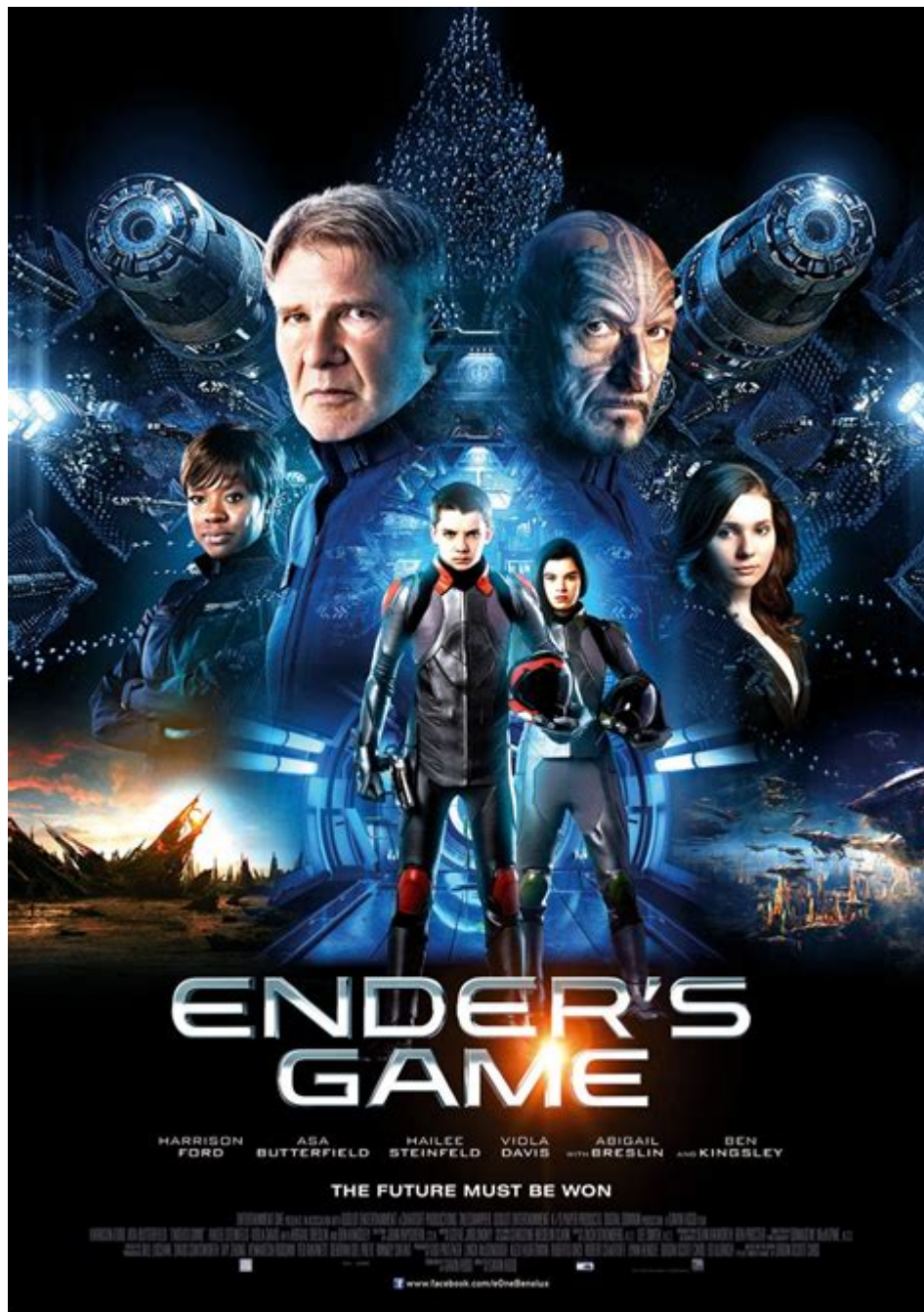


[Enders Game](#)



Ender's Game: A Deep Dive into Orson Scott Card's Masterpiece

Are you ready to delve into the mind of a child prodigy thrust into a war for humanity's survival? This isn't your typical children's story; Orson Scott Card's *Ender's Game* is a complex, thought-provoking science fiction novel that continues to resonate with readers decades after its publication. This comprehensive guide will explore the key themes, characters, and enduring impact of Ender's

Game, providing a detailed analysis that goes beyond a simple plot summary. We'll unpack the moral ambiguities, the psychological warfare, and the lasting questions the novel poses about war, leadership, and the very nature of humanity.

The Premise: A Battle for Earth's Future

Ender's Game introduces us to Andrew "Ender" Wiggin, a brilliant but emotionally vulnerable child selected for Battle School, a rigorous military academy designed to train the ultimate commander to defeat the Formics, an insectoid alien race that poses an existential threat to Earth. Ender's exceptional strategic thinking and tactical prowess propel him through increasingly challenging simulations and battles, all while grappling with the intense pressure and isolation of his extraordinary circumstances.

Key Characters and Their Significance

Ender Wiggin: The protagonist, Ender is a complex character whose genius masks a deep-seated insecurity and a yearning for connection. His journey is one of both triumph and heartbreaking loss, forcing him to confront the moral implications of his actions. His evolution throughout the novel is a central focus, showing the psychological toll of war and the burden of leadership.

Colonel Graff: The stern but ultimately compassionate leader of Battle School, Graff represents the moral ambiguities of warfare. He manipulates Ender, pushing him to his limits for the greater good, raising crucial questions about the justification of using a child in such a critical role.

Mazer Rackham: A legendary commander who served in the previous war against the Formics, Rackham acts as a mentor to Ender, subtly guiding him through the complexities of strategy and the emotional burdens of combat. His role highlights the cyclical nature of war and the weight of past experiences.

Peter and Valentine Wiggin: Ender's siblings provide crucial context to his personality and development. Peter's ruthlessness and Valentine's compassion showcase the spectrum of human nature and the impact of environment on individual development. Their roles highlight the complex family dynamics and the ethical dilemmas presented in the novel.

Exploring the Themes: Warfare, Morality, and Sacrifice

Ender's Game is far more than just a military science fiction novel. It delves into complex themes that resonate deeply with readers:

The Brutality of War: The novel unflinchingly depicts the psychological and emotional cost of war, particularly on young individuals. Ender's experiences highlight the dehumanizing effects of conflict and the long-lasting trauma it inflicts.

Moral Ambiguity: The novel constantly challenges the reader to question the morality of war and the means used to achieve victory. The manipulation of Ender and the justifications for the extreme measures taken raise profound ethical questions.

The Nature of Leadership: Ender's journey explores the qualities of a great leader. It's not simply about strategic brilliance, but also about empathy, understanding, and the ability to make difficult choices.

The Power of Empathy and Connection: Despite the harsh realities of Battle School, Ender's capacity for empathy and his ability to form connections with others, however fleeting, ultimately shape his decisions and define his character.

The Lasting Impact and Legacy of Ender's Game

Ender's Game has had a significant impact on science fiction literature and popular culture. It's been praised for its intricate plot, compelling characters, and thought-provoking exploration of complex themes. The novel has spawned numerous sequels, adaptations, and discussions on its philosophical implications. Its enduring popularity speaks to its ability to engage readers on multiple levels, prompting reflection on war, humanity, and the responsibilities of power.

