

The Ships Of Earth Homecoming Saga

Ever since he joined Omega Force, Captain Jason Burke has lived with the underlying fear that one day Earth would be discovered. His desire to keep Earth's existence and location a secret has driven him to extremes, and kept him far away from his homeworld for a long time. But now Jason's greatest fear is realized, and a fleet of alien ships has attacked his planet. Omega Force rushes to Earth's defense, but the ships are like none they've ever encountered, and employ weapons they have no defense for. Will their lone gunship be able to slug it out with the unknown fleet holding the planet hostage? Or will this be a one-way trip for the crew of the Phoenix?

From the award-winning, bestselling author of Ender's Game, comes The Worthing Chronicle "No one saw the brief flare in the star named Argos; it would be years before astronomers would connect the Day of Pain with the End of Worthing. And by then the change was done, the worlds were broken, and

the golden age was over." If you would be a God, you must pay the price. Jason Worthing was a telepath, and the best of the ark captains sent to conquer and seed humankind anew on a hundred new worlds. He vowed that his new-world would be different from the stagnant one he had fled. He established his colonists and his descendants; and when he was sure that they would survive, he sealed himself in the last somec chamber in all the galaxy, triggered to awaken him when his world had built a new civilization. But using somec to disturb and manipulate the natural course of life cultivated dangers of its own. Worthing slept for fifteen thousand years. And when he awoke from his frozen slumber, it was to a future he had never dreamed of. Corrupt forces had emerged and a strange form of mind reading had been carried down to other generations. In a profound tale that spans thousands of years and barren lands, Jason tries to reconcile the past with the present, amidst those who lost their memories entirely and dreams that bring strange, disturbing visions of the past. Reflecting on the arrival

and purpose of pain and sorrow, The Worthing Chronicle is a gripping science fiction tale that considers communal experiences of joy emerging from suffering in deconstructed worlds. Praise for Orson Scott Card's Ender's Game: '... A major sf novel by any reasonable standards.' - Booklist 'Every volume of the Ender saga...comprises some of the most hauntingly brilliant writing of the decade' - Interzone '... knocks you sideways' - Sunday Express 'Almost impossible to put down' - LOCUS

Now with a new introduction for the Tor Essentials line, A Fire Upon the Deep is sure to bring a new generation of SF fans to Vinge's award-winning works. A Hugo Award-winning Novel! "Vinge is one of the best visionary writers of SF today."-David Brin Thousands of years in the future, humanity is no longer alone in a universe where a mind's potential is determined by its location in space, from superintelligent entities in the Transcend, to the limited minds of the Unthinking Depths, where only simple creatures, and technology, can function. Nobody knows what

strange force partitioned space into these "regions of thought," but when the warring Straumli realm use an ancient Transcendent artifact as a weapon, they unwittingly unleash an awesome power that destroys thousands of worlds and enslaves all natural and artificial intelligence. Fleeing this galactic threat, Ravna crash lands on a strange world with a ship-hold full of cryogenically frozen children, the only survivors from a destroyed space-lab. They are taken captive by the Tines, an alien race with a harsh medieval culture, and used as pawns in a ruthless power struggle. Tor books by Vernor Vinge Zones of Thought Series A Fire Upon The Deep A Deepness In The Sky The Children of The Sky Realtime/Bobble Series The Peace War Marooned in Realtime Other Novels The Witling Tatja Grimm's World Rainbows End Collections Collected Stories of Vernor Vinge True Names At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

It's been 21 days since the hundred landed on Earth.

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They're the only humans to set foot on the planet in centuries... or so they thought. Book 2 in The 100 series, now a popular show on the CW network. Facing an unknown enemy, Wells attempts to keep the group together. Clarke strikes out for Mount Weather, in search of other colonists, while Bellamy is determined to rescue his sister, no matter the cost. And back on the ship, Glass faces an unthinkable choice between the love of her life and life itself. In this pulse-pounding sequel to The 100, secrets are revealed, beliefs are challenged, and relationships are tested. And the hundred will struggle to survive the only way they can--together.

