

Ender In Exile

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Shadows in Flight
Earth Unaware
The Painted Bird
Ender in Exile
Speaker for the Dead
Ender in Exile
Shadow Puppets
A War of Gifts
Ender's Game Boxed Set II
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Darcy Sweet Mystery - Books One to Six
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Xenocide
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The Authorized Ender Companion
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Shadow of the Hegemon
First Meetings
The Folk of the Fringe
The Swarm
Children of the Mind
Orson Scott Card's Ender In Exile
Empire

Space Force

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.

Shadows in Flight

The never-before-told prequel to ENDER'S GAME! An unidentified ship is rocketing toward Earth with tech far beyond anything we've ever seen, and the only people who can give

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warning are a small band of asteroid miners millions of miles from home. The clock is ticking, and it doesn't look good for the human race. From New York Times-bestselling author Orson Scott Card comes the tale of humanity's first contact with the Formics - and the horrible toll it took on mankind. Collecting FORMIC WARS: BURNING EARTH #1-7.

Earth Unaware

After making the hard choice to leave his home world to travel to the colonies, twelve-year-old military genius Andrew Wiggin shares a series of daring adventures with his sister Valentine and the artificial intelligence Jane.

The Painted Bird

In this sequel to *The Lost Gate*, bestselling author Orson Scott Card continues his fantastic tale of the Mages of Westil who live in exile on Earth in *The Gate Thief*, a novel of the Mither Mages. Here on Earth, Danny North is still in high school, yet he holds in his heart and mind all the stolen outselves of thirteen centuries of gatemages. The Families still want to kill him if they can't control him and they can't control him. He is far too powerful. And on Westil, Wad is now nearly powerless—he lost everything to Danny in their struggle. Even if he can survive the revenge of his enemies, he still must somehow make peace with the Gatemage Daniel North. For when Danny took that power from Loki, he also took the responsibility for the Great Gates.

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And when he comes face-to-face with the mages who call themselves Bel and Ishtoreth, he will come to understand just why Loki closed the gates all those centuries ago. The Mithermages series The Lost Gate The Gate Thief Gatefather At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

Ender in Exile

The direct sequel to Ender's Game! Thirteen year-old Ender Wiggin has saved mankind from an alien threat. His reward? Exile. Branded a monster by those who feel threatened by his military genius, Ender is suddenly a hero without a home. Consumed with guilt, Ender must face his own demons and the people who are bent on stripping him of power. Based on the bestselling novel by science-fiction master Orson Scott Card. COLLECTING: Ender's Game: Ender in Exile #1-5

Speaker for the Dead

The War is over, won by Ender Wiggin and his team of brilliant child-warriors. The enemy is destroyed, the human race is saved. Ender himself refuses to return to the planet, but his crew has gone home to their families, scattered across the globe. The battle school is no more. But with the external threat gone, the Earth has become a battlefield once more. The children of the Battle School are more than heroes; they are potential weapons that can bring power to the

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countries that control them. One by one, all of Ender's Dragon Army are kidnapped. Only Bean escapes; and he turns for help to Ender's brother Peter. Peter Wiggin, Ender's older brother, has already been manipulating the politics of Earth from behind the scenes. With Bean's help, he will eventually rule the world. Shadow of the Hegemon is the second novel in Orson Scott Card's Shadow Series. THE ENDER UNIVERSE Ender series Ender's Game / Ender in Exile / Speaker for the Dead / Xenocide / Children of the Mind Ender's Shadow series Ender's Shadow / Shadow of the Hegemon / Shadow Puppets / Shadow of the Giant / 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.

Ender in Exile

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.

Shadow Puppets

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

A War of Gifts

Orson Scott Card's classic and worldwide bestselling Ender Quintet series won the Hugo and Nebula awards! Included in this ebook bundle: Ender's Game, Ender in Exile, and Speaker for the Dead 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 story continues in Speaker for the Dead, Orson Scott Card's award-winning sequel. Ender Wiggin has run far and fast, using the effects of near-light-speed travel to out-live his past and become nearly anonymous. He is now the Speaker for the Dead, the author of The Hive Queen and The Hegemon, and he has come to the planet Lusitania to tell the truth about a man's life at his graveside. But Lusitania is a very special place, the first planet humans have found that harbors an intelligent life-form, though it is very strange indeed. And Ender has more reason than any other man to seek communication, and peace between humanity and the pequininos. Ender in Exile is the story of Ender's first

voyage from Earth, and his first arrival on a former Formic colony world. In the confined world of the colony ship, Ender's diplomatic and tactical genius are put to the test against an enemy he cannot kill. This novel falls immediately after Ender's Game in chronological sequence, but was written long after Children of the Mind, and the books of the Shadow series. You can read it at any point after Ender's Game At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

Ender's Game Boxed Set II

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 /

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Ender's Game: Formic Wars

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.

