

Speaker For The Dead

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

From New York Times bestselling author Orson Scott Card, Ender's Game 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 Quintet 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

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.

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 Ender Quintet

Book 2 of the Ender Saga

Ender's Game

Ender's Game, Speaker for the Dead, Shadow Puppets, the Memory of Earth, Xenocide, Empire, Homecoming Saga, P

Novels by Orson Scott Card

2043 A.D.: The Ngumi War rages. A burned-out soldier and his scientist lover discover a secret that could put the universe back to square one.

And it is not terrifying. It is tempting...

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

Three thousand planet-bound years have passed while Ender the star-traveller remains young. In that time his name has become anathema, for he is the one who killed an entire race of thinking, feeling beings. No other has been found - until Lusitania is discovered. The young race there offers mankind a chance to redeem the previous destruction.

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.

Invasive Procedures

Gatefather

The Ender Quartet

Life-Study of Galatians

Ender's Game and Speaker for the Dead

A stunning debut novel that unravels the hidden story behind a school shooting It should be an open-and-shut case. Samuel Szajkowski, a recently hired history teacher, walked into a school assembly with a gun and murdered three students and a colleague before turning the weapon on himself. It was a tragedy that could not have been predicted. Szajkowski, it seems clear, was a psychopath beyond help. Yet as Detective Inspector Lucia May- the only woman in her high-testosterone office in the Criminal Investigations Department-begins to piece together the testimonies of the various witnesses, an uglier and more complex picture emerges, calling into question the innocence of others. But no one, including Lucia's boss, is interested. As the pressure to close the case builds and her colleagues' sexism takes a sinister turn, Lucia begins to realize that she has more in common with the killer than she could have imagined, and she becomes determined to expose the truth. Brilliantly interweaving the witnesses' accounts with Lucia's own perspective, A Thousand Cuts is a narrative tour de force from a formidable new voice in fiction.

Ender's Game is one of the greatest science fiction series of all time! But it spans across many planets and features dozens of major characters and plots. In short: It gets complex! The perfect companion to Orson Scott Card's "Speaker for the Dead," this study guide contains a chapter by chapter analysis of the book, a summary of the plot, and a guide to major characters and themes. This guide only covers Speaker for the Dead; additional guides are available for subsequent books. BookCap™ Study Guides do not contain text from the actual book, and are not meant to be purchased as alternatives to reading the book. We all need refreshers every now and then. Whether you are a student trying to cram for that big final, or someone just trying to understand a book more, BookCaps can help. We are a small, but growing company, and are adding titles every month. Visit BookCaps.com to find out more.

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.

“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.

Ender's Game - Formic Wars

Messages 25-46, 2

Duplex

And Speaker for the Dead

Lost and Found

Please note that the content of this book primarily consists of articles available from Wikipedia or other free sources online. Commentary (novels not included). Pages: 44. Chapters: Ender's Game, Speaker for the Dead, Shadow Puppets, The Memory of Earth, Xenocide, Empire, Homecoming Saga, Pastwatch: The Redemption of Christopher Columbus, Songmaster, Ender in Exile, Wyrms, Lost Boys, Shadow of the Hegemon, Hart's Hope, Ender's Shadow, A Planet Called Treason, The Tales of Alvin Maker, A War of Gifts: An Ender Story, Shadow of the Giant, The Call of Earth, Red Prophet, The Crystal City, Seventh Son, Invasive Procedures, Saints, Enchantment, Alvin Journeyman, Children of the Mind, Heartfire, Lovelock, Hot Sleep, Prentice Alvin, Earthfall, Earthborn, The Ships of Earth, Hidden Empire, The Worthing Saga, The Lost Gate, Shadows in Flight, The Worthing Chronicle, Sarah, Pastwatch series, Magic Street, Rasputin, Stone Tables, Rachel and Leah, Treasure Box, Rebekah, The Abyss, Bully and the Beast, Homebody, The Wives of Israel, Master Alvin, The Women of Genesis series, The Empire Duet, The Worthing series, The Mayflower Trilogy. Excerpt: Ender's Game (1985) is a science fiction novel by American author Orson Scott Card. The book originated as the short story "Ender's Game," published in the August 1977 issue of Analog Science Fiction and Fact. Elaborating on characters and plot lines depicted in the novel, Card later wrote additional books to form the Ender's Game series. Card released an updated version of Ender's Game in 1991, changing some political facts to accurately reflect the times. Set in Earth's future, the novel presents an imperiled humankind who have barely survived two conflicts with the Formics (an insectoid alien species also known as the "Buggers"). In preparation for an anticipated third invasion, an international fleet maintains a school to find and train future fleet commanders. The world's most talented children, including the novel's...