The Three-Body Problem Series

The Heretic's Guide to Homecoming

The Memory of Earth and The Call of Earth

Book One: Theory

The Farther Shore

Pastwatch

In this first installment in a six book series set after the end of Stargate

Atlantis's final season, Atlantis returns to the Pegasus Galaxy where the Wraith are now under the new and powerful Queen of Death who desperately needs Dr. Rodney McKay--the only one who can lead them to Earth. Original.

The Ships of Earth Homecoming: Volume 3 Tor Science Fiction

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. American Library Association "Best Books for Young Adults" From the author of Ender's Game, an unforgettable story about young Alvin Maker: the seventh son of a seventh son. Born into an alternative frontier America where life is hard and folk magic is real, Alvin is gifted with the power. He must learn to use his gift wisely. But dark forces are arrayed against Alvin, and only a young girl with second sight can protect him. Includes an excerpt of Orson Scott Card's new novel, THE LOST GATE! The Tales of Alvin Maker series Seventh Son Red Prophet Prentice Alvin Alvin Journeyman Heartfire The Crystal City At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

The Treasure Box

The Redemption of Christopher Columbus

The Epic Voyages of the Polar Adventurer Fram

The Quilter's Homecoming

Homecoming: Volume 2

An Elm Creek Quilts Novel. #10

Jasper and his friends must find a way to make peace between Earth and the Youli aliens before the Youli destroy the human race in this finale of the Bounders series, which Shannon Messenger calls "richly detailed, highly imaginative." Jasper doesn't

know how his life got so messed up. Was it when Mira decided to leave him for the Youli aliens? Was it discovering his former pod now divided in a war between Earth Force and the Resistance? Or was it when the Youli gave Earth an ultimatum: Join the Intragalactic Council or be destroyed? Now the Youli have invited Jasper's pod to visit their world. For Jasper, this means a chance to get his friends back on the same team. It also means seeing Mira again, and hopefully convincing her to come home. But once on the Youli planet, Jasper realizes there's something off about Mira. She's hiding a secret, and the more he pushes her, the more she avoids him. Meanwhile, the Intragalactic Summit approaches, a meeting that will decide the fate of Earth. But Jasper has a nagging feeling that Earth Force will sabotage the Summit—and then suffer the Youli's wrath. And how can Jasper convince Earth to unite if he can't even unite his friends? With humanity's future on the brink of destruction, Jasper and his friends must learn that they're stronger together if they have any shot at saving Earth. The City of Basilica has fallen. Now Wetchik, Nafai, and all their family must brave the desert wastes, and cross the wide continents to where Harmony's hidden spaceport lies silent, abandoned, waiting for the command to make the great interstellar ships ready for flight again. But of these sixteen people, only a few have chosen their exile. The others, Rasa's spiteful daughters and their husbands; Wetchik's oldest son, Elemak, have been forced against their will. Their anger and hatreds will make the difficult journey harder. Orson Scott Card's Homecoming series The Memory of Earth The Call

of Earth The Ships of Earth Earthfall Earthborn At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

Widely acclaimed, hugely successful speculative-fiction author Orson Scott Card takes another step into the mainstream with an extremely chilling, vastly engaging novel that sets the notion of family values on its head and chronicles a man's transformation from hermit to hero. When Quentin Fears was 10, his sister left this world, the victim of a car accident. Her death made him withdraw from this world too -- into books, away from people. By the time he reaches adulthood, Quentin has become a certifiable recluse, moving restlessly from town to town, investing the millions he's made as a software creator and avoiding companionship. It's odd but maybe inevitable that on a rare outing to a party he should meet his dream woman, Madeleine. She's witty and beautiful and as naive to the world's ways as he is, and they marry in a matter of weeks. Their relationship seems idyllic but for one thing -- Madeleine's multigenerational, cantankerous, eccentric family who all live in a rambling riverside mansion in upstate New York. But poor family dynamics isn't all that's wrong with them. Beyond the squabbling, there's an ancient family secret to which Madeleine holds the key. Only Quentin can stop her from unleashing an ageless malevolence that will rule the world. But to do so, he must do what seems impossible -- step outside himself into the world he has avoided. He must learn friendship, trust, forgiveness and the courage to face down the ultimate evil. Joining Quentin in this epic confrontation is a splendidly quirky

cast of heroes, villains and witches -- from a no-nonsense nurse with a dash of the romantic in her to a small-town sheriff whose affable exterior conceals a dangerous past to a 10-year-old girl named Roz whose malign powers are rivaled only by her smart mouth. Treasure Box introduces the most spectacularly dysfunctional family in recent fiction and a singular hero whose only weapons against them are his mind and his heart. How Quentin defuses this volatile mixture of comedy and horror makes for a viscerally unsettling, poignant and appealing tale that's sure to draw the legions of fans Card has won in other genres and new fans as well.