Conclusion

Orson Scott Card's Ender's Game is not merely a captivating science fiction adventure; it's a profound examination of human nature, the costs of war, and the ambiguous nature of morality. Its enduring legacy lies in its capacity to provoke thought, challenge assumptions, and leave readers pondering the complexities of its narrative long after the final page is turned. The novel's exploration of child soldiers, the manipulation of individuals for larger goals, and the ethical dilemmas inherent in warfare continue to make it a relevant and compelling read for generations to come.

FAQs

1. Is Ender's Game appropriate for all ages? While categorized as young adult fiction, the book deals with mature themes and violence, making it more suitable for older teens and adults.

2. What are the major criticisms of Ender's Game? The author's public stances on LGBTQ+ issues have led to significant criticism and boycotts of the book and its author.
3. How does Ender's Game differ from its sequels? The sequels delve deeper into the broader universe and characters introduced in the original novel, often focusing on different aspects of the Formic war and its aftermath.
4. What is the significance of the Formics in the story? The Formics serve as a powerful symbol of the "other" and highlight humanity's tendency toward fear and prejudice in the face of the unknown.
5. Is there a movie adaptation of Ender's Game? Yes, a film adaptation was released in 2013, though it received mixed reviews and didn't fully capture the nuances of the book.

Ender's Game: A Deep Dive into Orson Scott Card's Masterpiece

Are you ready to enter the Battle School? Orson Scott Card's Ender's Game isn't just a science fiction novel; it's a complex exploration of war, strategy, morality, and the devastating consequences of child soldiers. This post will delve into the intricacies of this literary masterpiece, exploring its compelling characters, thought-provoking themes, and enduring legacy. We'll dissect the plot, analyze key characters, and consider the novel's impact on science fiction and beyond. Prepare for a journey into the mind of Ender Wiggin.

The Intriguing Premise of Ender's Game

Ender's Game introduces us to Ender Wiggin, a brilliant but emotionally fragile child selected for Battle School, a rigorous military academy designed to train the ultimate commander to fight an alien race known as the "Buggers." The story unfolds through Ender's perspective, offering an intimate glimpse into his struggles with isolation, ambition, and the crushing weight of responsibility thrust upon him at a young age. The narrative masterfully blends coming-of-age themes with intense military science fiction, creating a gripping and often unsettling experience.

Exploring Key Characters and Their Motivations

Ender Wiggin: The protagonist's journey is the heart of the novel. He's a complex character, driven by a desire to prove himself while simultaneously grappling with the emotional toll of constant competition and manipulation. His intelligence and strategic brilliance are undeniable, but his vulnerability and loneliness make him deeply relatable.

Mazer Rackham: This legendary commander acts as a mentor to Ender, guiding him through the complexities of military strategy and the moral ambiguities of war. Rackham's presence is crucial in

shaping Ender's development and ultimately highlighting the cyclical nature of violence.

Colonel Graff: The ruthless but pragmatic leader of Battle School, Graff embodies the ethical dilemmas inherent in the military's pursuit of victory at any cost. He manipulates Ender relentlessly, sacrificing the boy's emotional well-being for the sake of strategic advantage.

The Buggers: Often depicted as monstrous and alien, the Buggers are presented with a complexity that challenges the reader's preconceived notions of "enemy." Card skillfully avoids simplistic characterizations, forcing the reader to confront the complexities of interspecies conflict and the potential for misunderstanding and miscommunication.

Unpacking the Complex Themes of Ender's Game

The Nature of War: The novel is a potent critique of war and its devastating effects. It exposes the dehumanizing aspects of military training and the psychological damage inflicted on child soldiers. Card doesn't shy away from depicting the brutality of conflict, challenging readers to consider the human cost of war.

Moral Ambiguity and Responsibility: The narrative constantly grapples with questions of morality and the responsibility of leadership. Ender's actions, while ultimately successful in defeating the Buggers, raise profound ethical questions about the justifications for violence and the long-term consequences of strategic decisions.

Isolation and the Human Condition: Ender's experience of profound isolation underscores the human need for connection and belonging. His journey highlights the dangers of unchecked ambition and the importance of empathy and understanding, even in the face of seemingly insurmountable challenges.

Technological Advancement and its Consequences: The advanced technology depicted in Ender's Game serves as a backdrop for exploring the potential consequences of unchecked scientific and military progress. The novel subtly questions the ethical implications of technological advancement and its potential to dehumanize warfare.

The Lasting Impact and Legacy of Ender's Game

Ender's Game has had a significant impact on science fiction literature and popular culture. Its exploration of complex themes, compelling characters, and thought-provoking narrative have ensured its enduring relevance. The novel has sparked countless discussions about the ethics of war, the nature of leadership, and the human condition. Its influence can be seen in numerous subsequent works of science fiction, solidifying its place as a landmark achievement in the genre. The book has also inspired numerous adaptations, further cementing its impact on popular culture.

Conclusion

Orson Scott Card's *Ender's Game* remains a powerful and thought-provoking novel that continues to resonate with readers decades after its publication. Its exploration of complex themes, compelling characters, and masterful storytelling make it a must-read for anyone interested in science fiction, military strategy, or the human condition. The lasting legacy of the book lies in its ability to challenge readers to confront difficult questions about war, morality, and the consequences of our actions.

FAQs

1. Is *Ender's Game* suitable for young adults? While marketed towards young adults, the novel explores mature themes that may be disturbing to some younger readers. Parental guidance is recommended.
2. What is the significance of the "Buggers" in the story? The Buggers serve as a complex representation of the "other," challenging the reader's perception of enemies and forcing them to confront the potential for miscommunication and misunderstanding in conflict.
3. How does *Ender's Game* differ from the movie adaptation? The movie adaptation significantly alters certain aspects of the plot and character development, streamlining the story and omitting crucial details that contribute to the novel's overall impact.
4. Are there sequels to *Ender's Game*? Yes, *Ender's Game* is the first book in a larger series exploring the Enderverse, expanding on the characters and events of the original novel.
5. What is the overall message of *Ender's Game*? The novel offers no easy answers, but it compels readers to confront the ethical complexities of war, the consequences of leadership, and the importance of empathy and understanding in a world riddled with conflict.

