

Earth Awakens Orson Scott Card

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Ender in Exile - Orson Scott Card 2009

At first, Ender believed that they would bring him back to Earth as soon as things quieted down. But things were quiet now, had been quiet for a year, and it was plain to him now that they would not bring him back at all, that he was much

more useful as a name and a story than he would ever be as an inconveniently flesh-and-blood person. 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

Saviour 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.

Space Boy - Orson Scott Card
2007-08-01

When Todd discovers that his mother, who disappeared four years previously, really was eaten by something in his brother Jared's closet, as Jared insisted, and is trapped in another universe, he sets off to rescue her.

Storyteller - Michael R. Collings 2002-02

The first volume documenting and collecting Orson Scott Card's work for the last 30 years. Every novel, story, poem, every word that has been published--and then some is in this collection. This is a

must for any reader, who wants to learn everything about this author's extensive work and career.

Pastwatch - Orson Scott Card
1996-01

In the not-too-distant future, after a scientific innovation allows researchers to open a window on the past, a young woman meddles to send an individual onto a slightly different path in life, interference that has unexpected repercussions for the present and future. 50,000 first printing.

Stonefather - Orson Scott Card
2008

Runnel, a friendless peasant from a village so humble that money is a new concept, stumbles into a centuries-old feud when he travels to Mitherhome, the city of the wetwizards, seeking his fortune. He accepts a servant's position in the household of the sole stonemage permitted within the city walls, where his untapped magical talents and his fascination with his master's abilities are a predictably dangerous

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combination.

Unaccompanied Sonata & Other Stories - Orson Scott Card 1980

Children of the Mind - Orson Scott Card 2021-09-07

Children of the Mind is the fourth book in New York Times bestselling author Orson Scott Card's classic science fiction Ender Quintet--newly repackaged. The planet Lusitania is home to three sentient species: the Pequeninos; a large colony of humans; and the Hive Queen, brought there by Ender. But once again the human race has grown fearful; the Starways Congress has gathered a fleet to destroy Lusitania. Jane, the evolved computer intelligence, can save the three sentient races of Lusitania. She has learned how to move ships outside the universe, and then instantly back to a different world, abolishing the light-speed limit. But it takes all the processing power available to her, and the Starways Congress is shutting down the Net, world by world. Soon Jane

will not be able to move the ships. Ender's children must save her if they are to save themselves. THE ENDER UNIVERSE Ender Quintet Ender's Game / Speaker for the Dead / Xenocide / Children of the Mind / Ender in Exile 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

Cruel Miracles - Orson Scott Card 1992-12-01

A collection of science fiction tales includes "An Eye for an Eye," as well as an autobiography by the author

Ender's Game - Formic Wars - 2012-07-25

The all-new prequel to Orson Scott Card's science-fiction classic Ender's Game returns! With 44 million people killed by the toxic gas that the alien

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Formics unleashed in China, the only hope of a counter-agent lies with Mazer Rackham and the Mobile Operations Police safely retrieving a sample. Meanwhile, young asteroid miner Victor Delgado has snuck aboard the Formic mother ship in hopes of taking it down alone ... and boy is he is for a big disappointment.

COLLECTING: FORMIC WARS: SILENT STRIKE 1-5

Invasive Procedures - Orson Scott Card 2007-09-18

Frank Hartman, a virologist working for the government's top-secret biohazard agency, is the only man capable of stopping George Galen, a geneticist who has discovered how to "improve" humans by making them stronger, healthier, and compliant to his will.

Xenocide - Orson Scott Card 1991

Days after all communication between Earth and the fleet sent to destroy Lusitania is cut, a young woman named Gloriously Bright is sent to locate the Lusitania Fleet, a mission that exposes her to an

artificial intelligence
Wyrms - Orson Scott Card 1987

On a distant planet in the far future, the evolution of alien life forms and human society have intersected to produce an extraordinary crisis

Ender's Game - Orson Scott Card 2017-10-17

"The classic of modern science fiction"--Front cover.