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 were 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. 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.

Instant #1 New York Times Bestseller AARP The Magazine – Recommended Summer Reading CNN – A Most Anticipated Book of August Bustle – A Most Anticipated Book of August Chief Inspector Armand Gamache returns to Three Pines in #1 New York Times bestseller Louise Penny's latest spellbinding novel You're a coward. Time and again, as the New Year approaches, that charge is leveled against Armand Gamache. It starts innocently enough. While the residents of the Québec village of Three Pines take advantage of the deep snow to ski and toboggan, to drink hot chocolate in the bistro and share meals together, the Chief Inspector finds his holiday with his family interrupted by a simple request. He's asked to provide security for what promises to be a non-event. A visiting Professor of Statistics will be giving a lecture at the nearby university. While he is perplexed as to why the head of homicide for the Sûreté du Québec would be assigned this task, it sounds easy enough. That is until Gamache starts looking into Professor Abigail Robinson and discovers an agenda so repulsive he begs the university to cancel the lecture. They refuse, citing academic freedom, and accuse Gamache of censorship and intellectual cowardice. Before long, Professor Robinson's views start seeping into conversations. Spreading and infecting. So that truth and fact, reality and delusion are so confused it's near impossible to tell them apart. Discussions become debates, debates become arguments, which turn into fights. As sides are declared, a madness takes hold. Abigail Robinson promises that, if they follow her, ça va bien aller. All will be well. But not, Gamache and his team know, for everyone. When a murder is committed it falls to Armand Gamache, his second-in-command Jean-Guy Beauvoir, and their team to investigate the crime as well as this extraordinary popular delusion. And the madness of crowds.

Atomic Habits

Ender's Game, Speaker for the Dead, Xenocide, Children of the Mind

Xenocide

The Witness for the Dead

The Authorized Ender Companion

The next chapter in the bestselling Ender saga is here! Ender Wiggin was 12 years old when he destroyed an alien race. Burdened with guilt, he wrote Speaker for the Dead and created a pseudo-religion that spanned the known worlds. Now an adult, Ender is called to investigate a murder committed by a new alien species with a seemingly gruesome nature. Can he uncover the truth before another species and more human lives are lost? Based on the award-winning novel by bestselling author and science fiction legend Orson Scott Card. Collecting ORSON SCOTT CARD'S SPEAKER FOR THE DEAD #1-5.

Presents a collection of four novels that feature the character Ender Wiggin.

"At once intimate and literally operatic, it's everything I love about Katherine Addison's writing, in ways I didn't know to expect. I loved it." —John Scalzi Katherine Addison returns to the glittering world she created for her beloved novel, *The Goblin Emperor*, in this stand-alone sequel *When the Young Half-Goblin Emperor Maia* sought to learn who had set the bombs that killed his father and half-brothers, he turned to an obscure resident of his father's Court, a Prelate of Ullis and a Witness for the Dead. Thara Celehar found the truth, though it did him no good to discover it. He lost his place as a retainer of his cousin the former Empress, and made far too many enemies among the many factions vying for power in the new Court. The favor of the Emperor is a dangerous coin. Now Celehar lives in the city of Amalo, far from the Court though not exactly in exile. He has not escaped from politics, but his position gives him the ability to serve the common people of the city, which is his preference. He lives modestly, but his decency and fundamental honesty will not permit him to live quietly. As a Witness for the Dead, he can, sometimes, speak to the recently dead: see the last thing they saw, know the last thought they had, experience the last thing they felt. It is his duty use that ability to resolve disputes, to ascertain the intent of the dead, to find the killers of the murdered. Celehar's skills now lead him out of the quiet and into a morass of treachery, murder, and injustice. No matter his own background with the imperial house, Celehar will stand with the commoners, and possibly find a light in the darkness. Katherine Addison has created a fantastic world for these books – wide and deep and true. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