enders game: [Ender's Game](#) Orson Scott Card, 2010-04-01 Orson Scott Card's *Ender's Game* is the winner of the Nebula and Hugo Awards. In order to develop a secure defense against a hostile alien race's next attack, government agencies breed child geniuses and train them as soldiers. A brilliant young boy, Andrew Ender Wiggin, lives with his kind but distant parents, his sadistic brother Peter, and the person he loves more than anyone else, his sister Valentine. Peter and Valentine were candidates for the soldier-training program but didn't make the cut—young Ender is the Wiggin drafted to the orbiting Battle School for rigorous military training. Ender's skills make him a leader in school and respected in the Battle Room, where children play at mock battles in zero gravity. Yet growing up in an artificial community of young soldiers, Ender suffers greatly from isolation, rivalry from his peers, pressure from the adult teachers, and an unsettling fear of the alien invaders. His psychological battles include loneliness, fear that he is becoming like the cruel brother he remembers, and fanning the flames of devotion to his beloved sister. Is Ender the general Earth needs? But Ender is not the only result of the genetic experiments. The war with the Buggers has been raging for a hundred years, and the quest for the perfect general has been underway for almost

as long. Ender's two older siblings are every bit as unusual as he is, but in very different ways. Between the three of them lie the abilities to remake a world. If, that is, the world survives. Ender's Game is the winner of the 1985 Nebula Award for Best Novel and the 1986 Hugo Award for Best Novel. THE ENDER UNIVERSE Ender series Ender's Game / Ender in Exile / Speaker for the Dead / Xenocide / Children of the Mind Ender's Shadow series Ender's Shadow / Shadow of the Hegemon / Shadow Puppets / Shadow of the Giant / Shadows in Flight Children of the Fleet The First Formic War (with Aaron Johnston) Earth Unaware / Earth Afire / Earth Awakens The Second Formic War (with Aaron Johnston) The Swarm /The Hive Ender novellas A War of Gifts /First Meetings At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

enders game: *Ender's Game* Jed Alger, 2013-10-15 Based on the best-selling novel, Ender's Game tells the thrilling story of the fight to save the world from a devastating future. Now, in this official companion volume, the behind-the-scenes world of the film is brought into stunning focus. Following an attack by an alien race known as the Formics—narrowly countered thanks only to the efforts of legendary war hero Mazer Rackham (Ben Kingsley)—Earth has been preparing itself for the next wave in the conflict. The fate of humanity lies in finding the next Mazer from a crop of the brightest young minds on the planet. Under the watchful eye of the International Fleet, the venerated Colonel Hyrum Graff (Harrison Ford) has been tasked with overseeing their training. Before long, a standout emerges among them: Ender Wiggin (Asa Butterfield), a shy but prodigiously talented misfit. His potential discovered, Ender is promoted to Command School, where he will soon find the war with the Formics to be more complex than he could have ever imagined. Packed with in-depth interviews, removable posters and army badges, stunning concept art, unparalleled access to the visual effects archives at Digital Domain, and countless full-color images, this insightful insider's view of the making of Ender's Game will bring fans closer into the world of the movie, following cast and crew as it is brought to dazzling life. Also featuring Hailee Steinfeld (True Grit) as Petra Arkanian, Viola Davis (The Help) as Major Gwen Anderson, and Abigail Breslin (Little Miss Sunshine) as Ender's brilliant older sister, Valentine.

enders game: *Ender's World* Orson Scott Card, 2013-04-02 Experience the thrill of reading Ender's Game all over again Go deeper into the complexities of Orson Scott Card's classic novel with science fiction and fantasy writers, YA authors, military strategists, including: Ender prequel series coauthor Aaron Johnston on Ender and the evolution of the child hero Burn Notice creator Matt Nix on Ender's Game as a guide to life Hugo award-winning writer Mary Robinette Kowal on how Ender's Game gets away with breaking all the (literary) rules Retired US Air Force Colonel Tom Ruby on what the military could learn from Ender about leadership Bestselling YA author Neal Shusterman on the ambivalence toward survival that lies at the heart of Ender's story Plus pieces by: Hilari Bell John Brown Mette Ivie Harrison Janis Ian Alethea Kontis David Lubar and Alison S. Myers John F. Schmitt Ken Scholes Eric James Stone Also includes never-before-seen content from Orson Scott Card on the writing and evolution of the events in Ender's Game, from the design of Battle School to the mindset of the pilots who sacrificed themselves in humanity's fight against the formics

enders game: *Xenocide* Orson Scott Card, 2009-11-30 The war for survival of the planet Lusitania will be fought in the heart of a child named Gloriously Bright. On Lusitania, Ender found a world where humans and pequininos and the Hive Queen could all live together; where three very different intelligent species could find common ground at last. Or so he thought. Lusitania also harbors the descolada, a virus that kills all humans it infects, but which the pequininos require in order to become adults. The Starways Congress so fears the effects of the descolada, should it escape from Lusitania, that they have ordered the destruction of the entire planet, and all who live there. The Fleet is on its way, a second xenocide seems inevitable. Xenocide is the third novel in Orson Scott Card's The Ender Saga. THE ENDER UNIVERSE Ender series Ender's Game / Ender in Exile / Speaker for the Dead / Xenocide / Children of the Mind Ender's Shadow series Ender's Shadow / Shadow of the Hegemon / Shadow Puppets / Shadow of the Giant / Shadows in Flight Children of the Fleet The First Formic War (with Aaron Johnston) Earth Unaware / Earth Afire /

Earth Awakens The Second Formic War (with Aaron Johnston) The Swarm /The Hive Ender novellas A War of Gifts /First Meetings At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

enders game: *Ender Saga 01. Ender's Game* Orson Scott Card, 2013 Child-hero Ender Wiggin must fight a desperate battle against a deadly alien race if mankind is to survive.

enders game: Ender's Game Orson Scott Card, 1994-07-15 From New York Times bestselling author Orson Scott Card, *Ender's Game*—adapted to film in 2013 starring Asa Butterfield and Harrison Ford—is the classic Hugo and Nebula award-winning science fiction novel of a young boy's recruitment into the midst of an interstellar war. In order to develop a secure defense against a hostile alien race's next attack, government agencies breed child geniuses and train them as soldiers. A brilliant young boy, Andrew Ender Wiggin lives with his kind but distant parents, his sadistic brother Peter, and the person he loves more than anyone else, his sister Valentine. Peter and Valentine were candidates for the soldier-training program but didn't make the cut—young Ender is the Wiggin drafted to the orbiting Battle School for rigorous military training. Ender's skills make him a leader in school and respected in the Battle Room, where children play at mock battles in zero gravity. Yet growing up in an artificial community of young soldiers Ender suffers greatly from isolation, rivalry from his peers, pressure from the adult teachers, and an unsettling fear of the alien invaders. His psychological battles include loneliness, fear that he is becoming like the cruel brother he remembers, and fanning the flames of devotion to his beloved sister. Is Ender the general Earth needs? But Ender is not the only result of the genetic experiments. The war with the Buggers has been raging for a hundred years, and the quest for the perfect general has been underway for almost as long. Ender's two older siblings are every bit as unusual as he is, but in very different ways. Between the three of them lie the abilities to remake a world. If, that is, the world survives. Orson Scott Card's *Ender's Game* is the winner of the 1985 Nebula Award for Best Novel and the 1986 Hugo Award for Best Novel. THE ENDER UNIVERSE Ender series Ender's Game / Ender in Exile / Speaker for the Dead / Xenocide / Children of the Mind Ender's Shadow series Ender's Shadow / Shadow of the Hegemon / Shadow Puppets / Shadow of the Giant / Shadows in Flight Children of the Fleet The First Formic War (with Aaron Johnston) Earth Unaware / Earth Afire / Earth Awakens The Second Formic War (with Aaron Johnston) The Swarm /The Hive Ender novellas A War of Gifts /First Meetings

