

Earth Awakens Orson Scott Card

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The Abyss Orson Scott Card 1989

Earth Awakens Orson Scott Card 2014-06-10 The story of The First Formic War continues in Earth Awakens. Nearly 100 years before the events of Orson Scott Card's bestselling novel Ender's Game, humans were just beginning to step off Earth and out into the Solar System. A thin web of ships in both asteroid belts; a few stations; a corporate settlement on Luna. No one had seen any sign of other space-faring races; everyone expected that First Contact, if it came, would happen in the future, in the empty reaches between the stars. Then a young navigator on a distant mining ship saw something moving too fast, heading directly for our sun. When the alien ship screamed through the solar system, it disrupted communications between the far-flung human mining ships and supply stations, and between them and Earth. So Earth and Luna were unaware that they had been invaded until the ship pulled into Earth orbit, and began landing terra-forming crews in China. Politics and pride slowed the response on Earth, and on Luna, corporate power struggles seemed more urgent than distant deaths. But there are a few men and women who see that if Earth doesn't wake up and pull together, the planet could be lost. 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.

Unaccompanied Sonata & Other Stories Orson Scott Card 1980

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 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.

Formic Wars Trilogy Orson Scott Card 2016-08-30

Earth Awakens Orson Scott Card 2014-06-10 A latest entry in the Ender's Game prequel series 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.

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 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.

Enchantment Orson Scott Card 2005 Follows one man from ninth-century Russia to present-day America as he struggles to rescue a princess and her kingdom, find true love, and overcome the blackest of evil.

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.

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 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 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

Lost and Found Orson Scott Card 2020-09-22 "Are you really a thief?" That's the question that has haunted fourteen-year-old Ezekiel Blast all his life. But he's not a thief, he just has a talent for finding things. Not a superpower--a micropower. Because what good is finding lost bicycles and hair scrunchies, especially when you return them to their owners and everyone thinks you must have stolen them in the first place? If only there were some way to use Ezekiel's micropower for good, to turn a curse into a blessing. His friend Beth thinks there must be, and so does a police detective investigating the disappearance of a little girl. When tragedy strikes, it's up to Ezekiel to use his talent to find what matters most. Master storyteller Orson Scott Card delivers a touching and funny, compelling and smart novel about growing up, harnessing your potential, and finding your place in the world, no matter how old you are.

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...

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-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.

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.

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.

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.

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 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.

Ender's Game Boxed Set I Orson Scott Card 2013-10-01 FEATURING: Ender's Game (978-0-8125-5070-2, \$6.99/\$8.99) Ender's Shadow (978-0-8125-7571-2, \$8.99/\$10.99) Shadow of the Hegemon (978-0-8125-6595-9, \$7.99/\$9.99)

Orson Scott Card's Wyrms Orson Scott Card 2006-10 Patience has spent her entire life training for the day of the death of her father. And now that he has passed, she finds herself preparing for survival as the usurper king Oruc orders her execution. But as she escapes, she senses a strange pull towards a place called Cranning.

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 Cavadador'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. 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. Characters and Viewpoint Orson Scott Card 1990

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 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

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.

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.

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.

The Ships Of Earth Orson Scott Card 2012-12-20 'This series continues to impress.' – Kirkus Reviews 'As always, Mr. Card writes with energy and conviction.' – The New York Times Book Review 'The man's versatility of style, subject and approach makes him unique in the SF field.' – Anne McCaffrey 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. The third book in the acclaimed Homecoming series by Orson Scott Card, now reissued with stunning new artwork. 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

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.

Children of the Mind Orson Scott Card 2013-05-02 A PLANET LIES OPEN TO ATTACK. THERE IS STILL HOPE - BUT TIME IS RUNNING OUT The Starways Congress has gathered a fleet to destroy the planet Lusitania. Once again the human race has grown fearful. Jane, the evolved computer intelligence, can save the world' three sentient races. 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. With Starways Congress 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.

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 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.

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

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.

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.

Shadow Of The Hegemon Orson Scott Card 2011-09-22 'The characterizations are first class, and the fast-paced action features one hair-raising episode after another....Shadow of the Hegemon is so nicely integrated into the rest of the Ender canon that readers will be completely enthralled.' - Booklist 'Shadow of the Hegemon is an ideal book with which to start your science fiction year.' - Rocky Mountain News Orson Scott Card's award-winning Ender series is a genuine classic of science fiction. With *ENDER'S SHADOW*, the first book in the Shadow Saga, he took the series into fascinating new territory. For Ender Wiggin was not the only young recruit to be trained at Battle School. Ender Wiggin and his fellow pupils at Battle School have defeated the alien forces in an extraordinary military operation. Ender's destiny among the stars awaits him, but for his young army it is time to return to earth. One by one, however, they are disappearing. Earth faces a new danger, only this time the enemy is much closer to home. The second book in the new Ender series by bestselling author Orson Scott Card. 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 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.

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

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 combination.

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 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.

Storyteller Michael Collings 2003-06

Maps in a Mirror Orson Scott Card 1991-01 Contains 46 stories, broken into five books, Tales of Dread, Tales of Human Features, Fables and Fantasies, Cruel Miracles and Lost Songs - The Hidden Stories. Each section includes personal introductions and afterwords. From the author of The Tales of Alvin Maker series.