

Legend Of Ender: EnderSon Vs Herobrine (ENDVENTURES SERIES Book 6)

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. When the impossible to believe becomes impossible to

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ignore...The instant when the beginning of the end finally happened, the world at large was unprepared to face the aftermath of the event that heralded it. In a small remote mountain town tucked away in the hills of North Carolina, a band of friends must now face what will be the last seven years of human history. The choices they make will determine their ultimate destiny. “ The three of us laid down in beds that were not our own in a place that was not our home in a world that in the blink of an eye has become dark and foreboding. Despite our uncertainties, we laid down to sleep at peace, closer to each other than ever before. We didn ’ t yet know much about what we would soon be facing, but we closed our eyes that night knowing that from here on out whatever surprises or horrors we would face...good or bad, easy or hard, live or die, we now belonged to God ’ s family. We were now Tribulation Brothers. ” “ Now the Rubicon so to speak, has been irrevocably crossed. The Tribulation has begun. The countdown has started. The span of our lives and of this world is now set. The number of years this world has left - seven. ”

Legend of Ender: EnderSon Vs. Herobrine

Child characters are surprisingly common in horror, fantasy, and science fiction literature and films. Children represent innocence and virtue and symbolize the classic question of fantastic literature: What is the future of the human race, and how will science and society improve or impair that future? This collection of essays explores the roles of children in the literature and film of the fantastic. The works vary in critical approach from textual analyses to psychological, historical, and gender- and ethnicity-based interpretations and draw their subject matter from contemporary and classic literary and film pieces. "The Triumph of Teen Prop: Terminator II and the End of History" is a playful discussion of teen propaganda movies and social issues. "E.T. as Fairy Tale"

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examines how Stephen Spielberg's combination of science fiction, fantasy, and fairy tale elements blends logic and childhood magic. Howard M. Lenhoff connects mythical creatures with biology in "A Real-World Source for the 'Little People': A Comparison of Fairies to Individuals with Williams Syndrome." The literary selection ranges from Alida Allison's study of childhood in Isaac Bashevis Singer's writings to Bud Foote's interpretation of childhood roles in the characters of selected Stephen King works. Other essays consider Henry James's *The Turn of the Screw*, Anne Rice's *The Witching Hour*, and the childhood classic *Peter Pan*.

Or, Pleasures and Trials of an Amateur Gardener

Seven - A Story of Things To Come

Legend of Ender: EnderSon Vs. Herobrine

In the Image of God

Theme, Characterization, and Landscape in the Fiction of Orson Scott Card

Children in the Worlds of Science Fiction, Fantasy, and Horror

An Engaging and Accessible Overview of Crime and Justice in America For all their interest in crime, most Americans know very little about the reality of crime and the criminal justice system in the United States and most of what Americans do know is a loose collection of accumulated truths, half-truths, and outright fallacies. Myths and Realities of Crime and Justice: What Every American Should Know, Second Edition provides a concise but thorough overview of criminal behavior, crime, and the criminal

justice system in the United States. Using up-to-date social science research to debunk many of the beliefs Americans hold about crime, the book examines key topics such as serial killers and mass murders, gun violence, criminal victimization, identity theft, policing and police corruption, plea bargaining, jury nullification, wrongful convictions, the death penalty, and the CSI Effect. The fully revised and updated second edition of this popular text includes the most recent crime and criminal justice data, and covers several recent high-profile crimes, including the Newtown shooting, the Jerry Sandusky case, and the Trayvon Martin case. It also includes new sections on recent trends in crime rates, street gangs, and hate crimes. Ideally suited for students in criminal justice programs as well as professionals who work within or in tandem with the criminal justice system, Myths and Realities of Crime and Justice: What Every American Should Know, Second Edition is a thorough, engaging, and highly relevant portrait of crime and justice in America."

The Authorized Ender Companion is a complete and in-depth encyclopedia of all the persons, places, things and events in Orson Scott Card's Ender Universe. Written by Jake

Black under the editorial supervision of Card himself, The Authorized Ender Companion will be an invaluable resource for readers of the series. If you ever wondered where Ender went after he left Earth, before he arrived at Lusitania, you'll find the answer here. If you ever wondered how the battle room worked, you'll find the answer here. If you forgot the names of the people were who discovered the descolada, the answer is here. The history of Gloriously Bright's world? Here. The Authorized Ender Companion contains all that and more. There are character biographies, time-lines, colony histories, and family trees. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