Darcy Sweet Mystery - Books One to Six

Presents the behind-the-scenes details of the motion picture, featuring interviews, concept art,

the visual effects process, and profiles of the cast and crew.

Saints

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*. When the alien ship screamed through the solar system, it disrupted communications between the far-flung human mining ships and Earth. So Earth and Luna were unaware that they had been invaded until the ship dropped into Earth orbit, and began landing terraforming crews in China. Politics slowed the response on Earth, and on Luna, corporate power struggles seemed more urgent than distant deaths. But millions of people were dying, and the planet could be lost. 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.

Xenocide

In Orson Scott Card's classic apocalyptic science fiction novel *The Folk of the Fringe*, only a few nuclear weapons fell in America--the weapons that destroyed the nation were biological and, ultimately, cultural. But in the chaos, the famine, the plague, there existed a few pockets of order. The strongest of them was the state of Deseret, formed from the vestiges of Utah,

Colorado, and Idaho. The climate has changed. The Great Salt Lake has filled up to prehistoric levels. But there, on the fringes, brave, hardworking pioneers are making the desert bloom again. A civilization cannot be reclaimed by powerful organizations, or even by great men alone. It must be renewed by individual men and women, one by one, working together to make a community, a nation, a new America. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

Earth Afire

Struggling with outdated systems and claim-jumping corporate interests in the deeps of the Kuiper Belt, a family on board the mining ship El Cavador spots an object moving toward the solar system that triggers a catastrophic war.

The Hive

The American Empire has grown too fast, and the fault lines at home are stressed to the breaking point. The war of words between Right and Left has collapsed into a shooting war, though most people just want to be left alone. The battle rages between the high-technology weapons on one side, and militia foot-soldiers on the other, devastating the cities, and overrunning the countryside. But the vast majority, who only want the killing to stop and the nation to return to more peaceful days, have technology, weapons and strategic geniuses of

their own. When the American dream shatters into violence, who can hold the people and the government together? And which side will you be on? Orson Scott Card is a master storyteller, who has earned millions of fans and reams of praise for his previous science fiction and fantasy novels. Now he steps a little closer to the present day with this chilling look at a near future scenario of a new American Civil War. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

Ender's Game

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.

Rachel and Leah

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.

Empire: The Series

Rachel and Leah is book three in New York Times bestselling author Orson Scott Card's Women of Genesis series—a unique reimagining of the biblical tale. Tracing their lives from childhood to maturity, Card shows how the women of Genesis change each other—and are changed again by the holy books that Jacob brings with him. Leah, the oldest daughter of Laban, whose "tender eyes" prevent her from fully participating in the daily work of her nomadic family, and Rachel, the spoiled younger daughter, the petted and privileged beauty of the family—or so it seems to Leah. There is also Bilhah, an orphan who is not quite a slave but not really a family member, a young woman desperately searching to fit in, and Zilpah, who knows only how to use her beauty to manipulate men as she strives to secure for herself something better than the life of drudgery and servitude into which she has been born. Into the desert camp comes Jacob, a handsome and charismatic kinsman who is clearly destined to be Rachel's husband. But that doesn't prevent the other women from vying for his attention. Ambition, jealousy, fear, and love motivate them as they vie for the attention of Jacob, heir to the spiritual birthright of Abraham and Isaac. Women of Genesis #1 Sarah #2 Rebekah #3 Rachel and Leah At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

The Authorized Ender Companion

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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.

Enemies & Allies

In the conclusion of the Ender saga, Ender Wiggin confronts his ultimate challenge when his adopted world, Lusitania, is threatened by his old planet-destroying weapon, and his computer

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intelligence ally, Jane, is about to be killed off by the Starways Congress. Reprint. 20,000 first printing.