Formic Wars Trilogy - Orson Scott Card 2016-08-30

Maps in a Mirror - Orson Scott Card 1992

The first of two volumes of science fiction, fantasy and horror, containing a collection of the author's short fiction from his work published between 1977 and 1989, as well as some new material. Each section has a personal introduction, and the book also contains autobiographical notes.

Earthfall - Orson Scott Card 2012-12-20

'Haunting, compulsive, urgently readable...Story-telling genius' - INTERZONE

'Certain to be one of the most

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sought-after books of the year' - LOCUS The Oversoul of the colony planet Harmony selected the Wetchik family to carry it back to long-lost Earth. But from the beginning there has been bitter dispute between Nafai and Elemak, Wetchik's youngest son and his oldest. On board the starship Basilica, the children of the tribe will become pawns in the struggle. Two factions are each making secret plans to awaken the children, and themselves, early from the cold-sleep capsules in which they will pass the long decades of the journey. But the Oversoul is truly in control of this journey. And only Nafai, who wears the Cloak of the Starmaster by the Oversoul's command, really understands what this will mean to all their plans for the future. Book four of the acclaimed Homecoming series. 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 More information on this book and others can be found on the Orbit website at www.orbitbooks.co.uk

Earth Awakens - Orson Scott Card 2014-06-10

A latest entry in the Ender's Game prequel series that includes Earth Afire follows an invasion of terraforming aliens on Earth, which is complicated by politics and power struggles until a small band of humans organize a desperate defense. 100,000 first printing.

Enchantment - Orson Scott Card 2005-05-31

In *Enchantment*, Orson Scott Card works his magic as never before, transforming the timeless story of Sleeping Beauty into an original fantasy brimming with romance and adventure. The moment Ivan stumbled upon a clearing in the dense Carpathian forest, his

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life was forever changed. Atop a pedestal encircled by fallen leaves, the beautiful princess Katerina lay still as death. But beneath the foliage a malevolent presence stirred and sent the ten-year-old Ivan scrambling for the safety of Cousin Marek's farm. Now, years later, Ivan is an American graduate student, engaged to be married. Yet he cannot forget that long-ago day in the forest—or convince himself it was merely a frightened boy's fantasy. Compelled to return to his native land, Ivan finds the clearing just as he left it. This time he does not run. This time he awakens the beauty with a kiss . . . and steps into a world that vanished a thousand years ago. A rich tapestry of clashing worlds and cultures, *Enchantment* is a powerfully original novel of a love and destiny that transcend centuries . . . and the dark force that stalks them across the ages.

Duplex - Orson Scott Card
2021-09-07

Ryan wakes up to find his contractor dad building walls

to turn their big old house into a duplex. The family that moves into the other side includes Bizzy Horvat, the pretty girl he has a crush on at school. Bizzy claims her mother is a witch with the power to curse people with clumsiness or, in Bizzy's case, astonishing beauty. When a bee gets caught in Bizzy's hair, Ryan acts so quickly and radically to save her from getting stung that he attracts the attention of a group of micropotents--people with micropowers. He soon realizes that Bizzy and her mother also have such powers. It becomes Ryan's job, with the help of the other micropotents, to protect the Horvats from a group of witch hunters from their native country, who are determined to kill Bizzy, her mother, and all the other "witches"--micropotents--who have gathered to protect them.

Lost Boys - Orson Scott Card
1992

Everything seems to be going well for the Fletchers, a Mormon family that has recently moved to a small

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North Carolina town, but trouble begins when seven-year-old Stevie begins to withdraw into his own world. 75,000 first printing. \$75,000 ad/promo. Tour.