Orson Scott Card is "a master of the art of storytelling" (Booklist), and The Worthing Saga is a story that only he could have written. It was a miracle of science that permitted human beings to live, if not forever, then for a long, long time. Some people, anyway. The rich, the powerful--they lived their lives at the rate of one year every ten. Some created two societies: that of people who lived out their normal span and died, and those who slept away the decades, skipping over the intervening years and

events. It allowed great plans to be put in motion. It allowed interstellar Empires to be built. It came near to destroying humanity. After a long, long time of decadence and stagnation, a few seed ships were sent out to save our species. They carried human embryos and supplies, and teaching robots, and one man. The Worthing Saga is the story of one of these men, Jason Worthing, and the world he found for the seed he carried. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

What is your purpose? Finding your purpose in the world can be a challenging pursuit. It helps to understand the greater story around you. Whether we realize it or not, we all have an internal belief system—a worldview—which directs our thoughts and actions. Our worldview is how we understand the world around us—where we came from, how we should live, and what our purpose is. Examining your personal worldview in light of God's Master Story can strengthen your faith and clarify your purpose in this world.

Finding Your Part in God's Master Story is an interactive study for individual or group use that explores different ways Christians view their world and encourages all Christians to

have a consistent, comprehensive, and biblical worldview. Your view of the world shapes every part of your life. It's time to take control and shape your worldview!

First Meetings

Reviewing the Reviewers

Perspectives on John Milton, C. S. Lewis, Stephen King, Orson Scott Card, and Others

Nursery Realms

Portrayals of Tension in Non-Evangelical Works Since 1895

Ender's Game, Ender's Shadow

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

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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

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.

Quicklets: Learn more. Read less. About Orson Scott Card Orson Scott Card was born on the 24th of August, 1951. As the author of Ender's Game and its sequel, Speaker for the Dead, he is the only author to win two of science fiction's most prestigious awards (The Hugo award and the The Nebula award) in consecutive years (1985 and 1986). He is most well known for his science fiction and fantasy writing (in addition to his books in the Enderverse he has also authored a series of fantasy novels, The Tales of Alvin Maker, and a few religiously based fiction novels, The Women of Genesis series), but has also authored comic books, screenplays and scripts for computer games. Card is a practicing member of the The Church of Jesus Christ of Latter-day Saints. About Ender's Game Ender's Game was initially published as a short story in 1977 in Analog magazine, but was re-released in 1991 and is currently available in print in 28 different languages around the world. In addition to its print format, Ender's Game is also available in audio and comic book formats and it is

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expected that Ender's Game will be released as a film in 2013. Ender's Game has won both the Nebula Award and the Hugo Award (the two most prestigious awards in science fiction), and despite being a fiction book, Ender's Game is also on the suggested reading list for the U.S. Marine Corps.

This book is an exploration of how the relationship of evangelicals to the arts has been portrayed in fiction for the last century. The author argues that evangelicals are consistently seen as enemies of the arts by non-evangelical writers. The artist (typically represented by a literal artist, occasionally by a scientist or reluctant messiah) typically has to fight for liberation from such clichéd character types as the failed evangelical artist, the rube or the hypocritical pastor. Rather than resist the cliché of anti-art evangelicalism, the book contends that evangelicals should embrace it: this stereotype is only hurtful so long as one assumes that the arts represent a positive force in human society. This work, built off the scholarship of John Carey, does not make that assumption. Surveying the current pro-artistic views of most evangelicals, the author advances the argument that evangelicals need to return to their anti-art roots. By doing so they would align themselves with the most radical artistic elements of modernism rather than with the classicists that the movement currently seems to prefer, and provide space

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for themselves to critique how secular artistic stereotypes of evangelicals have economically and artistically marginalized the evangelicals' community.

Ender's Game, Ender in Exile, Speaker for the Dead

The Garden's Story

Travel, Technology, Time

Best Books for Young Adults

In Ender's Universe

Biographical Sketches and Bibliographies

Provides reviews for classic and contemporary young adult books, identifies teenagers' interests and best book selections, and includes guidelines for creating reading lists of both young adult and suitable adult literature.

This volume offers film enthusiasts and teachers an investigation into what film critics do and examines what ideologies inform their evaluations. By employing recent television programs and films and comparing them to older ones, the study is able to trace changes in the methodologies of film and media critics. The work argues for the emergence of neofuturism as a chosen method of interpretation, contrasting with the dominance of postmodernism as the evaluative method through the early years of the new millennium. It also asks the questions who evaluates film and why? In doing so, the study questions the criteria for film evaluation, the validity of some reviews, and asks the question whether the

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evaluative system needs to change altogether. This text offers 6th - 12th grade educators guided instructional approaches for including young adult (YA) literature in science and math classes in order to promote literacy development while learning content.

