yet once again during this opening sequence), the tedious effort of writing a book (and it is tedious, trust me, it is tedious) for the purpose of obscuring our "heroes" trail (and please note the quotation marks) does seem sort of pointless, don't you think?

But then, I do love a spot of gold, and pushing a little drivel out the door seems like a small price to pay in order to capitalize on what has been called "the greatest fantasy series of all time." So in short, writing the notes to the notes, seemed like the very least I could do. And as I've said, anyone who knows me, knows that's all I ever do.

Besides, despite all indications and statements to the contrary, neither Crazy George nor Lane actually smuggled any K'fr into the Realms. Their true objective was in the transportation of a Dragon's Egg. And then, even more important than the transportation of the Egg itself, while traveling from the Five Kingdoms to the Seven Realms they were actually creating a bridge between the two, while annexing a third -- heretofore unnamed land, the Sandwich Isles -- all at the same time.

But really, I suppose if you wanted to understand all that, you'd probably have to read the book... or the study guide... or at least spend a moment or two delving into these here notes.

Oh, wait! See!

I knew there was a good reason why I was writing this drivel down rather than taking another nap. So read up, it's for your own good that you must read Crazy George Takes a Holiday... not to mention the safety and security of the Seven Realms!!!

Not that I condone unwarranted sensationalism when it comes to selling a manuscript, but there it is.