Ender's Game is one of the greatest science fiction series of all time! But it spans across many planets and features dozens of major characters and plots. In short: It gets complex! The perfect companion to Orson Scott Card's "Speaker for the Dead," this study guide contains a chapter by chapter analysis of the book, a summary of the plot, and a guide to major characters and themes. This guide only covers *Speaker for the Dead*; additional guides are available for subsequent books. BookCap(tm) Study Guides do not contain text from the actual book, and are not meant to be purchased as alternatives to reading the book. We all need refreshers every now and then. Whether you are a student trying to cram for that big final, or someone just trying to understand a book more, BookCaps can help. We are a small, but growing company, and are adding titles every month. Visit BookCaps.com to find out more.

An Ender Story

Ender's Game, *Speaker for the Dead*, *Xenocide*, *Children of the Mind*, and *Ender in Exile*

Author's Definitive Edition

A War of Gifts

A Novel

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.

This set contains Orson Scott Card's Ender's Game, Speaker for the Dead, Xenocide, Children of the Mind, and Ender in Exile. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

New York Times bestselling author Hugo and Nebula Award-winning author 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.

The #1 New York Times bestseller. Over 4 million copies sold! Tiny Changes, Remarkable Results No matter your goals, Atomic Habits offers a proven framework for improving--every day. James Clear, one of the world's leading experts on habit formation, reveals practical strategies that will teach you exactly how to form good habits, break bad ones, and master the tiny behaviors that lead to remarkable results. If you're having trouble changing your habits, the problem isn't you. The problem is your system. Bad

habits repeat themselves again and again not because you don't want to change, but because you have the wrong system for change. You do not rise to the level of your goals. You fall to the level of your systems. Here, you'll get a proven system that can take you to new heights. Clear is known for his ability to distill complex topics into simple behaviors that can be easily applied to daily life and work. Here, he draws on the most proven ideas from biology, psychology, and neuroscience to create an easy-to-understand guide for making good habits inevitable and bad habits impossible. Along the way, readers will be inspired and entertained with true stories from Olympic gold medalists, award-winning artists, business leaders, life-saving physicians, and star comedians who have used the science of small habits to master their craft and vault to the top of their field. Learn how to: • make time for new habits (even when life gets crazy); • overcome a lack of motivation and willpower; • design your environment to make success easier; • get back on track when you fall off course; ...and much more. Atomic Habits will reshape the way you think about progress and success, and give you the tools and strategies you need to transform your habits--whether you are a team looking to win a championship, an organization hoping to redefine an industry, or simply an individual who wishes to quit smoking, lose weight, reduce stress, or achieve any other goal.

Volume Three of the Ender Saga

Ender's Game, Ender's Shadow

The Last Shadow

Orson Scott Card's Speaker for the Dead

Shadows in Flight

In the aftermath of his terrible war, Ender Wiggin disappeared, and a powerful voice arose: The Speaker for the Dead, who told the true story of the Bugger War. Now, long years later, a second alien race has been discovered, but again the aliens' ways are strange and frightening...again, humans die. And it is only the Speaker for the Dead, who is also Ender Wiggin the Xenocide, who has the courage to confront the mystery...and the truth. Speaker for the Dead, the second novel in Orson Scott Card's The Ender Saga, is the winner of the 1986 Nebula Award for Best Novel and the 1987 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.

Child-hero Ender Wiggin must fight a desperate battle against a deadly alien race if mankind is to survive.

Ender Wiggin, the young military genius, discovers that a second alien war is inevitable and that he must dismiss his fears to make peace with humanity's strange new brothers.

