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First Meetings

Orson Scott Card's *The Lost Gate* is the first book in the *Mithermages* series from the New York Times bestselling author of *Ender's Game*. 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. 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's Game

The companion series to New York Times bestseller Orson Scott Card's award-winning novel *Ender's Game*! With time running out for the human race, Bean is assigned to Dragon army under the command of the legendary Ender Wiggin. But their relationship is a bruising clash of egos and agendas from the start - and it only gets worse when Dragon face their first battle. Collects *Ender's Shadow: Command School #1-5*.

Ender's Shadow - Ultimate Collection

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.

Saints

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.

Earth Unaware

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

Ender in Exile

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

Hart's Hope

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 Afire / Earth Awakens The Second Formic War (with Aaron Johnston) The Swarm /The Hive Ender novellas A War of Gifts /First Meetings At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

Ender's Game

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.

Xenocide

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 Xenocide 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.

Empire: The Series

The Shadow Saga Omnibus

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.

Rachel and Leah

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

Hidden Empire

From Orson Scott Card, award-winning and bestselling author of Ender's Game, his first solo Enderverse novel in years. Children of the Fleet is a new angle on Card's bestselling series, telling the story of the Fleet in space, parallel to the story on Earth told in the Ender's Shadow series. Ender Wiggin won the Third Formic war, ending the alien threat to Earth. Afterwards, all the terraformed Formic worlds were open to settlement by humans, and the International Fleet became the arm of the Ministry of Colonization, run by Hiram Graff. MinCol now runs Fleet School on the old Battle School station, and still recruits very smart kids to train as leaders of colony ships, and colonies. Dabeet Ochoa is a very smart kid. Top of his class in every school. But he

doesn't think he has a chance at Fleet School, because he has no connections to the Fleet. That he knows of. At least until the day that Colonel Graff arrives at his school for an interview. THE ENDER UNIVERSE Ender series Ender's Game / Speaker for the Dead / Xenocide / Children of the Mind / Ender in Exile / Children of the Fleet Ender's Shadow series Ender's Shadow / Shadow of the Hegemon / Shadow Puppets / Shadow of the Giant / Shadows in Flight The First Formic War (with Aaron Johnston) Earth Unaware / Earth Afire / Earth Awakens The Second Formic War (with Aaron Johnston) The Swarm / The Hive Ender novellas A War of Gifts / First Meetings At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

Ender's Game

A sequel to the best-selling Empire finds Captain Cole becoming increasingly concerned about new U.S. President Averell Torrent's tough-handed foreign policy stance, a perspective that causes him to be targeted and prompts his investigation into the president's role in an assassination plot. Reprint.

Earth Afire

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. 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's Game Boxed Set

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.

Ender's Shadow

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.

Orson Scott Card/David Lubar Starscape Boxed Set

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.

Children of the Fleet

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.

A War of Gifts

Orson Scott Card and Aaron Johnston return to their Ender's Game prequel series with this first volume of an all-new trilogy about the Second Formic War in *The Swarm*. The first invasion of Earth was beaten back by a coalition of corporate and international military forces, and the Chinese army. China has been devastated by the Formic's initial efforts to eradicate Earth life forms and prepare the ground for their own settlement. The Scouring of China struck fear into the other nations of the planet; that fear blossomed into drastic action when scientists determined that the single ship that wreaked such damage was merely a scout ship. There is a mothership out beyond the Solar System's Kuiper Belt, and it's heading into the system, unstoppable by any weapons that Earth can muster. Earth has been reorganized for defense. There is now a Hegemon, a planetary official responsible for keeping all the formerly warring nations in line. There's a Polemarch, responsible for organizing all the military forces of the planet into the new International Fleet. But there is an enemy within, an enemy as old as human warfare: ambition and politics. Greed and self-interest. Will Bingwen, Mazer Rackam, Victor Delgado and Lem Juke be able to divert those very human enemies in time to create a weapon that can effectively defend humanity in the inexorable Second Formic War?