enders game: Ender's Game Orson Scott Card, 2011-09-22 'Delivers more than almost anything else within the science fiction genre, *Ender's Game* is a contemporary classic' - New York Times 'An affecting novel full of surprises.' - The New York Times Book Review on *Ender's Game* THE HUMAN RACE FACES ANNIHILATION An alien threat is on the horizon, ready to strike. And if humanity is to be defended, the government must create the greatest military commander in history. The brilliant young Ender Wiggin is their last hope. But first he must survive the rigours of a brutal military training program - to prove that he can be the leader of all leaders. A saviour for mankind must be produced, through whatever means possible. But are they creating a hero or a monster? Discover the bestselling, multiple award-winning classic - a groundbreaking tale of war, strategy and survival. Books by Orson Scott Card: Alvin Maker novels Seventh Son Red Prophet Prentice Alvin Alvin Journeyman Heartfire The Crystal City Ender Wiggin Saga Ender's Game Speaker for the Dead Xenocide Children of the Mind Ender in Exile Homecoming The Memory of the Earth The Call of the Earth The Ships of the Earth Earthfall Earthborn First Formic War (with Aaron Johnston) Earth Unaware Earth Afire Earth Awakens

enders game: Ender's Game Christopher Yost, 2010-03 There's a war coming. The same aliens who almost destroyed Earth once are coming back to get the whole job done this time. But we aren't going to just sit and die. The international military is taking our best and brightest to mold them into the finest military minds ever - and they're taking them young.

enders game: Ender in Exile Orson Scott Card, 2008-11-11 After twenty-three years, Orson Scott Card returns to his acclaimed best-selling series with the first true, direct sequel to the classic *Ender's Game*. In *Ender's Game*, the world's most gifted children were taken from their families and

sent to an elite training school. At Battle School, they learned combat, strategy, and secret intelligence to fight a dangerous war on behalf of those left on Earth. But they also learned some important and less definable lessons about life. After the life-changing events of those years, these children—now teenagers—must leave the school and readapt to life in the outside world. Having not seen their families or interacted with other people for years—where do they go now? What can they do? Ender fought for humanity, but he is now reviled as a ruthless assassin. No longer allowed to live on Earth, he enters into exile. With his sister Valentine, he chooses to leave the only home he's ever known to begin a relativistic—and revelatory—journey beyond the stars. What happened during the years between Ender's Game and Speaker for the Dead? What did Ender go through from the ages of 12 through 35? The story of those years has never been told. Taking place 3000 years before Ender finally receives his chance at redemption in Speaker for the Dead, this is the long-lost story of Ender. For twenty-three years, millions of readers have wondered and now they will receive the answers. Ender in Exile is Orson Scott Card's moving return to all the action and the adventure, the profound exploration of war and society, and the characters one never forgot. On one of these ships, there is a baby that just may share the same special gifts as Ender's old friend Bean... THE ENDER UNIVERSE Ender series Ender's Game / Ender in Exile / Speaker for the Dead / Xenocide / Children of the Mind Ender's Shadow series Ender's Shadow / Shadow of the Hegemon / Shadow Puppets / Shadow of the Giant / Shadows in Flight Children of the Fleet The First Formic War (with Aaron Johnston) Earth Unaware / Earth Afire / Earth Awakens The Second Formic War (with Aaron Johnston) The Swarm / The Hive Ender novellas A War of Gifts / First Meetings At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

enders game: Ender's Game Graphic Novel , 2013-09-24 Andrew Ender Wiggin is 6 years old, bullied, resented and alone. And he might be humanity's only hope. Ender is recruited to the International Fleet's child warriors in training, to fight in defense of the planet. His promise is high, and his teachers are sure he will rise to the test - if Battle School doesn't kill him first! As young Ender rises through the ranks, he struggles to find tranquility, humanity and a connection with something greater than the brutal mechanics of war and strategy. But when he is thrust into Command School at a vastly accelerated pace, will he crack up on the road to becoming the hero that the human race so desperately needs? Sci-fi legend Orson Scott Card's award-winning classic is brought to life! COLLECTING: Ender 's Game : Battle School 1-5, Ender's Game: Comm and School 1-5

enders game: Shadows in Flight Orson Scott Card, 2013-01-29 Ender's Shadow explores the stars in this all-new novel... At the end of Shadow of the Giant, Bean flees to the stars with three of his children--the three who share the engineered genes that gave him both hyper-intelligence and a short, cruel physical life. The time dilation granted by the speed of their travel gives Earth's scientists generations to seek a cure, to no avail. In time, they are forgotten--a fading ansible signal speaking of events lost to Earth's history. But the Delphikis are about to make a discovery that will let them save themselves, and perhaps all of humanity in days to come. For there in space before them lies a derelict Formic colony ship. Aboard it, they will find both death and wonders--the life support that is failing on their own ship, room to grow, and labs in which to explore their own genetic anomaly and the mysterious disease that killed the ship's colony. Shadows in Flight is the fifth novel in Orson Scott Card's Shadow Series. THE ENDER UNIVERSE Ender series Ender's Game / Speaker for the Dead / Xenocide / Children of the Mind / Ender in Exile / Children of the Fleet Ender's Shadow series Ender's Shadow / Shadow of the Hegemon / Shadow Puppets / Shadow of the Giant / Shadows in Flight The First Formic War (with Aaron Johnston) Earth Unaware / Earth Afire / Earth Awakens The Second Formic War (with Aaron Johnston) The Swarm / The Hive Ender novellas A War of Gifts / First Meetings At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

enders game: The Hive Orson Scott Card, Aaron Johnston, 2019-06-11 New York Times bestselling authors Orson Scott Card and Aaron Johnston return to the prequels to Ender's Game following The Swarm with The Hive, book two in the Second Formic War. Card and Johnston

continue the fast-paced hard science fiction history of the Formic Wars—the alien invasions of Earth's Solar System that ultimately led to Ender Wiggin's total victory in *Ender's Game*. A coalition of Earth's nations barely fought off the Formics' first scout ship. Now it's clear that there's a mother-ship out on edge of the system, and the aliens are prepared to take Earth by force. Can Earth's warring nations and corporations put aside their differences and mount an effective defense? *Ender's Game* is one of the most popular and bestselling science fiction novels of all time. The Formic War series (*The First Formic War* and *The Second Formic War*) are the prequels to Ender's story. THE ENDER UNIVERSE Ender series *Ender's Game* / *Speaker for the Dead* / *Xenocide* / *Children of the Mind* / *Ender in Exile* / *Children of the Fleet* Ender's Shadow series *Ender's Shadow* / *Shadow of the Hegemon* / *Shadow Puppets* / *Shadow of the Giant* / *Shadows in Flight* The First Formic War (with Aaron Johnston) *Earth Unaware* / *Earth Afire* / *Earth Awakens* The Second Formic War (with Aaron Johnston) *The Swarm* / *The Hive* Ender novellas *A War of Gifts* / *First Meetings* At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

