



STRIVES OF DEMMURING SOCIETY IN TERRY PRATCHETT'S *THE NOME TRILOGY*

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Abstract: Sir Terence David John Pratchett is an English humorist, satirist and author of fantasy novels, especially comics. The Nome Trilogy, also known as The Bromeliad Trilogy or simply Bromeliad, consists of three books: Trackers (1989), Diggers (1990), and Wings (1990). This trilogy tells the story of an imaginary tribe of four inch tall human-like creatures called nomes. The number of nomes dwindles for natural reasons, and few nomes make long-term expeditions in search of safety. Nomes in different places have different clan. This paper deals with the struggles of nomes in the human world as they need to move from place to place to escape from humans. This novel states the difficulties of nomes and troublesome adventures to get their ship back.

Keywords: Natural cause, adventures, language barrier, escapism.

Sir Terence David John Pratchett (April 28, 1948 – March 12, 2015) was appointed to the Order of the British Empire (OBE) in 1998 and knighted in 2009 for his contributions to literature. He is an English humorist, satirist and author of fantasy novels, especially comic books. With over 100 million books sold worldwide in 43 languages, Pratchett was a UK bestselling author in the 1990s. He received the 2010 World Fantasy Award for Life Achievements. He wrote sci-fi and horror genres early in his career, after which he focused almost purely fantasy genre.

Children's literature or juvenile literature can be broadly defined as a collection of written works and accompanying illustrations created for the purpose of entertaining or educating young people, and includes stories, books and magazines written for children. Contemporary children's literature is categorized in two different ways: by genre or by the age of the reader. The late 19th and early 20th centuries are considered the golden age of children's literature, as many classic children's books were published during this period. The themes of children's literature are suspense, believable characters and problem-solving action figures. On the surface, children's stories contain adventure, mystery, suspense, discovery, audacity, novelty, and humour.

The Nome Trilogy equally noted as The Bromeliad Trilogy or merely The Bromeliad includes Truckers (1989), Diggers (1990) and Wings (1990). The trilogy tells the story of 4-inch tall humans called “nomes”. Peter Hunt in chapter three of *Alternative Worlds in Fantasy Fiction* says, “... the little people live in a world governed by big people to whom they cannot relate and who they can scarcely understand – but whom they can outsmart...” Nomes is said to live in the human world unknown to humans. There are different tribes in the nomes that live in different places. When they discover their past and their ship, the Nome tribes decide to reclaim their ship. Their intellectual capacity is promoted to the highest level to complete the task. Their small size is a great simulation for working with large objects such as trucks, JCBs and airplanes. Nomes take a lot of effort to get rid of humans. It is full of adventures as they move from place to place to save their lives.

In the world of humans, nomes often struggle to live in it. They suffer in all seasons, getting foods for their life is a worried situation because they need to go outside for a long way to fetch a food. They get it from a waste-bin even that is not good to eat, even they eat rats though they do not want to have it. The nomes are becoming less in number due to the natural cause, and also few nomes go for a long expedition to look for a safe place to live in but they all has not returned, because they faces lot of problems like crossing the road; being hawks caught by trapped at a reservation between the lines of cars. Only ten nomes remain and in them most of nomes are old. Nomes face a terrible confrontation with fox while they are hunting; it is a tough situation to escape from it.

Among ten nomes, Masklin, a nome thinks to move some other place to live a better life, so he get an idea to board on a lorry, but even to fulfill that idea is blended because they need to carry ropes to get to the lorry, for a nome size that is complicate, they need to do it with pain and whine. For a nome, to make a peg takes whole week, and at that same time, they need to practice a lot to complete that strenuous task. One has to pull hard to tie a rope which sized alike the nomes arm. It is the arduous journey that all nomes get to the lorry. As it is raining heavily nomes find much difficult to reach a board.

All nomes reach one place, where they have seen another group of nomes, who live in the large department store. At first, the life of Store nomes is pleasant, but when they first begin to enter into the store wiring, many of the nomes lost their lives without knowing what the wiring is. There is also a horrifying war that happened in the store because of hatred. Among the thousands of nomes their opinion is that only their particular family should rule the store. That results in, “The Battle of the Freight Elevator, the Goods Inwards Campaign, the dreadful Mezzanine wars” (72) that entire lamentable situation happens few decades ago.

All nomes live merrily but that happiness lasted for only few days. With the help of the Thing, that starts to operate using electricity, all nomes startle by hearing news that store will be demolished within twenty one days. Furthermore, the race for their existence starts because their stay in the store is not a safe one. Nomes are planning to move out so they decide to find and do things that are useful to carry that all to the Outside world. Then they plan to drive a truck to move to some other place for a safest life, but in the world of humans, the things are of fullest use only to human being not for a nome size.

To execute the plans, they need to learn from books how to operate a lorry. Even reading is hectic because a human created book is always toilsome for a nome. As result, nomes does not understand the writings in the books. Still they are keen to grasp the clear idea how a nome can drive a lorry. The size of lorry and its parts are huge and horrific to look at it. Nomes cannot find the exact idea among all the unfamiliar stuffs in books. The only thing that nomes need is to drive a lorry but it seems absurd for all. The process continues for long day.