THE ENDER UNIVERSE Ender series Ender's Game / Speaker for the Dead / Xenocide / Children of the Mind / Ender in Exile / Children of the Fleet
Ender's Shadow series Ender's Shadow / Shadow of the Hegemon / Shadow Puppets / Shadow of the Giant / Shadows in Flight
The First Formic War (with Aaron Johnston) Earth Unaware / Earth Afire / Earth Awakens The Second Formic War (with Aaron Johnston) The Swarm / The Hive
Ender novellas A War of Gifts / First Meetings
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Empire

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.

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The Gate Thief

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.

Ender's Shadow

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 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.

Lost and Found

There's a war coming. The same aliens who almost destroyed Earth once are coming back to get the whole job done this time. But we aren't going to just sit and die. The international military is taking our best and brightest to mold them into the finest military minds ever-and they're taking them young. 8-year-old Ender Wiggin is the best they've ever found. Can he save the Earth? Can he survive Battle School and the game that they will force him to play? The legendary sci-fi epic by New York Times Bestseller Orson Scott Card comes to comics! Join hot writer Christopher Yost (X-Force) and superstar Pasqual Ferry (Ultimate Fantastic Four, Ultimate Iron Man) as they tell one of the greatest science fiction story of all time. Collects Ender's Game: Battle School #1-5

Seventh Son

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 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, timelines, colony histories, and family trees. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

The Lost Gate

"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.

The Hive

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.

Lovelock

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.

The Authorized Ender Companion

The alien Formics twice attacked the human race. We barely won. Now, the international Fleet is drafting brilliant kids to train them to command our forces in the next war. And Sister Carlotta thinks she has found another one. From the teeming legions of unwanted children, she has plucked a promising candidate: Bean, the runt of the streets of Rotterdam - with a staggering brilliance as unexplainable as his mysterious origins, the secrets of which may undo every investment made in the child's future as an elite warrior. For now, those secrets will have to wait - there is only survival to manage: Survival on the streets and survival in the Fleet's rigorous Battle School. But just as the prodigiously talented Bean's mentor, Ender Wiggin, is shipped off to Command School, Bean is thrust into an existential crisis: the discovery of a long-lost brother and the return of his worst enemy, the sadistic street thug Achilles. Worse, it is a crisis engineered by the very leaders depending on his graduation to Command School! Sci-fi legend Orson Scott Card's classic novel is skillfully adapted by writer Mike Carey (X-Men: Legacy) and artist Sebastian Fiumara (Marvel illustrated: The Picture of Dorian Gray). COLLECTING: ENDER'S GAME: BATTLE SCHOOL 1-5, ENDER'S GAME: COMMAND SCHOOL 1-5

Pastwatch

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.

Children of the Mind

Bestselling author Orson Scott Card teams up with the talented Kathryn H. Kidd to create a startling look at the ethics of bioengineering. Lovelock is a capuchin monkey engineered to be the perfect servant--intelligent, agile, pliant, and devoted to his owner. He is a Witness--privileged to spend his days and nights observing the life of one of Earth's most brilliant scientists through digital recording devices behind his eyes. In his heart is the desire to please, not just to avoid the pain his owner can inflict with a word, but because he loves her. Lovelock is on a voyage he did not choose. What human would consider the feelings of a capuchin monkey, no matter how enhanced? But Lovelock is something special among Witnesses--he's a little smarter than most humans; smart enough to break through some of his conditioning. Smart enough to feel the bonds of slavery, and want freedom. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

Shadows in Flight

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.

Shadow Puppets

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

The Swarm

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 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.

Shadow of the Hegemon

Sequel to: Ender's shadow. Battle school.

Ender's Game

From the New York Times bestselling author of the Hugo and Nebula Award-winning science fiction classic Ender's Game, Orson Scott Card's Shadow Quintet is the story of Ender Wiggin's friend and fellow military genius, the one called Bean. Bean's past was a battle just to survive. He used his tactical genius to gain acceptance and safety as part of a children's gang. Bean's success brought him to the attention of Earth's military academy, people scouring the planet for leaders, tacticians, generals to save Earth from the threat of alien invasion. Bean was sent into orbit, to the Battle School. And there he met Ender, becoming his right hand, his strategist, and his friend. The Shadow Quintet features five novels of Bean's space opera adventures. This e-book bundle includes Ender's Shadow, Shadow of the Hegemon, Shadow Puppets, Shadow of the Giant, and Shadows in Flight. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

The Ender's Shadow Series Boxed Set

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.