The first book in the New York Times bestselling series that inspired the hit CW television show. No one has set foot on Earth in centuries -- until now. Ever since a devastating nuclear war, humanity has lived on spaceships far above Earth's radioactive surface. Now, one hundred juvenile delinquents -- considered expendable by society -- are being sent on a dangerous mission: to recolonize the planet. It could be their second chance at life...or it could be a suicide mission. CLARKE was arrested for treason, though she's haunted by the memory of what she really did. WELLS, the chancellor's son, came to Earth for the girl he loves -- but will she ever forgive him? Reckless BELLAMY fought his way onto the transport pod to protect his sister, the other half of the only pair of siblings in the universe. And GLASS managed to escape back onto the ship, only to find that life there is just as dangerous as she feared it would be on Earth. Confronted with a savage land and haunted by secrets from their pasts,

the hundred must fight to survive. They were never meant to be heroes, but they may be mankind's last hope.

Maestro

Fractured Futures

The Memory of Earth

The Worthing Chronicle

Seventh Son

The Call of Earth

The memory of Earth: The Oversoul protects the planet Harmony from war and destruction by subtle interference in the thoughts of the people. But now, some of its systems are failing, and men are beginning to think about power and conquest.

Call of earth - "Teenagers are at the heart of the story featuring a sentient computer whose plans involve a return to Earth."--NoveList.

The fourth volume of the Chanur saga, set in the Alliance-Union universe, featuring the alien spaceship captain Pyanfar Chanur and her human crewmate Tully. When those strange entities called "humans" sent their first exploration ship into Compact space, the delicate power balances of the seven alien races of the Compact were catastrophically disrupted. And by giving shelter to Tully, the only human survivor of his mission, Captain Pyanfar of The Pride of Chanur jeopardized the safety of her ship and her crew by placing them at the center of a deadly political maelstrom. Now, with a new fleet of human ships approaching Compact

space and with the Meetpoint and other Compact stations nearly destroyed by rival factions, Pyanfar and her crew face the ultimate threat to their species. For their home planet lies in the path of an impending space battle which could wipe their world off the galactic maps. Will Pyanfar be able to avert disaster for her homeworld and win herself the ultimate reward—a treasure beyond measuring—an exclusive trade contract with Earth?

Newly returned to the demon-infested Underdark, Drizzt Do'Urden faces his most dangerous adventure yet Drizzt is going home, but not to Mithral Hall or to Icewind Dale. He's going to Menzoberranzan, the very place he left as a young and outcast drow. Something terrible—immense—unspeakable, has come to the City of Spiders, leaving death and destruction in its wake. As the damage of the Darkening, of war, and of a demon-ravaged Underdark sends cracks out across the North, causing irreparable damage, Drizzt and his companions find their lives endangered once more. When the primordial of Gauntlgrym stirs, Catti-brie and Gromph venture to the ruins of the Host Tower of the Arcane in Luskan, seeking the only power that can keep the beast in check. Meanwhile, Jarlaxle holds the strings for them all, orchestrating a masterpiece of manipulation that brings old enemies together, and tears old friends apart. But even the wily and resourceful Jarlaxle may not realize just how narrow a path he walks. The City of Spiders might already have fallen to the demons and their wicked prince. What's to say the demons will stop there? Maestro is the second book in the Homecoming trilogy and the thirty-second book in the Legend of Drizzt series.