A threat to humanity portending the end of our species lurks in the cold recesses of space. Our only hope is an eleven-year-old boy. Celebrating the long-awaited release of the movie adaptation of Orson Scott Card's novel about highly trained child geniuses fighting a race of invading aliens, this collection of original essays probes key philosophical questions raised in the narrative, including the ethics of child soldiers, politics on the internet, and the morality of war and genocide. Original essays dissect the diverse philosophical questions raised in Card's best-selling sci-fi classic, winner of the Nebula and Hugo Awards and which has been translated in 29 languages. Publication coincides with planned release of major motion picture adaptation of Ender's Game starring Asa Butterfield and Harrison Ford. Treats a wealth of core contemporary issues in morality and ethics, including child soldiers, the best kind of education and the use and misuse of global communications for political purposes. A stand-out addition to the Blackwell Philosophy and Pop Culture series.

Hell or High Water

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The Garden's Story, Or, Pleasures and Trials of an Amateur Gardener

The Worthing Saga

Ender's Game Boxed Set

Child and Youth Agency in Science Fiction

Behind Sach - The Huntz Hall Story

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

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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. 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

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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.

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This absorbing study is the first full-length treatment of Orson Scott Card, the only writer to thus far receive the prestigious Hugo and Nebula awards two years in a row. Collings examines the unique vision and literary achievements of this writer, a consummate storyteller who uses the medium of science fiction and fantasy to give shape to his deepest religious beliefs and moral convictions. His major novels, including *Seventh Son*, *Songmaster*, and *Wyrms*, are discussed, together with many of his short stories and his critical articles, poetry, and plays.

Provides alphabetically-arranged, biographical entries of favorite contemporary writers of fiction, including Maeve Binchy, Michael Crichton, and Anne Rice, and presents insights on the creative process from each individual.

Monthly Chronicle of North-country Lore and Legend
Ender's Game Boxed Set II

Speaker for the Dead

General Catalog

100 Most Popular Genre Fiction Authors

Announcements and Faculty List ...

"Walker blends the tender romance of a reassuring touch with lusty sex scenes, and her dialogue is spot-on. Readers will be panting for the next in the series."—Publishers Weekly, **STARRED**
Review In a world on the brink There's more than one kind of treasure and more than one secret at the bottom of the

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sea Only two things could make former Navy SEAL Leo Anderson return to the world of weapons and warfare. First, a capsule of chemical weapons lost on the ocean floor, and second, a plea for assistance from the one woman he can't seem to forget—CIA Agent Olivia Mortier. Now, working together to race against the clock and a deadly terrorist faction, Leo and Olivia must find the missing capsule, all the while battling the intense desire burning between them. If they can survive, can their growing attraction become more than just a momentary flare? The Deep Six Series: Hell or High Water (Book 1) Devil and the Deep (Book 2) Praise for Full Throttle: "Quick witted and action packed." —RT Book Reviews, 4 stars "Heart-pounding...Walker has outdone herself." —Publishers Weekly, Starred Review "Amazing...took me on the ride of my life." —The Book Whisperer "A wonderful, intense story with fabulous romantic tension." —Tome Tender "Provides tips on how to write science fiction stories, including how to get started, how to create characters, and how to develop plots. Includes

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suggestions from famous authors."

"Your father is the American Chaplin."

-- Groucho Marx (speaking to Gary Hall)

"Huntz Hall was a complicated person: extremely generous and loving on the one hand, scarily angry and violent on the other. I think the hardest thing for me was the absolute disappearance from my life of a father beginning in the 6th grade and lasting until I got out of high school...I have a priest friend who says you can't really grow up until you forgive your parents. As I get older I understand my father much better – he was emotionally deprived as a kid, and then he was unprepared for fame and money when they arrived in his teenage years. So he didn't have the skills to be a parent. He did the best he could with the emotional equipment he had." -- Rev. Gary Hall (Huntz Hall's son) Behind Sach: The Huntz Hall Story presents the life of the actor who made us laugh with his unforgettable and unique persona of Horace DeBussy Jones, better known simply as "Sach." This is the story of Huntz Hall, who played the zany character in forty-eight Bowery Boys

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films from the 1946 thru 1958. Someday Hall will be lauded as surely a comic genius as Chaplin. This biography is based upon never before revealed information provided by his only son. It offers a respectful portrait and appreciation of Hall's personal life and an examination of the comedy moments of his beloved Sach.

Explains what makes a story science fiction and describes how to craft believable characters, intense plots, and satisfying endings with examples from successful science fiction books.