Invasive Procedures - Orson Scott Card 2009-11-30
Orson Scott Card and Aaron Johnston's taut thriller *Invasive Procedures* takes readers a few years into the future, and shows the promise and danger of new genetic medicine techniques. George Galen is a brilliant scientist, a pioneer in gene therapy. But Galen is dangerously insane - he has created a method to alter human DNA, not just to heal diseases, but to "improve" people - make them stronger, make them able to heal more quickly, and make them compliant to his will. Frank Hartman is also a brilliant virologist, working for the government's ultra-secret bio-hazard agency. He has discovered how to neutralize Galen's DNA-changing virus, making him the one man who stands in the way of Galen's plan to "improve" the entire

human race. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

The Swarm - Orson Scott Card 2018-01-30

Orson Scott Card and Aaron Johnston return to their *Ender's Game* prequel series with this first volume of an all-new trilogy about the Second Formic War in *The Swarm*. The first invasion of Earth was beaten back by a coalition of corporate and international military forces, and the Chinese army. China has been devastated by the Formic's initial efforts to eradicate Earth life forms and prepare the ground for their own settlement. The Scouring of China struck fear into the other nations of the planet; that fear blossomed into drastic action when scientists determined that the single ship that wreaked such damage was merely a scout ship. There is a mothership out beyond the Solar System's Kuiper Belt, and it's heading into the system, unstoppable by any weapons

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that Earth can muster. Earth has been reorganized for defense. There is now a Hegemon, a planetary official responsible for keeping all the formerly warring nations in line. There's a Polemarch, responsible for organizing all the military forces of the planet into the new International Fleet. But there is an enemy within, an enemy as old as human warfare: ambition and politics. Greed and self-interest. Will Bingwen, Mazer Rackam, Victor Delgado and Lem Juke be able to divert those very human enemies in time to create a weapon that can effectively defend humanity in the inexorable Second Formic War? The Second Formic War #1 The Swarm

Masterpieces - Orson Scott Card 2004-03-02

A collection of the best science fiction short stories of the 20th century as selected and evaluated by critically-acclaimed author Orson Scott Card. Featuring stories from the genre's greatest authors: Isaac Asimov • Arthur C.

Clarke • Robert A. Heinlein • Ursula K. Le Guin • Ray Bradbury • Frederik Pohl • Harlan Ellison • George Alec Effinger • Brian W. Aldiss • William Gibson & Michael Swanwick • Theodore Sturgeon • Larry Niven • Robert Silverberg • Harry Turtledove • James Blish • George R. R. Martin • James Patrick Kelly • Karen Joy Fowler • Lloyd Biggle, Jr. • Terry Bisson • Poul Anderson • John Kessel • R.A. Lafferty • C.J. Cherryh • Lisa Goldstein • Edmond Hamilton In much of the science fiction of the past, the twenty-first century existed only in the writers' imaginations. Now that it's here, it's time to take a look back at the last one hundred years in science fiction through the works of the most celebrated and acclaimed authors of the century—to see where we've been and just how far we've come. Along with a critical essay by Orson Scott Card reassessing science fiction in the twentieth century, *Masterpieces* includes short fiction by writers who have

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forged a permanent place for science fiction in the popular culture of today...and tomorrow. It offers a glimpse of the greatest works that mixed science with fiction in trying to figure out humanity's place in the universe. Featuring bold, brave, and breathtaking stories, this definitive collection will stand the test of time in both this century and those to come.

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

How to Write Science

Fiction & Fantasy - Orson Scott Card 2001-09-15

Learn to write science fiction and fantasy from a master You've always dreamed of writing science fiction and fantasy tales that pull readers into extraordinary new worlds and fantastic conflicts. Best-selling author Orson Scott Card shows you how it's done, distilling years of writing experience and publishing success into concise, no-

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nonsense advice. You'll learn how to: • utilize story elements that define the science fiction and fantasy genres • build, populate, and dramatize a credible, inviting world your readers will want to explore • develop the "rules" of time, space and magic that affect your world and its inhabitants • construct a compelling story by developing ideas, characters, and events that keep readers turning pages • find the markets for speculative fiction, reach them, and get published • submit queries, write cover letters, find an agent, and live the life of a writer The boundaries of your imagination are infinite. Explore them with Orson Scott Card and create fiction that casts a spell over agents, publishers, and readers from every world.