A Fire Upon The Deep

Homecoming: Volume 3

Homecoming

Earth

Homecoming:

Omega Force

High above the earth orbits the starship Basilica. On board the huge vessel is a sleeping woman. Of those who made the journey, Shedemai alone has survived the hundred of years since the Children of Wetchik returned to Earth. She now wears the Cloak of the Starmaster, and the Oversoul wakes her sometimes to watch over her descendants on the planet below. The population has grown rapidly--there are cities and nations now, whole peoples descended from the who followed Nafai or Elemak. But in all the long years of watching and searching, the Oversoul has not found the thing it sought. It has not found the Keeper of the Earth, the central intelligence that also can repair the Oversoul's damaged programming. Homecoming series The Memory of Earth The Call of Earth The Ships of Earth Earthfall Earthborn At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

Many of the earliest books, particularly those dating back to the 1900s and before, are now extremely scarce and increasingly expensive. We are republishing these classic works in affordable, high quality, modern editions, using the original text and artwork.

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Malfunctioning due to its own failing system, the Oversoul, an artificial intelligence caring for the colonists on the planet Harmony, could bring about catastrophic war on the planet unless someone repairs it

As Harmony's Oversoul grows weaker, a great warrior has arisen to challenge its bans. His name is Moozh, and he has won control of an army using forbidden technology. Now he is aiming his soldiers at the city of Basilica, that strong fortress above the Plain.

Basilica remains in turmoil. Wetchik and his sons are not strong enough to stop a army. Can Rasa and her allies defeat him through intrigue, or will Moozh take the city and all who are in it? Orson Scott Card's Homecoming series The Memory of Earth The Call of Earth The Ships of Earth Earthfall Earthborn At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

Black Ships Off Japan

Day 21

The First Two Volumes of the Homecoming Saga

Pathfinder

A Novel of the Mithermages

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

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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.

This discounted ebundle includes: The Memory of Earth, The Call of Earth, The Ships of Earth, Earthfall, Earthborn "As always, Mr. Card writes with energy and conviction." --The New York Times Book Review In this science fiction epic from the author of Ender's Game, it is 40

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million years in the future, and humanity long ago abandoned Earth, rendered uninhabitable by their destructive wars. Now, mankind survives on the planet of Harmony, where the Oversoul--an artificial intelligence--protects them from their own worst impulses. There are no wars, no dangerous technologies or weapons of mass destruction. But after so many millennia, the Oversoul is beginning to fail. Now, a group of humans must return to Earth and seek advice from the entity on which the Oversoul is modeled--the mysterious Keeper of the Earth.

Tor books by Orson Scott Card Ender Universe Ender Quintet Ender's Game Ender in Exile Speaker for the Dead Xenodice Children of the Mind Ender's Shadow Quintet Ender's Shadow Shadow of the Hegemon Shadow Puppets Shadow of the Giant Shadows in Flight The Second Formic War (With Aaron Johnston) The Swarm The Hive Other Books in the Ender Universe Children of the Fleet Ender Novellas A War of Gifts First Meetings Other Tor Books Series The Mither Mages Tales of Alvin Maker Women of Genesis At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

The Earth is in the crosshairs of an unrelenting Borg plague in this white-knuckled Star Trek thriller featuring Admiral Janeway and her

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crew. When an unstoppable Borg plague breaks out upon Earth, blame quickly falls on the newly returned crew of the U.S.S. Voyager. Did Kathryn Janeway and the others unknowingly carry this insidious infection back with them? Many in Starfleet think so, and Seven of Nine, in particular, falls under a cloud of suspicion. Now, with a little help from the U.S.S. Enterprise, Admiral Janeway must reunite her crew in a desperate, last-ditch attempt to discover the true source of the contagion and save Earth itself from total assimilation into a voracious new Borg Collective. But time is running out. Has Voyager come home only to witness humanity's end?

After seven years trapped in the Delta Quadrant, Admiral Kathryn Janeway and the crew of Voyager miraculously find their way home, where they find new opportunities, adventures, and reunions with loved ones, until a mysterious cybernetic plague strikes Earth, transforming humans into a new generation of Borg. Original.