Ender's Shadow

New York Times bestselling authors Orson Scott Card and Aaron Johnston return to the prequels to Ender's Game following The Swarm with The Hive, book two in the Second Formic War. Card and Johnston continue the fast-paced hard science fiction history of the Formic Wars—the alien invasions of Earth's Solar System that ultimately led to Ender Wiggin's total victory in Ender's Game. A coalition of Earth's nations barely fought off the Formics' first scout ship. Now it's clear that there's a mother-ship out on edge of the system, and the aliens are prepared to take Earth by force. Can Earth's warring nations and corporations put aside their differences and mount an effective defense? Ender's Game is one of the most popular and bestselling science fiction novels of all time. The Formic War series (The First Formic War and The Second Formic War) are the prequels to Ender's story. THE ENDER UNIVERSE Ender series Ender's Game / Speaker for the Dead / Xenocide / Children of the Mind / Ender in Exile / Children of the Fleet Ender's Shadow series Ender's Shadow / Shadow of the Hegemon / Shadow Puppets / Shadow of the Giant / Shadows in Flight The First Formic War (with Aaron Johnston) Earth Unaware / Earth Afire / Earth Awakens The Second Formic War (with Aaron Johnston) The Swarm / The Hive Ender novellas A War of Gifts / First Meetings At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

Ender's Shadow

Contains 4 classic Starscape titles: Ender's Game by Orson Scott Card Winner of the Hugo and Nebula Awards In order to develop a secure defense against a hostile alien race's next attack, government agencies breed child geniuses and train them as soldiers. A brilliant young boy, Andrew "Ender" Wiggin lives with his kind but distant parents, his sadistic brother Peter, and the person he loves more than anyone else, his sister Valentine. Peter and Valentine were candidates for the soldier-training program but didn't make the cut--young Ender is the Wiggin drafted to the orbiting Battle School for rigorous military training. Ender's skills make him a leader in school and respected in the Battle Room, where children play at mock battles in zero gravity. Yet growing up in an artificial community of young soldiers Ender suffers greatly from isolation, rivalry from his peers, pressure from the adult teachers, and an unsettling fear of the alien invaders. His psychological battles include loneliness, fear that he is becoming like the cruel brother he remembers, and fanning the flames of devotion to his beloved sister. Is Ender the general Earth needs? But Ender is not the only result of the genetic experiments. The war with the Buggers has been raging for a hundred years, and the quest for the perfect general has been underway for almost as long. Ender's two older siblings are every bit as unusual as he is, but in very different ways. Between the three of them lie the abilities to remake a world. If, that is, the world survives. Ender's Shadow by Orson Scott Card Welcome to Battleschool. Growing up is never easy. But try living on the mean streets as a child begging for food and fighting like a dog with ruthless gangs of starving kids who wouldn't hesitate to pound your skull into pulp for a scrap of apple. If Bean has learned anything on the streets, it's how to survive. And not with fists. He is way too small for that. But with brains. Bean is a genius with a magician's ability to zero in on his enemy and exploit his weakness. What better quality for a future general to lead the Earth in a final climactic battle against a hostile alien race, known as Buggers. At Battleschool Bean meets and befriends another future commander - Ender Wiggins - perhaps his only true rival. Only one problem: for Bean and Ender, the future is now. Flip by David Lubar If you could become anyone in the world, who would you be? Did you ever wish you could be anyone else but who you are? Twins Ryan and Taylor do it all the time. Now their dream is about to come true. They've discovered mysterious alien disks that allow them to "flip"--to become legendary heroes from the past. But who? Hidden Talents by David Lubar American Library Association "Best Books for Young Adults" American Library Association "Quick Picks for Young Adults" Martin Anderson and his friends don't like being called losers. But they've been called that for so long even they start to believe it. Until Martin makes an incredible discovery: each of his friends has a special hidden talent. Edgeview Alternative School was supposed to be end of the road. But for Martin and his friends, it just might be a new beginning.

The Shadow Quintet

Four novels in Card's series of war between humans and aliens feature the valiant warriors Ender Wiggins, his brother Peter, and the precocious Bean.

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