enders game: *A Planet for Rent* Yoss, 2014-09-30 The most successful and controversial Cuban Science Fiction writer of all time, Yoss (aka José Miguel Sánchez Gómez) is known for his acerbic portraits of the island under Communism. In his bestselling *A Planet for Rent*, Yoss pays homage to Ray Bradbury's *The Martian Chronicles* and 334 by Thomas M. Disch. A critique of Cuba in the nineties, after the fall of the Soviet Union and the dissolution of the Warsaw Pact, *A Planet for Rent* marks the debut in English of an astonishingly brave and imaginative Latin American voice. Praise for Yoss "One of the most prestigious science fiction authors of the island." —On Cuba Magazine A gifted and daring writer. —David Iaconangelo José Miguel Sánchez [Yoss] is Cuba's most decorated science fiction author, who has cultivated the most prestige for this genre in the mainstream, and the only person of all the Island's residents who lives by his pen." —Cuenta Regresiva Born José Miguel Sánchez Gómez, Yoss assumed his pen name in 1988, when he won the Premio David Award in the science fiction category for *Timshel*. Together with his peculiar pseudonym, the author's aesthetic of an impetuous rocker has allowed him to stand out amongst his fellow Cuban writers. Earning a degree in Biology in 1991, he went on to graduate from the first ever course on Narrative Techniques at the Onelio Jorge Cardoso Center of Literary Training, in the year 1999. Today, Yoss writes both realistic and science fiction works. Alongside these novels, the author produces essays, Praise for, and compilations, and actively promotes the Cuban science fiction literary workshops, *Espiral* and *Espacio Abierto*. When he isn't translating, David Frye teaches Latin American culture and society at the University of Michigan. Translations include *First New Chronicle* and *Good Government* by Guaman Poma de Ayala (Peru, 1615); *The Mangy Parrot* by José Joaquín Fernández de Lizardi (Mexico, 1816), for which he received a National Endowment for the Arts Fellowship; *Writing across Cultures: Narrative Transculturation in Latin America* by Ángel Rama (Uruguay, 1982), and several Cuban and Spanish novels and poems.

enders game: The Authorized Ender Companion Orson Scott Card, Jake Black, 2009-11-10 *The Authorized Ender Companion* is a complete and in-depth encyclopedia of all the persons, places, things and events in Orson Scott Card's Ender Universe. Written by Jake Black under the editorial supervision of Card himself, *The Authorized Ender Companion* will be an invaluable resource for readers of the series. If you ever wondered where Ender went after he left Earth, before he arrived at Lusitania, you'll find the answer here. If you ever wondered how the battle room worked, you'll find the answer here. If you forgot the names of the people who discovered the *descolada*, the answer is here. The history of Gloriously Bright's world? Here. *The Authorized Ender Companion* contains all that and more. There are character biographies, time-lines, colony histories, and family trees. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

enders game: *Shadow Puppets* Orson Scott Card, 2011-10-13 'Certain to be one of the most sought-after books of the year' - The Times 'Full of surprises ... Intense is the word for Orson Scott Card's ENDER'S GAME' - LOCUS Manoeuvring through international politics and war, Peter Wiggin

and Achilles are each determined to defeat the other and become Hegemon. When cloned embryos carrying Bean's brilliant intelligence fall into the hands of Achilles' people, the race to protect the world has only just begun... Orson Scott Card's award-winning Ender series is a genuine classic of science fiction. In *SHADOW PUPPETS*, the third book in the new series following *ENDER'S SHADOW* and *SHADOW OF THE HEGEMON*, he follows the fates of Ender's fellow pupils from Battle School - now facing terrible new challenges, both personal and political. Books by Orson Scott Card: *Alvin Maker novels* *Seventh Son* *Red Prophet* *Prentice Alvin* *Alvin Journeyman* *Heartfire* *The Crystal City* *Ender Wiggin Saga* *Ender's Game* *Speaker for the Dead* *Xenocide* *Children of the Mind* *Ender in Exile* *Homecoming* *The Memory of the Earth* *The Call of the Earth* *The Ships of the Earth* *Earthfall* *Earthborn* *First Formic War* (with Aaron Johnston) *Earth Unaware* *Earth Afire* *Earth Awakens*

enders game: *Speaker for the Dead* Orson Scott Card, 2013 A *FALLEN HERO - HAUNTED BY HIS PAST, BUT CAN HE CHANGE THE FUTURE?* Ender Wiggin was once considered a great military leader, a saviour for mankind. But now history judges his destruction of an alien race as monstrous rather than heroic. In the aftermath of the war, Ender disappeared, and a powerful voice arose: *The Speaker for the Dead*, who told the true story behind the battle with the aliens. Now, years later, a second alien race has been discovered. But again they are strange and frightening - and again, humans are dying. It is only the Speaker for the Dead, secretly Ender Wiggin, who has the courage to confront the mystery . . . and the truth.

enders game: Ender's Game and Philosophy , 2013-07-26 A threat to humanity portending the end of our species lurks in the cold recesses of space. Our only hope is an eleven-year-old boy. Celebrating the long-awaited release of the movie adaptation of Orson Scott Card's novel about highly trained child geniuses fighting a race of invading aliens, this collection of original essays probes key philosophical questions raised in the narrative, including the ethics of child soldiers, politics on the internet, and the morality of war and genocide. Original essays dissect the diverse philosophical questions raised in Card's best-selling sci-fi classic, winner of the Nebula and Hugo Awards and which has been translated in 29 languages Publication coincides with planned release of major motion picture adaptation of *Ender's Game* starring Asa Butterfield and Harrison Ford Treats a wealth of core contemporary issues in morality and ethics, including child soldiers, the best kind of education and the use and misuse of global communications for political purposes A stand-out addition to the Blackwell Philosophy and Pop Culture series

enders game: *A War of Gifts* Orson Scott Card, 2009-07-07 Orson Scott Card offers a Christmas gift to his millions of fans with *A War of Gifts*, a short novel set during Ender Wiggin's first years at the Battle School where it is forbidden to celebrate religious holidays. The children come from many nations, many religions; while they are being trained for war, religious conflict between them is not on the curriculum. But Dink Meeker, one of the older students, doesn't see it that way. He thinks that giving gifts isn't exactly a religious observation, and on Sinterklaas Day he tucks a present into another student's shoe. This small act of rebellion sets off a battle royal between the students and the staff, but some surprising alliances form when Ender comes up against a new student, Zeck Morgan. The War over Santa Claus will force everyone to make a choice. **THE ENDER UNIVERSE** Ender series *Ender's Game* / *Speaker for the Dead* / *Xenocide* / *Children of the Mind* / *Ender in Exile* / *Children of the Fleet* Ender's Shadow series *Ender's Shadow* / *Shadow of the Hegemon* / *Shadow Puppets* / *Shadow of the Giant* / *Shadows in Flight* *The First Formic War* (with Aaron Johnston) *Earth Unaware* / *Earth Afire* / *Earth Awakens* *The Second Formic War* (with Aaron Johnston) *The Swarm* / *The Hive* Ender novellas *A War of Gifts* / *First Meetings* At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

enders game: The Last Shadow Orson Scott Card, 2022-10-25 At the close of *Ender's Game*, Andrew Wiggin - called Ender by everyone - knows that he cannot live on Earth. He has become far more than just a boy who won a game: He is the Savior of Earth, a hero, a military genius whose allegiance is sought by every nation of the newly shattered Earth Hegemony. He is offered the choice of living under the Hegemon's control, a pawn in his brother Peter's political games. Or he

can join the colony ships and go out to settle one of the new worlds won in the war. The story of those years on the colony worlds has never been told ... until now. Ender was twelve when he chose to leave his home world and begin the long relativistic journey out to the colonies. With him went his sister, Valentine, and the core of the artificial intelligence that would become Jane. He wrote *The Hive Queen* and *The Hegemon*, and his sister wrote *The Speaker for the Dead*. He served as governor of his first colony world, but now Ender is on the move, looking for a planet where the hive queens might be reestablished. What he finds in the Ganges colony is more than he bargained for - a resentful governor who caused a devastating war on Earth and a brilliant young colonist who is out to destroy him, starting with his reputation and ending, perhaps, with his life.--BOOK JACKET.