Capitol

Earthborn

The Memory of Earth, The Call of Earth, The Ships of Earth, Earthfall, Earthborn

Migration and Empire

The Complete Homecoming Saga

Gatefather

Earthfall, the fourth volume in Orson Scott Card's space opera Homecoming series The Oversoul of the colony planet Harmony selected the family of Wetchik to carry it back to long-lost Earth. Now grown to a tribe in the years of their journey to Harmony's hidden starport, they are ready at last to take a ship to the stars. But from the beginning there has been bitter dispute between Nafai and Elemak, Wetchick's youngest son and his oldest. On board the starship Bailica, 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. Each side hopes to gain years of influence on the minds of the children, winning their loyalty in the struggle for control of reclaimed Earth. But the Oversoul is truly in control of this journey. It has downloaded a complete copy of itself to the Ship's computers. And only Nafai, who wears the Cloak of the Starmaster by the Oversoul's command, really understand what

this will mean to all their plans for the future. Homecoming series The Memory of Earth The Call of Earth The Ships of Earth Earthfall Earthborn At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

This discounted ebundle of the Three-Body Trilogy includes: The Three-Body Problem, The Dark Forest, Death's End "Wildly imaginative, really interesting." —President Barack Obama The Three-Body trilogy by New York Times bestseller Cixin Liu keeps you riveted with high-octane action, political intrigue, and unexpected twists in this saga of first contact with the extraterrestrial Trisolaris. The Three-Body Problem — An alien civilization on the brink of destruction captures the signal and plans to invade Earth. Meanwhile, on Earth, different camps start forming, planning to either welcome the superior beings and help them take over a world seen as corrupt, or to fight against the invasion. The Dark Forest — In The Dark Forest, the aliens' human collaborators may have been defeated, but the presence of the sophons, the subatomic particles that allow Trisolaris instant access to all human information remains. Humanity responds with the Wallfacer Project, a daring plan that grants four men enormous

resources to design secret strategies, hidden through deceit and misdirection from Earth and Trisolaris alike. Three of the Wallfacers are influential statesmen and scientists, but the fourth is a total unknown. Luo Ji, an unambitious Chinese astronomer and sociologist, is baffled by his new status. All he knows is that he's the one Wallfacer that Trisolaris wants dead. Death's End — Half a century after the Doomsday Battle, Cheng Xin, an aerospace engineer from the early 21st century, awakens from hibernation in this new age. She brings with her knowledge of a long-forgotten program dating from the beginning of the Trisolar Crisis, and her very presence may upset the delicate balance between two worlds. Will humanity reach for the stars or die in its cradle? Other Books by Cixin Liu (Translated to English) The Remembrance of Earth's Past The Three-Body Problem The Dark Forest Death's End Other Books Ball Lightning At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied. In the golden age of polar exploration (from the mid-1800s to the early 1900s), many an expedition set out to answer the big question—was the Arctic a continent, an open ocean beyond a barrier

of ice, or an ocean covered with ice? No one knew, for the ice had kept its secret well; ships trying to penetrate it all failed, often catastrophically. Norway's charismatic scientist-explorer Fridtjof Nansen, convinced that it was a frozen ocean, intended to prove it in a novel if risky way: by building a ship capable of withstanding the ice, joining others on an expedition, then drifting wherever it took them, on a relentless one-way journey into discovery and fame . . . or oblivion. Ice Ship is the story of that extraordinary ship, the Fram, from conception to construction, through twenty years of three epic expeditions, to its final resting place as a museum. It is also the story of the extraordinary men who steered the Fram over the course of 84,000 miles: on a three-year, ice-bound drift, finding out what the Arctic really was; in a remarkable four-year exploration of unmapped lands in the vast Canadian Arctic; and on a two-year voyage to Antarctica, where another famous Norwegian explorer, Roald Amundsen, claimed the South Pole. Ice Ship will appeal to all those fascinated with polar exploration, maritime adventure, and wooden ships, and will captivate readers of such books as The Endurance, In the Heart of the Sea, and The Last Place on Earth. With more than 100

original photographs, the book brings the Fram to life and light. Read the books that inspired the CW show! All four thrilling novels in The 100 series are now available in this paperback boxed set. Ever since nuclear war destroyed our planet, humanity has been living on city-like spaceships hovering above the toxic surface. As far as anyone knows, no one has stepped foot on Earth in centuries--that is, until one hundred juvenile delinquents are sentenced to return and recolonize the hostile land. The future of the human race rests in their hands, but nothing can prepare the 100 for what they find on this strange and savage planet. Don't miss the book series that inspired the hit TV show. New York Times bestseller The 100, Day 21, Homecoming, and Rebellion are gathered together for the first time in this striking box set, perfect for fans and series newcomers alike.