The Ender Quintet

The direct sequel to Ender's Game! Thirteen year-old Ender Wiggin has saved mankind from an alien threat. His reward? Exile. Branded a monster by those who feel threatened by his military genius, Ender is suddenly a hero without a home. Consumed with guilt, Ender must face his own demons and the people who are bent on stripping him of power. Based on the bestselling novel by science-fiction master Orson Scott Card. COLLECTING: Ender's Game: Ender in Exile #1-5

The Shadow Saga Omnibus

The series which tells the story of Ender's Game from a new angle Twice an alien race has attacked mankind, and twice we have only barely survived. Now, the International Fleet is training exceptional children to command in the next war and defend against the threat of total destruction. The next candidate picked for the rigorous Battle School will be Bean, an orphaned runt surviving on the mean streets of Rotterdam. Displaying staggering tactical genius, Bean will soon become right-hand man to the legendary 'Ender' Wiggin. Together they will lead mankind into its final battle - and change the world in ways no one could have

predicted. Intended as a parallel series to the compelling Ender Saga, this omnibus edition of The Shadow Saga also stands on its own as a shining example of the best the science fiction genre has to offer. This omnibus edition contains: ENDER'S SHADOW, SHADOW OF THE HEGEMON, SHADOW PUPPETS and SHADOW OF THE GIANT.

Hart's Hope

Danny North knew from early childhood that his family was different, and that he was different from them. While his cousins were learning how to create the things that commoners called fairies, ghosts, golems, trolls, werewolves, and other such miracles that were the heritage of the North family, Danny worried that he would never show a talent, never form an outself. He grew up in the rambling old house, filled with dozens of cousins, and aunts and uncles, all ruled by his father. Their home was isolated in the mountains of western Virginia, far from town, far from schools, far from other people. There are many secrets in the House, and many rules that Danny must follow. There is a secret library with only a few dozen books, and none of them in English — but Danny and his cousins are expected to become fluent in the language of the books. While Danny's cousins are free to create magic whenever they like, they must never do it where outsiders might see. Unfortunately, there are some secrets kept from Danny as well. And that will lead to disaster for the North family.

Children of the Fleet

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Having made the difficult choice to leave his home world to travel to the colonies, twelve-year-old military genius Andrew Wiggin shares a series of daring adventures with his sister Valentine and the artificial intelligence Jane. By the author of Ender's Game. 200,000 first printing. \$250,000 ad/promo.

Ender's Game

Bestselling author Orson Scott Card brings to life a new chapter in the saga of Ender's Earth and The Shadow Series. Earth and its society have been changed irrevocably in the aftermath of Ender Wiggin's victory over the Formics. The unity forced upon the warring nations by an alien enemy has shattered. Nations are rising again, seeking territory and influence, and most of all, seeking to control the skills and loyalty of the children from the Battle School. But one person has a better idea. Peter Wiggin, Ender's older, more ruthless, brother, sees that any hope for the future of Earth lies in restoring a sense of unity and purpose. And he has an irresistible call on the loyalty of Earth's young warriors. With Bean at his side, the two will reshape our future. Shadow Puppets is the continuing story of Bean and Petra, and the rest of Ender's Dragon Army, as they take their places in the new government of Earth. 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

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Earth Awakens

When the American dream shatters into violence, who can hold the people and the government together? And which side will you be on? The American Empire has grown too fast, and the fault lines at home are stressed to the breaking point. The war of words between Right and Left has collapsed into a shooting war, though most people just want to be left alone. Orson Scott Card is a master storyteller, who has earned millions of fans and reams of praise for his previous science fiction and fantasy novels. Now he steps a little closer to the present day with this chilling look at a near future scenario of a new American Civil War. Empire — Battle rages with high-technology weapons versus militia foot-soldiers, devastating the cities, and overrunning the countryside. But the vast majority, who only want the killing to stop and the nation to return to more peaceful days, have technology, weapons and strategic geniuses of their own. Hidden Empire — A deadly plague devastating the world leads the American President to declare severe immigration restriction. Captain Batholomew Coleman must navigate a hostile population, while protecting researchers, in the hopes of finding a cure. 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 Other Books in the Ender

Universe Children of the Fleet 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 Gate Thief

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 /

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Ender's Game

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

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Ender's Shadow

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

Ender's Game

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 Ender Quintet. 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

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The Lost Gate

“[A] fun read....Batman and Superman meet in this retro-flavored novel set amid the Cold War sensibilities of the 1950s.” —USA Today The Dark Knight meets the Man of Steel in *Enemies & Allies*—the thrilling story of the first-ever meeting between Batman and Superman, brilliantly imagined by New York Times bestselling author Kevin J. Anderson. One of today’s most popular writers pits the iconic superheroes against Lex Luthor and the Soviets—and each other—in a spellbinding story of destiny and duty set against the backdrop of America’s Cold War era.