enders game: Earth Unaware Orson Scott Card, Aaron Johnston, 2012-07-17 A hundred years before Ender's Game, humans thought they were alone in the galaxy. Humanity was slowly making their way out from Earth to the planets and asteroids of the Solar System, exploring and mining and founding colonies. The mining ship *El Cavador* is far out from Earth, in the deeps of the Kuiper Belt, beyond Pluto. Other mining ships, and the families that live on them, are few and far between this far out. So when *El Cavador*'s telescopes pick up a fast-moving object coming in-system, it's hard to know what to make of it. It's massive and moving at a significant fraction of the speed of light. But the ship has other problems. Their systems are old and failing. The family is getting too big. There are claim-jumping corporates bringing Asteroid Belt tactics to the Kuiper Belt. Worrying about a distant object that might or might not be an alien ship seems...not important. They're wrong. It's the most important thing that has happened to the human race in a million years. This is humanity's first contact with an alien race. The First Formic War is about to begin. *Earth Unaware* is the first novel in The First Formic War series by Orson Scott Card and Aaron Johnston. THE ENDER UNIVERSE Ender series *Ender's Game* / *Speaker for the Dead* / *Xenocide* / *Children of the Mind* / *Ender in Exile* / *Children of the Fleet* Ender's Shadow series *Ender's Shadow* / *Shadow of the Hegemon* / *Shadow Puppets* / *Shadow of the Giant* / *Shadows in Flight* The First Formic War (with Aaron Johnston) *Earth Unaware* / *Earth Afire* / *Earth Awakens* The Second Formic War (with Aaron Johnston) *The Swarm* / *The Hive* Ender novellas *A War of Gifts* / *First Meetings* At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

enders game: Treason Orson Scott Card, 2009-11-30 From the bestselling author of the Ender Universe novels comes Orson Scott Card's *Treason* Lanik Mueller's birthright as heir to planet Treason's most powerful rulership will never be realized. He is a rad--radical regenerative. A freak among people who can regenerate injured flesh... and trade extra body parts to the Offworld oppressors for iron. For, on a planet without hard metals--or the means of escape--iron is power in the race to build a spacecraft. Iron is the promise of freedom, which may never be fulfilled as Lanik uncovers a treacherous conspiracy beyond his imagination. Now charged with a mission of conquest--and exile--Lanik devises a bold and dangerous plan... a quest that may finally break the vicious chain of rivalry and bloodshed that enslaves the people of Treason as the Offworld never could. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

enders game: Shadow of the Hegemon Orson Scott Card, 2009-11-30 The War is over, won by Ender Wiggin and his team of brilliant child-warriors. The enemy is destroyed, the human race is saved. Ender himself refuses to return to the planet, but his crew has gone home to their families, scattered across the globe. The battle school is no more. But with the external threat gone, the Earth has become a battlefield once more. The children of the Battle School are more than heroes; they are potential weapons that can bring power to the countries that control them. One by one, all of Ender's Dragon Army are kidnapped. Only Bean escapes; and he turns for help to Ender's brother Peter. Peter Wiggin, Ender's older brother, has already been manipulating the politics of Earth from behind the scenes. With Bean's help, he will eventually rule the world. *Shadow of the Hegemon* is the second novel in Orson Scott Card's Shadow Series. THE ENDER UNIVERSE Ender series *Ender's Game* / *Ender in Exile* / *Speaker for the Dead* / *Xenocide* / *Children of the Mind* Ender's Shadow series *Ender's Shadow* / *Shadow of the Hegemon* / *Shadow Puppets* / *Shadow of the Giant* /

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enders game: Children of the Fleet Orson Scott Card, 2017-10-10 From Orson Scott Card, award-winning and bestselling author of Ender's Game, his first solo Enderverse novel in years. Children of the Fleet is a new angle on Card's bestselling series, telling the story of the Fleet in space, parallel to the story on Earth told in the Ender's Shadow series. Ender Wiggin won the Third Formic war, ending the alien threat to Earth. Afterwards, all the terraformed Formic worlds were open to settlement by humans, and the International Fleet became the arm of the Ministry of Colonization, run by Hiram Graff. MinCol now runs Fleet School on the old Battle School station, and still recruits very smart kids to train as leaders of colony ships, and colonies. Dabeet Ochoa is a very smart kid. Top of his class in every school. But he doesn't think he has a chance at Fleet School, because he has no connections to the Fleet. That he knows of. At least until the day that Colonel Graff arrives at his school for an interview. THE ENDER UNIVERSE Ender series Ender's Game / Speaker for the Dead / Xenocide / Children of the Mind / Ender in Exile / Children of the Fleet Ender's Shadow series Ender's Shadow / Shadow of the Hegemon / Shadow Puppets / Shadow of the Giant / Shadows in Flight The First Formic War (with Aaron Johnston) Earth Unaware / Earth Afire / Earth Awakens The Second Formic War (with Aaron Johnston) The Swarm / The Hive Ender novellas A War of Gifts / First Meetings At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

enders game: Songmaster Orson Scott Card, 2002-12-06 A science fiction classic from Orson Scott Card, the bestselling author of Ender's Game Kidnapped at an early age, the young singer Anset has been raised in isolation at the mystical retreat called the Songhouse. His life has been filled with music, and having only songs for companions, he develops a voice that is unlike any heard before. Anset's voice is both a blessing and a curse, for the young Songbird can reflect all the hopes and fears his audience feels and, by magnifying their emotions, use his voice to heal--or to destroy. When it is discovered that his is the voice that the Emperor has waited decades for, Anset is summoned to the Imperial Palace on Old Earth. Many fates rest in Anset's hands, and his songs will soon be put to the test: either to salve the troubled conscience of a conqueror, or drive him, and the universe, into mad chaos. Songmaster is a haunting story of power and love--the tale of the man who would destroy everything he loves to preserve humanity's peace, and the boy who might just sing the world away. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

enders game: Earth Afire Orson Scott Card, Aaron Johnston, 2013-06-04 One hundred years before Ender's Game, the aliens arrived on Earth with fire and death. This is the story of the First Formic War. Victor Delgado beat the alien ship to Earth, but just barely. Not soon enough to convince skeptical governments that there was a threat. They didn't believe that until space stations and ships and colonies went up in sudden flame. And when that happened, only Mazer Rackham and the Mobile Operations Police could move fast enough to meet the threat. Fans of Ender's Game will thrill to Orson Scott Card and Aaron Johnston's Earth Afire. THE ENDER UNIVERSE Ender series Ender's Game / Speaker for the Dead / Xenocide / Children of the Mind / Ender in Exile / Children of the Fleet Ender's Shadow series Ender's Shadow / Shadow of the Hegemon / Shadow Puppets / Shadow of the Giant / Shadows in Flight The First Formic War (with Aaron Johnston) Earth Unaware / Earth Afire / Earth Awakens The Second Formic War (with Aaron Johnston) The Swarm / The Hive Ender novellas A War of Gifts / First Meetings At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