In Gatefather, the third installment in the Mithermages series, New York Times bestselling author Orson Scott Card continues his fantastic tale of the Mages of Westil who live in exile on Earth. Danny North is the first Gate Mage to be born on Earth in nearly 2000 years, or at least the first to survive to claim his power. Families of Westil in exile on Earth have had a treaty that required the death of any suspected Gate Mage. The wars between the Families had been terrible, until at last they realized it was their own survival in question. But a Gate Mage, one who could build a Great Gate back to Westil, would give his own Family a terrible advantage over all the others, and reignite the wars. So they all had to die. And if the Families didn't kill them, the Gate Thief would--that mysterious Mage who destroyed every Great Gate, and the Gate Mage, before it could be opened between Earth and Westil. But Danny survived. And Danny battled the Gate Thief, and won. What he didn't know at the time was that the Gate Thief had a very good reason for closing the Great Gates--and Danny has now fallen into the power of that great enemy of both Earth and Westil. 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.

Ender in Exile

The Hive

Empire of Silence

A Micropowers Novel

Ender's War

The author of Ender's Game presents the conclusion of his popular series, The Ender Quartet, which pits an evolved computer intelligence against the Starways Congress in a fight to save the planet Lusitania. Reprint.

Elysium Fire is a smoldering tale of murderers, secret cultists, tampered memories, and unthinkable power, of bottomless corruption

and overpowering idealism from the king of modern space opera. Ten thousand city-state habitats orbit the planet Yellowstone, forming a near-perfect democratic human paradise. But even utopia needs a police force. For the citizens of the Glitter Band that organization is Panoply, and the prefects are its operatives. Prefect Tom Dreyfus has a new emergency on his hands. Across the habitats and their hundred million citizens, people are dying suddenly and randomly, victims of a bizarre and unprecedented malfunction of their neural implants. And these "melters" leave no clues behind as to the cause of their deaths. . . As panic rises in the populace, a charismatic figure is sowing insurrection, convincing a small but growing number of habitats to break away from the Glitter Band and form their own independent colonies.

Orson Scott Card's *The Last Shadow* is the long-awaited conclusion to both the original *Ender* series and the *Ender's Shadow* series, as the children of Ender and Bean solve the great problem of the Ender Universe—the deadly virus they call the descolada, which is incurable and will kill all of humanity if it is allowed to escape from Lusitania. One planet. Three sapient species living peacefully together. And one deadly virus that could wipe out every world in the Starways Congress, killing billions. Is the only answer another great Xenocide? At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied. Included in this Orson Scott Card ebook bundle: *Ender's Game* and *Ender's Shadow* *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.

An Easy & Proven Way to Build Good Habits & Break Bad Ones

The Madness of Crowds

Speaker for the Dead

BookCaps Study Guide

Speaker for the Dead: Book Two of the Ender's Game Series

Hadrian Marlowe, a man revered as a hero and despised as a murderer, chronicles his tale in the galaxy-spanning debut of the *Sun Eater* series, merging the best of space opera and epic fantasy. It was not his war. The galaxy remembers him as a hero: the man who burned every last alien Cielcin from the sky. They remember him as a monster: the devil who destroyed a sun, casually annihilating four billion human lives—even the Emperor himself—against Imperial orders. But Hadrian was not a hero. He was not a monster. He was not even a soldier. On the wrong planet, at the right time, for the best reasons, Hadrian Marlowe starts down a path that can only end in fire. He flees his father and a future as a torturer only to be left stranded on a strange, backwater world. Forced to fight as a gladiator and navigate the intrigues of a foreign planetary court, Hadrian must fight a war he did not start, for an Empire he does not love, against an enemy he will never understand.

'There aren't too many recent sf novels we can confidently call truly moral works, but *Speaker for the Dead* is one. It's a completely gripping story.' - The Toronto Star 'Achieves and delivers more than almost anything else within the science fiction genre, *Ender's Game* is a contemporary classic' - New York Times on *Ender's Game* 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. The Hugo and Nebula award-winning sequel to the classic science fiction novel *ENDER'S GAME* - soon to be released as a major motion picture starring Harrison Ford. 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*

Ender's Game Boxed Set

Children of the Mind

A Thousand Cuts

A Novel of the Mithermages