Characters and Viewpoint - Orson Scott Card 1990

First Meetings - Orson Scott Card 2003-08-05

Collects four novellas, including the original "Ender's Game," that follow the origin

and destiny of Ender Wiggin. The Call of Earth - Orson Scott Card 1993

The continuing saga of Nafai and his family on the planet Harmony brings the hero once more into conflict with Oversoul--the orbiting space station that controls almost every aspect of life on the planet. 75,000 first printing. \$75,000 ad/promo. Original.

Magic Street - Orson Scott Card 2006-06-27

"A modern suburban fantasy . . . There are quests and complications, conflicts and charms. . . . Card's back in top form, doing as well as or better than any of his fantasy work so far."—The San Diego Union-Tribune In a prosperous African American neighborhood in Los Angeles, infant Mack Street is found abandoned in an overgrown park and taken in by a blunt-speaking single woman. Growing up, Mack senses that he is different from most, and knows that he has strange powers. Yet he cannot possibly understand how unusual he is until the day he discovers,

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beyond a mysterious narrow house no one else can see, an entryway into a magical world. Passing through, Mack is plunged into a realm where time and reality are skewed, a place where his actions seem to have disturbing effects in the "real world." Whether he likes it or not, Mack has become a player in an epic drama. His reward, if he can survive the trip, is discovering not only who he really is . . . but why he exists. Praise for *Magic Street* "A great read . . . Card's take on his characters [is] as sure as ever, his narrative rock solid, his dialogue crackling and authentic."—Los Angeles Times Book Review "[Card] is a master at creating a sense of urgency that keeps you turning pages."—The Charlotte Observer "Mind-bending . . . Card's clever tale comes with sharp writing and crisp dialogue."—The Tampa Tribune "Compelling . . . By the time the ultimate conflict comes into focus, the novel is propelling the reader forward like a bullet."—Deseret Morning

News "A suspenseful fantasy thriller that, during the race to the last page, has one mulling over myth, morals, salvation, and will."—Booklist

The Crystal City - Orson Scott Card 2003-11-10

In an alternate frontier America in which magic plays a key role, Alvin Maker and his wife, Peggy, work together to create the Crystal City, a place in which Alvin envisions all people can live together in peace. 150,000 first printing. \$175,000 ad/promo.

Earth Afire - Orson Scott Card 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

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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.

The First Formic War - Orson Scott Card 2017-02-14 This discounted ebundle includes The First Formic War Trilogy by bestselling authors Orson Scott Card and Aaron Johnston: Earth Unaware, Earth Afire, Earth Awakens One hundred years before

Ender Wiggin decisively defeated the alien formics in Ender's Game. A pulse-pounding tale of first contact gone horribly wrong. Ender's Game opens in the last desperate days of Earth's war against the implacable insectoid aliens. We are told early on that the Battle School is training generals for the Third Formic War — the war that will end the war; will save the Earth; will finally defeat the Buggers. This is the story of the First Formic Wars, back when 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. Then a ship's telescopes pick up a fast-moving object coming in-system... Earth Unaware — When mining ship 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

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systems are old and failing. Worrying about a distant object that might or might not be an alien ship seems...not important. Earth Afire — Victor Delgado beat the alien ship to Earth, but not soon enough to convince skeptical governments that there was a threat. That is, 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 organize in time to meet the threat. Earth Awakens — Politics slowed the response on Earth, and on Luna, corporate power struggles seemed more urgent than distant deaths. It's up to Mazer Rackham's squad in China, who have developed a method to destroy the alien landers one by one; and Lem Jukes and his crew on the Moon, who may have the key to destroying the Formic mother ship in orbit. Books by Orson Scott Card The Ender Universe The Ender Saga #1 Ender's Game #2 Ender in Exile #3 Speaker for the Dead #4 Xenodice #5 Children of the