To drive a lorry, nomes have a lot of problems to solve it. For a size of nome to press a button is tedious as it is ten times higher than a nomes head. Even to reach inside a lorry, is strenuous to a nome. Masklin reach the lorry and finds wires and pipes that are roofed under it. By using these wires, Masklin makes a hook that is tough to do it. With pains, he crawls among the pipes and reach inside the lorry. That gear level heights seems five times higher than a nome that Anglo measured. A large wheel as wide as eight nomes stands side by side. Masklin never thinks it will be so difficult. For a nome size the wheels and pedals are higher as that is made only for humans. When Masklin trip over a pedal that is taller than him, he pushes but cannot move. Many others come to help and manage to push it a bit. Dorcas, on the other hand catches his breath, as the nomes are divided into separate teams to drive the lorry. With lot of practice and for many nights they are all working hard to start a lorry, however, they manages to move slowly. The truck roar through the remote place and out into the country lanes, shattering through streetlamps and dangling from side and turn over and over to a halt when the police run after it and when the baffled men go off back to their car to inform that there is not anyone driving it. Then the truck starts up and rolls away from the amazed men and vanishes into the night. They drive out miles away to abandoned quarry.

All the nomes reach a place, a quarry. That is a winter period with a big war. It is snowing, and nomes stares at it with horror. That seems the snow is hard to walk for a nome. They must stay in that hard snow and pray for better weather. One day in newspaper nomes get the information that the quarry will be soon reopen, they run away from being seen by humans so they temporarily move to the barn nearby but that is excessively menacing one. The difficulties they have faced in a warehouse are need of electricity and cold. The situation is being worse so Masklin goes to Florida with Gurder and Angalo to get their ship back.

When three nomes have left quarry, the real trouble starts as the humans enter the quarry. At once, Dorcas, a nome finds a digger called Jekub by them. He likes to operate it but it is not in a good condition so they steal a battery and petrol from another truck, which has halted in a quarry by humans. That is so dangerous that the truck starts to move and nomes inside the truck cannot stop it and it hits by train then the truck catches fire. Soon they found alive and then they decides to move out of quarry by using Jekub. By driving it they opted for to elude from the quarry and also from human beings. The Jekub roared when they start to operate it. Humans are standing in midway to stop them but nomes uses full speed and dashes the things that comes midway but still police men follows them.

Simultaneously to bring back the ship Masklin and two other nomes tried hard to reach a plane, where there they need to hide from humans. He begins to understand that flying a jet is not the same as driving a truck. The foremost thing itself is to run away from humans in the airport to reach the plane. Finally, they find a gap behind the curtain, in the part of the plane with no seats.

Next escapism is in the food delivering department in plane where Angalo is captured by the humans. Masklin tries hard to find him and finally he finds. The humans watching Angalo and Masklin are in conversation. Two nomes look at each other and they scream and start running. Gurders are hovering suspiciously in a patch of shade near the ground as they passes, arms and legs pumping like pistons. There is a human after them. Masklin is right in front of the other two as they walks up the aisle, finally no one notice the three small blurs running between the seats.

After they landed, they meet Floridians nomes, their language is nomish, that is they speak their ancestor language, and it does not understand by three nomes. They finds difficult to get their ideas. From Floridian nomes, three nomes learnt that they used to travel on geese. For three nomes that is the most adventurous thing that faced in their life. Masklin views that he has describes the geese flight as the fastest, the tallest, and the scariest of all.

After a while they run for their life when the sounds of jets hit their ears. The sounds behind them begin to sound like a hiss, as if the whole world is taking a deep breath. Then it becomes a noise, like an invisible hammer hitting both ears. After a while, when the ground stops shaking, the nomes stand up and look at each other in confusion. To that heavy noise Thing lost its electricity.

To charge up the Thing, Masklin shows himself to humans and catch up by them but soon he with the Thing escapes from them. Masklin twist and turn the shadow of humans, dodging and sneaking between paws because that can crush him. Then there is nothing but an open floor. He reaches the door just as it opens. Then their ship arrives, humans have surrounded the ship. Masklin rushes into the midst of the humans and ran up. There is a long stretch of ramp. Suddenly, all his legs want to do is go somewhere nearby and lie down. Masklin does not sleep for hours so he wishes to take rest for some time.

Nomes in the ship search a place quarry but it is hard for them as they do not know the exact name where the quarry is. They all felt heavy for the moment. Suddenly, they see reservoirs, airport and railway track. As they get closer, they watch the fire rising from a burning truck. Masklin examines the landscape below them. Some buildings also appear to be damaged. He thought humans will not do that. He looks at the field near the quarry. The door has been kicked in and a pair of wide rails led through the slush and mud. Masklin thinks they flee in another truck. There are other things moving on the roads. They have flashing lights on top. There is a fleeting moment in the scene, and the truck is right in front of them. Masklin looks down as the yellow truck stops. Then nomes who escape from quarry with the help of JCB, the digger finds something floating up and that is their ship. In the end, they all made it to the ship, but it never ended there.

Gurder thinks there must be thousands of nomes they do not know about. There may even be other nomes living in the store. The other nomes probably will not believe the ship that they have. Gurder wear a bag around his neck and takes the Thing with him and he said goodbye to Masklin. Gurder wants someone to give information to the other nomes of their ship's return. Masklin thinks Gurder is right because the ship belongs to all the nomes. They find a suitable place to drop him off. They leave him at sunset, by the lakeside that is the parting from him for a short time. If the ship stays anywhere for more than a few minutes, then people will flock there. The last time Masklin looks him is a restless little figure on the shore.

The struggle of the small creatures for the betterment of their community is stressed throughout the events. The author has picturized the nomes' strife as a struggle of the whole society contributed by every individual. The knowledge and hard work in a group should be equally shared by all the individuals to attain the wholistic victory. The different clan of nomes portrays the different groups according to their way of living and place of living but the core of the creature is same as the nomes work for their ship back. Thus the harmony in the community is insisted through the little nomes.

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