enders game: Ender's Game Ultimate Collection , 2012-01-18 Andrew Ender Wiggin is only 6 years old. His peers bully him, his parents are aloof, and his older brother is violently resentful of him. He might also be humanity's only hope. Ender is recruited to join the International Fleet's legion of child warriors in training, to report for duty in defense of the planet. Leaving behind the

only person who ever understood him--his kind-hearted sister Valentine--he takes on the challenge of becoming a commander in Earth's defenses. His promise is high, and his teachers are sure he will rise to the test--that is, if Battle School doesn't kill him first. Ender struggles to find a place within his soul for tranquility, humanity and a connection with something greater than the brutal mechanics of war and strategy. But when he is thrust into Command School at a vastly accelerated pace, will he crack up on the road to becoming the hero that the human race so desperately needs? Sci-fi legend Orson Scott Card's Hugo and Nebula-Award winning classic is brought to vivid life by writer Christopher Yost (X-Force) and artist Pasqual Ferry (Ultimate Iron Man II). COLLECTING: ENDER'S GAME: BATTLE SCHOOL 1-5; ENDER'S GAME: COMMAND SCHOOL 1-5

enders game: The Lost Gate Orson Scott Card, 2011-01-04 Orson Scott Card's *The Lost Gate* is the first book in the Mithermages series from the New York Times bestselling author of *Ender's Game*. Danny North knew from early childhood that his family was different, and that he was different from them. While his cousins were learning how to create the things that commoners called fairies, ghosts, golems, trolls, werewolves, and other such miracles that were the heritage of the North family, Danny worried that he would never show a talent, never form an outself. He grew up in the rambling old house, filled with dozens of cousins, and aunts and uncles, all ruled by his father. Their home was isolated in the mountains of western Virginia, far from town, far from schools, far from other people. There are many secrets in the House, and many rules that Danny must follow. There is a secret library with only a few dozen books, and none of them in English — but Danny and his cousins are expected to become fluent in the language of the books. While Danny's cousins are free to create magic whenever they like, they must never do it where outsiders might see. Unfortunately, there are some secrets kept from Danny as well. And that will lead to disaster for the North family. The Mithermages series *The Lost Gate* *The Gate Thief* *Gatefather* At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

enders game: Skyhunter Marie Lu, 2020-09-29 Praise for the instant New York Times bestseller *Skyhunter* “Riveting.” —POPSUGAR “Action-packed.” —BuzzFeed “Fresh.” —Los Angeles Times “Exhilarating...a rollercoaster of a reading experience.” —The Nerd Daily A Quiet Place meets Attack on Titan in this unputdownable, adrenaline-laced novel. Strikers are loyal. With unparalleled, deadly fighting skills. With a willingness to do anything—including sacrifice their own lives—to defend Mara, the world’s last free nation. But to the very people she protects, Talin is seen as an outcast first and a Striker second. No matter what others think, Talin lets nothing distract her from keeping the evil Federation and its army of haunting, mutant beasts at bay. Until a mysterious prisoner shows up and disrupts Talin’s entire world. Is he a spy? A product of the Federation’s sinister experiments? The clock is ticking for Talin to unravel the prisoner’s secrets and discover whether he’s the weapon that will save—or destroy—they all. Explore the chilling realities of war and the power of hope in *Skyhunter*, with slow burn romance and nonstop action that will have you racing to the end.

enders game: The Gate Thief Orson Scott Card, 2013-03-19 In this sequel to *The Lost Gate*, bestselling author Orson Scott Card continues his fantastic tale of the Mages of Westil who live in exile on Earth in *The Gate Thief*, a novel of the Mither Mages. Here on Earth, Danny North is still in high school, yet he holds in his heart and mind all the stolen outselves of thirteen centuries of gatemages. The Families still want to kill him if they can't control him...and they can't control him. He is far too powerful. And on Westil, Wad is now nearly powerless—he lost everything to Danny in their struggle. Even if he can survive the revenge of his enemies, he still must somehow make peace with the Gatemage Daniel North. For when Danny took that power from Loki, he also took the responsibility for the Great Gates. And when he comes face-to-face with the mages who call themselves Bel and Ishtoreth, he will come to understand just why Loki closed the gates all those centuries ago. The Mithermages series *The Lost Gate* *The Gate Thief* *Gatefather* At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

enders game: Infinite Stars: Dark Frontiers Orson Scott Card, Jack Campbell, Tanya Huff, 2019-11-26 Continuing the definitive space opera anthology series. Today's most popular writers

produce new stories set in their most famous universes, alongside essential and seminal short fiction from past masters. The definitive collection of explorers and soldiers, charting the dark frontiers of our expanding universe. Amongst the infinite stars we find epic sagas of wars, tales of innermost humanity, and the most powerful of desires - our need to create a better world. The second volume of seminal short science fiction, featuring twenty-six new stories from series such as Wayfarers, Confederation, The Lost Fleet, Waypoint Kangaroo, Ender, Dream Park, the Polity and more. Alongside work from tomorrow's legends, revisit works by masters who helped define the genre: Arthur C. Clarke, Jack Campbell, Becky Chambers, Robert Heinlein, George R.R. Martin, Susan R. Matthews, Orson Scott Card, James Blish, E.E. Doc Smith, Tanya Huff, Curtis C. Chen, Seanan McGuire, Sharon Lee and Steve Miller, Larry Niven and Steven Barnes, Gardner Dozois, David Farland, Mike Shepherd, C.L. Moore, Neal Asher, Weston Ochse, Brenda Cooper, Alan Dean Foster, Kristine Kathryn Rusch, Kevin J. Anderson, David Weber and C.J. Cherryh. Infinite Stars: Dark Frontiers brings you the essential work from past, present, and future bestsellers as well as Grand Masters of science fiction.

enders game: *Starship Troopers* Robert Anson Heinlein, 1987 In a futuristic military adventure a recruit goes through the roughest boot camp in the universe and into battle with the Terran Mobile Infantry in what historians would come to call the First Interstellar War

enders game: The Declaration Gemma Malley, 2012 Sixteen-year-old Anna should not have been born. It is the year 2140 and people can live for ever. No one wants another mouth to feed, so she lives in a Surplus Hall, where unwanted children go to learn valuable lessons . . . at least she wasn't put down at birth. One day, a new inmate arrives. Anna's life is thrown into chaos. He says things about her parents and the Outside that couldn't possibly be true . . . Or could they? Thrilling, passionate and beautifully written, this dystopian novel is perfect for fans of The Hunger Games

enders game: *Wyrms* Orson Scott Card, 1992-03-15 Patience, the young daughter of one of the king's slaves is asked to be an interpreter on a special diplomatic mission.