Orson Scott Card's Ender In Exile

A dark and powerful fantasy from Orson Scott Card, the bestselling author of *Ender's Shadow*. Enter the city of Hart's Hope, ruled by gods both powerful and indifferent, riddled with sorcery and revenge. The city was captured by a rebellious lord, Palicrovol, who overthrew the cruel king, Nasilee, hated by his people. Palicrovol, too, was cruel, as befitted a king. He took the true mantle of kingship by forcing Asineth, now Queen by her father's death, to marry him,

raping her to consummate the marriage. [But he was not cruel enough to rule.] He let her live after her humiliation; live to bear a daughter; live to return from exile and retake the throne of Hart's Hope. But she, in turn, sent Palicrovol into exile to breed a son who would, in the name of the God, take back the kingdom from its cruel Queen. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

Shadow of the Hegemon

The first six mysteries in the popular Darcy Sweet Cozy Mystery series: Death Comes to Town, Mists of the Past, From the Ashes, The Ghost of Christmas, The Stolen Valentine and Hiding From Death. Introducing Darcy Sweet She isn't what you would call a girly girl. She almost never wears makeup and loves nothing more than to wear a well-worn pair of jeans, a t-shirt and her most comfortable pair of sneakers. She would like to think she is just an ordinary woman, but she's not. She has a connection to the spirit world that seems to draw her into mysterious situations more often than not. Add to the mix the antics of a rather naughty, slightly psychic cat and the eccentric ghost of her great-aunt Millie, and you have a life that is anything but ordinary. 658 pages of paranormal mystery fun. Over 200 positive reviews. Find out why over 100,000 readers have fallen for Darcy Sweet! Pick up your copy to get six books you won't want to put down!

First Meetings

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Five years ago, the United States Space Force became a reality. And while those writing the checks took things very seriously, the other military branches did not. As a result, Space Force was populated by undesirables: men and women who made too many mistakes, didn't follow the rules, or slept with the wrong general's daughter. Three times. On camera. It was a mistake, okay? My name is Captain Ethan Stone, a decorated member of SEAL Team 6 turned Space Force 'recruit.' While the powers-that-be attempted to make Space Force an embarrassment, they also sent some of the very best minds, fighters, and pilots to the program, because sometimes the best of us decide to take a stand against those same powers. Yeah, yeah. Not me. Though I seem to recall I was standing when Sorry. It's a distracting memory. Flash forward five years and between tenses. President West is in office. Power has shifted. And Space Force is defunded. With just a handful of us still living on base, we find ourselves being evicted. But before all of us can leave, aliens invade. Really ugly ones, too. Super nasty. I don't think I could describe them here without getting the book banned. Anywho, using their advanced technology, they seal off Space Force Command behind a shrinking force field and kick off a battle royale to the death. Human vs. alien. To the victors goes the Earth. While my boy Frank Taylor and I throw down inside the force field, my main squeeze, First Lieutenant Jennifer Hale, leads an international strike team into freekin' space. It's nuts. Crazy action. Super funny, too, in like a Deadpool way, if that's your thing. The only way to really know what went down is to snag a copy of this book and read it for yourself before it's too late. Or wait for the movie. There is going to be a movie, right?

The Folk of the Fringe

File Type PDF Ender In Exile

A young boy, abandoned by his parents during World War II, wanders alone from one village to another in Nazi-occupied Eastern Europe.

The Swarm

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

Children of the Mind

From the bestselling author of the Ender Universe series comes Orson Scott Card's epic historical novel *Saints*. When ten-year-old Dinah Kirkham saw her father leave their Manchester home in the middle of the night, she basked when he would be back. "Soon," he replied. But he never came back. On that night in 1829, John Kirkham laid the foundation of his daughter's certainty that the only person Dinah could ever really trust was herself. From that day forward, Dinah worked to support her family, remaining devoted to their welfare even in the face of despair and grinding poverty. Then one day she heard a new message, a new purpose ignited in her heart, and new life opened up before her. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

Orson Scott Card's Ender In Exile

File Type PDF Ender In Exile

The direct sequel to Ender's Game! Thirteen year-old Ender Wiggin has saved mankind from an alien threat. His reward? Exile. Branded a monster by those who feel threatened by his military genius, Ender is suddenly a hero without a home. Consumed with guilt, Ender must face his own demons and the people who are bent on stripping him of power. Based on the bestselling novel by science-fiction master Orson Scott Card. COLLECTING: Ender's Game: Ender in Exile #1-5

Empire

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 them 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

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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.

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