Mind Ender's Shadow Quintet #1 Ender's Shadow #2 Shadow of the Hegemon #3 Shadow Puppets #4 Shadow of the Giant #5 Shadows in Flight The Second Formic War (With Aaron Johnston) #1 The Swarm Other Books in the Ender Universe Children of the Fleet A War of Gifts (novella) First Meetings (novella) Other Series Homecoming The Mithermages The Tales of Alvin Maker At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

Earth Unaware - Orson Scott Card 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

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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.

The Ships of Earth - Orson Scott Card 2000

Above the planet Harmony, the computer Oversoul watches. But its systems are failing and the only hope of repair lies a thousand light-years away on the planet Earth, which was left forty million years ago ... Nafai and his family have been chosen to make the great journey home, but most of them do so grudgingly. Their anger and hatred will make the trek across the desert wastes to the long-abandoned spaceport both harder and more deadly. More information on this book and others can be found on the Orbit website at

www.orbitbooks.co.uk

The Swarm - Orson Scott Card
2016-08-02

Orson Scott Card and Aaron Johnston return to their Ender's Game prequel series with this first volume of an all-new trilogy about the Second Formic War in The Swarm. The first invasion of Earth was beaten back by a coalition of corporate and international military forces, and the Chinese army. China has been devastated by the Formic's initial efforts to eradicate Earth life forms and prepare the ground for their own settlement. The Scouring of China struck fear into the other nations of the planet; that fear blossomed into drastic action when scientists determined that the single ship that wreaked such damage was merely a scout ship. There is a mothership out beyond the Solar System's Kuiper Belt, and it's heading into the system, unstoppable by any weapons that Earth can muster. Earth has been reorganized for defense. There is now a Hegemon, a planetary official

responsible for keeping all the formerly warring nations in line. There's a Polemarch, responsible for organizing all the military forces of the planet into the new International Fleet. But there is an enemy within, an enemy as old as human warfare: ambition and politics. Greed and self-interest. Will Bingwen, Mazer Rackam, Victor Delgado and Lem Juke be able to divert those very human enemies in time to create a weapon that can effectively defend humanity in the inexorable Second Formic War? 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

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Meetings At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

Earth Afire - Orson Scott Card 2013

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 sceptical 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...

Ender's Shadow - Orson Scott Card 2002-05-19

Orson Scott Card brings us back to the very beginning of his brilliant Ender Quartet, with the novel that begins The Shadow Series and allows us to reenter Ender's world anew. With all the power of his

original creation, Ender's Shadow is Card's parallel volume to Ender's Game, a book that expands and complements the first, enhancing its power, illuminating its events and its powerful conclusion. The human race is at War with the "Buggers", an insect-like alien race. The first battles went badly, and now as Earth prepares to defend itself against the imminent threat of total destruction at the hands of an inscrutable alien enemy, all focus is on the development and training of military geniuses who can fight such a war, and win. The long distances of interstellar space have given hope to the defenders of Earth--they have time to train these future commanders up from childhood, forging then into an irresistible force in the high orbital facility called the Battle School. Andrew "Ender" Wiggin was not the only child in the Battle School; he was just the best of the best. In this new book, card tells the story of another of those precocious

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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. He first appeared on the streets of Rotterdam, a tiny child with a mind leagues beyond anyone else's. He knew he could not survive through strength; he used his tactical genius to gain acceptance into a children's gang, and then to help make that gang a template for success for all the others. He civilized them, and lived to grow older. Bean's desperate struggle to live, and 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.... 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.

First Meetings - Orson Scott Card 2002

Four novellas set in the world of the acclaimed and hugely successful Ender series, by bestselling author Orson Scott Card.

The Hive - Orson Scott Card 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

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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.
Wakers - Orson Scott Card
2022-02-22