enders game: *Earth Awakens* Orson Scott Card, Aaron Johnston, 2014-06-10 'A standout tale of SF adventure that gives Ender series fans fascinating backstory to the classic Ender's Game' - Library Journal on Earth Unaware TIME IS RUNNING OUT FOR HUMANITY It is one hundred years before the events of Ender's Game. Tens of millions are dead in China as the invading Formics scour the landscape and gas cities with a lethal alien chemical. Young Mazer Rackham and the Mobile Operations Police scramble to find a counteragent, while asteroid miner Victor Delgado infiltrates the alien ship in near-Earth orbit. Victor needs to find a way to seize the ship and end the war, but he'll need a small strike force of highly skilled soldiers to pull it off. In this last-ditch effort to save what's left of humanity, Mazer Rackham and his team may be just the men for the job . . . The thrilling final novel in the First Formic War series, following Earth Unaware and Earth Afire Books by Orson Scott Card: Alvin Maker novels Seventh Son Red Prophet Prentice Alvin Alvin Journeyman Heartfire The Crystal City Ender Wiggin Saga Ender's Game Speaker for the Dead Xenocide Children of the Mind Ender in Exile Homecoming The Memory of the Earth The Call of the Earth The Ships of the Earth Earthfall Earthborn First Formic War (with Aaron Johnston) Earth Unaware Earth Afire Earth Awakens

enders game: *The Long List Anthology Volume 2* Ann Leckie, Ursula Vernon, 2016-12-10 This is the second annual edition of the Long List Anthology. Every year, supporting members of WorldCon nominate their favorite stories first published during the previous year to determine the top five in each category for the final Hugo Award ballot. Between the announcement of the ballot and the Hugo Award ceremony at WorldCon, these works often become the center of much attention (and contention) across fandom. But there are more stories loved by the Hugo voters, stories on the longer nomination list that WSFS publishes after the Hugo Award ceremony at WorldCon. The Long List Anthology Volume 2 collects 18 fiction stories from that nomination list, along with 2 essays from the book Letters to Tiptree that was also on the nomination list, totaling over 500 pages of fiction by writers from all corners of the world. Within these pages you will find a mix of science fiction and fantasy and horror, the dramatic and the lighthearted, from android caretakers to

Lovecraftian romances, from adventures to quests and more. There is a wide variety of styles and types of stories here, and something for everyone. The stories included are: Damage by David D. Levine Pockets by Amal El-Mohtar Today I Am Paul by Martin L. Shoemaker The Women You Didn't See by Nicola Griffith (a letter from Letters to Tiptree) Tuesdays With Molakesh the Destroyer by Megan Grey Wooden Feathers by Ursula Vernon Three Cups of Grief, By Starlight by Aliette de Bodard Madeleine by Amal El-Mohtar Neat Things by Seanan McGuire (a letter from Letters To Tiptree) Pocosin by Ursula Vernon Hungry Daughters of Starving Mothers by Alyssa Wong So Much Cooking by Naomi Kritzer The Deepwater Bride by Tamsyn Muir The Heart's Filthy Lesson by Elizabeth Bear Grandmother-nai-Leylit's Cloth of Winds by Rose Lemberg Another Word For World by Ann Leckie The Long Goodnight of Violet Wild by Catherynne M. Valente Our Lady of the Open Road by Sarah Pinsker The Pauper Prince and the Eucalyptus Jinn by Usman T. Malik The Sorcerer of the Wildeeps by Kai Ashante Wilson

enders game: Ender's Game Boxed Set Orson Scott Card, 2013-10-15 Included in this Orson Scott Card ebook bundle is the first volumes of two beloved series, The Ender Saga and The Shadow Series Ender's Game Andrew "Ender" Wiggin thinks he is playing computer simulated war games, at Earth's elite military academy, the Battle School; he is, in fact, engaged in something far more desperate. Ender may be the military genius Earth desperately needs in a war against an inscrutable alien that seeks to destroy all human life. The only way to find out is to throw Ender into ever harsher training, to chip away and find the diamond inside, or destroy him utterly. Ender Wiggin is six years old when it begins. He will grow up fast. Ender's Game is an international bestseller, read and loved by generations. It has been named one of the top ten science fiction novels of all time. Ender's Shadow Andrew Ender Wiggin was not the only child in the Battle School; he was just the best of the best. In Ender's Shadow, Card tells the story of another of those precocious generals, the one they called Bean--the one who became Ender's right hand, part of his team, in the final battle against the Buggers. Bean's past was a battle just to survive. His success brought him to the attention of the Battle School's recruiters, those people scouring the planet for leaders, tacticians, and generals to save Earth from the threat of alien invasion. Bean was sent into orbit, to the Battle School. And there he met Ender.... At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

enders game: Showdown Larry Elder, 2013-04-26 The Ten Things You Can't Say in America struck a chord with eager readers across the country, exposing truths others have been too afraid to address. In his new book, Elder is out to slay entrenched and enmeshed special interest groups, government agencies with the capacity to meddle in Americans' lives and businesses, lawmakers who continue a pattern of outrageous overtaxation, and those who would hamstring this country with good intentions. Showdown demonstrates how the nation would be better, stronger and safer with less government intervention and how individuals would not only cope but thrive without the so-called safety net. Showdown is a call to arms for a truly free society. Elder discusses: - What a Republican-led government means for progress - Where a responsible government would put its citizens' tax dollars - Why racial and sex discrimination are non-issues in the 21st century. Larry Elders straight talk and common-sense solutions spare no one and will inspire his passionate and growing audience.

enders game: First Meetings Orson Scott Card, 2002 In July 1977, Ender's Game appeared as a novelette in Analog magazine. The science fiction community immediately embraced it, nominating it for a Hugo award. Twenty-five years later, First Meetings celebrates Ender's Game by re-releasing that original short story along with three others.

enders game: Wakers Orson Scott Card, 2023-02-07 From the New York Times bestselling author of Enders Game comes a brand-new series following a teen who wakes up on an abandoned Earth to discover that he's a clone. Laz is a side-stepper: a teen with the incredible power to jump his consciousness to alternate versions of himself in parallel worlds. All his life, there was no mistake that a little side-stepping couldn't fix. Until Laz wakes up one day in a cloning facility on a seemingly abandoned Earth. Laz finds himself surrounded by hundreds of other clones, all dead, and quickly

realizes that he too must be a clone of his original self. Laz has no idea what happened to the world he remembers as vibrant and bustling only yesterday, and he struggles to survive in the barren wasteland he's now trapped in. But the question that haunts him isn't why was he created, but instead, who woke him up...and why? There's only a single bright spot in Laz's new life: one other clone appears to still be alive, although she remains asleep. Deep down, Laz believes that this girl holds the key to the mysteries plaguing him, but if he wakes her up, she'll be trapped in this hellscape with him. This is one problem that Laz can't just side-step his way out of.

enders game: Hover Car Racer Matthew Reilly, 2005-12-01 A no-holds-barred science fiction thriller from Australia's favourite novelist, author of the Scarecrow series and Jack West Jr series with new novel Mr Einstein's Secretary out now. High-octane Harry Potter The Age Reilly has a gift for sustaining momentum that never lets up. Publishers Weekly Meet Jason Chaser, hover car racer. He's won himself a place at the International Race School, where racers either make it on to the Pro Circuit - or they crash and burn. But he's an outsider. He's younger than the other racers. His car, the Argonaut, is older. And on top of that, someone doesn't want him to succeed at the School and will do anything to stop him. Now Jason Chaser isn't just fighting for his place on the starting line, he's racing for his life. Fans of Clive Cussler, Tom Clancy and Michael Crichton will love Matthew Reilly.

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