Homecoming: Volume 1

The Ships of Earth

Earthfall

Harmony

The 100 Complete Boxed Set

The Great Homecoming

A vivid coming-of-age story that explores the struggles of chronic anxiety and self-doubt within a richly-detailed fantasy setting. Ronoah Genoveffa despairs of fulfilling his spiritual identity, until he begins a cross-continental pilgrimage with an otherworldly mentor. Immersive worldbuilding and mythology meet visceral emotional case study.

A unique comparative overview of the motives, means, and experiences of three main flows of empire migrants from the nineteenth century to the post-colonial period: UK migrants to white settler societies; non-white entrepreneurs and workers, relocating within Britain's empire; and empire immigrants coming into the UK, especially after 1945.

1959, Seoul. Divided from his family by the violent tumult of the Korean civil war, Yunho arrives in South Korea's capital searching for his oldest friend. He finds him in the arms of a mysterious dancer, Eve Moon; a woman of many names who may be a refugee fleeing the communist North, or an American spy. Beguiled by her beauty, Yunho falls desperately in love. But nothing in Seoul is what it seems. The city is crowded with

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double agents and soldiers, and wracked by protests and poverty, while across the border in North Korea, Pyongyang grows more prosperous by the day. When a series of betrayals and a brutal crime drive the friends into exile, Yunho finds himself caught in the riptide of history. Might a homecoming to North Korea be his only hope for salvation?

Thirteen-year-old Rigg has a secret ability to see the paths of others' pasts, but revelations after his father's death set him on a dangerous quest that brings new threats from those who would either control his destiny or kill him.

Savage Homecoming

Chanur's Homecoming

Earth Afire

The 100

The Art and Rhetoric of the Homeric Catalogue

Ice Ship

Humanity is coming home. Weeks after landing on Earth, the Hundred have managed to create a sense of order amidst their wild, chaotic surroundings. But their delicate balance comes crashing down with the arrival of new dropships from space. These new arrivals are the lucky ones-back on the Colony, the oxygen is almost gone-but after making it safely to Earth, GLASS's luck seems to be running out.

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CLARKE leads a rescue party to the crash site, ready to treat the wounded, but she can't stop thinking about her parents who may still be alive. Meanwhile, WELLS struggles to maintain his authority despite the presence of the Vice Chancellor and his armed guards, and BELLAMY must decide whether to face or flee the crimes he thought he'd left behind. It's time for the Hundred to come together and fight for the freedom they've found on Earth, or risk losing everything--and everyone--they love.

The first volume in the Homecoming saga from bestselling author Orson Scott Card, *The Memory of Earth* High above the planet Harmony, the Oversoul watches. Its task, programmed so many millennia ago, is to guard the human settlement on this planet--to protect this fragile remnant of Earth from all threats. To protect them, most of all, from themselves. The Oversoul has done its job well. There is no war on Harmony. There are no weapons of mass destruction. There is no technology that could lead to weapons of war. By control of the data banks, and subtle interference in the very thoughts of the people, the artificial intelligence has fulfilled its mission. But now there is a problem. In orbit, the Oversoul realizes that it has lost access to some of its memory banks, and some of its power systems are failing. And on the planet, men are beginning to think about power, wealth, and conquest. Homecoming series *The Memory of Earth* *The Call of Earth* *The Ships of Earth* *Earthfall* *Earthborn* At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

In one of the most powerful and thought-provoking novels of his remarkable career, Orson Scott Card's *Pastwatch* interweaves a compelling portrait of Christopher Columbus with the story of a future scientist who believes she can alter human history from a tragedy of bloodshed and brutality to a world filled with hope and healing. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

This book takes a fresh look at a familiar element of the Homeric epics - the poetic catalogue. It shows

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that in a variety of contexts, Homer uses catalogue poetry not only to develop his themes, but to comment on the ideals and limitations of the epic genre itself.

Homecoming: Volume 4

The Three-Body Problem, The Dark Forest, Death's End

The Story of Commodore Perry's Expedition

Odyssey

The Tales of Alvin Maker, Book One