

Rocannon's World (3)

Ursula LeGuin's [sic] first novel, ROCANNON'S WORLD, is in a similar sense a successful version of a (different) standard science-fantasy approach—removed from plain-fantasy sword-and-sorcery not only by its displacement to a remote planet, where elves and gnomes and winged steeds blend into the landscape without offense to the reader's sensibilities or credibilities—and where the anthropologist-hero from a galactic civilization is sustained as a reasonable element in the story, by cutting him off from his base world and its scientific resources—but even more, as a result of the charm and delicacy of the writing. Nothing here to keep you up thinking all night, but a pleasant few hours of reading.

Judith Merrill, "Books," *Magazine of Fantasy & Science Fiction* 31, no. 6 (December 1966): 33, [Internet Archive](#).

Overleaf: example covers of *Rocannon's World*: Ace Double, paperback, 1966 (Gerald McConnell; N.B. *The Kar-Chee Reign* cover is actually upside-down); Ace, paperback, 1972 (Michael Leonard); Harper & Row, hardcover, 1977 (artist unknown); *Three Hainish Novels*, Nelson Doubleday, 1977 (Jack Woolhiser); *Le monde de rocannon*, Livre de Poche, 1978 (D. Locquet); *rokanon no sekai*, Sanrio SF Bunko, 1980 (TAKEMIYA Keiko). Images from the marvelous [Internet Speculative Fiction Database](http://www.isfdb.org/cgi-bin/title.cgi?454), s.v. "Title: Rocannon's World," www.isfdb.org/cgi-bin/title.cgi?454.