Inside the World of an Epic Adventure
Ender's Game and Philosophy

The Authorized Ender Companion

Critical Method and Contemporary Film
Toward Other Worlds

The Monthly Chronicle of North-Country
Lore and Legend

Herobrine has defeated the Ender Lord years ago...Now he has been looking for his successor with the help of his Zombies Army. The identity of Clive Anderson, the EnderSon revealed for the first time. Can he escape from Herobrine or can he defeat Herobrine? Follow the adventure of EnderSon and you will discover the legendary secret between Herobrine and The Ender. CLICK

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to LOOK INSIDE ! Read about this epic legend of EnderSon.

This collection merges representations of children and youth in various science fiction texts with childhood studies theories and debates. Set in the past, present, and future, science fiction landscapes and technologies sometimes constrain, but often expand, agentic expression, movement, and collaboration.

This collection of 25 essays of literary criticism includes pieces on British poet John Milton, British fantasy writer C. S. Lewis, American horror writer Stephen King, American SF and fantasy writer Orson Scott Card, British horror writer Clive Barker, and several others. Complete with bibliography and index.

Macquarie Revision Guides is a series of study aids written and recommended by teachers in NSW. Each guide presents a clear and up-to-date review of coursework and skills needed to do well in exams. Students, tutors, teachers and parents will find the practical approach of this series an essential support to the competitive final years of school study.

Polk's San Jose City and Santa Clara County Directory

Ender's Game

Scores

Science and Math

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Evangelicals and the Arts in Fiction

Real Estate Record and Builders' Guide

For more than 50 years John Clute has been reviewing science fiction and fantasy. As Scores demonstrates, his devotion to the task of understanding the central literatures of our era has not slackened. There are jokes in Scores, and curses, and tirades, and apologies, and riffs; but every word of every review, in the end, is about how we understand the stories we tell about the world. Following on from his two previous books of collected reviews (Strokes and Look at the Evidence) this book collects reviews from a wide variety of sources, but mostly from Interzone, the New York Review of Science Fiction, and Science Fiction Weekly. Where it has seemed possible to do so without distorting contemporary responses to books, these reviews have been revised, sometimes extensively. 125 review articles, over 200 books reviewed in more than 214,000 words.

Welcome to the Enderverse. When "Ender's Game" was first published as a novella twenty-five years ago few would have predicted that it would become one of the most successful ventures in publishing history. Expanded into a novel in 1985, Ender's Game won both the Hugo Award and the Nebula Award for Best Novel. Never out of print and translated into dozens of languages, it is the rare work of fiction that can truly be said to have transcended a genre. Ender's Game and its sequels have won dozens of prestigious awards and are as popular today among teens and young readers as adults. First Meetings is a collection of three novellas-plus the original "Ender's Game"-that journey into

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the origins and the destiny of one Ender Wiggin. "The Polish Boy" begins in the wake between the first two Bugger Wars when the Hegemony is desperate to recruit brilliant military commanders to repel the alien invasion. In John Paul Wiggin-the future father of Ender -they believe they may have found their man. Or boy. In "Teacher's Pest"-a novella written especially for this collection-a brilliant but insufferably arrogant John Paul Wiggin, now an American university student, matches wits with an equally brilliant graduate student named Theresa Brown. It is many years since the end of the Bugger Wars in "The Investment Counselor." Ender's reputation as a hero and savior has suffered a horrible reversal. Banished from Earth and slandered as a mass murderer, twenty-year-old Andrew Wiggin wanders incognito from planet to planet as a fugitive. Until a blackmailing tax inspector compromises his identity and threatens to expose Ender the Xenocide. Also reprinted here is the original landmark novella, "Ender's Game," which first appeared in 1977. Fully illustrated, First Meetings is Orson Scott Card writing at the height of his considerable power about his most compelling character. 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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Gifts / First Meetings At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

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

Orson Scott Card's *Ender's Game* is the winner of the Nebula and Hugo Awards In order to develop a secure defense against a hostile alien race's next attack, government agencies breed child geniuses and train them as soldiers. A brilliant young boy, Andrew "Ender" Wiggin lives with his kind but distant parents, his sadistic brother Peter, and the person he loves more than anyone else, his sister Valentine. Peter and Valentine were candidates for the soldier-training program but didn't make the cut—young Ender is the Wiggin drafted to the orbiting Battle School for rigorous military training. Ender's skills make him a leader in school and respected in the Battle Room, where children play at mock battles in zero gravity. Yet growing up in an artificial community of young soldiers Ender suffers greatly from isolation, rivalry from his peers, pressure from the adult teachers, and an unsettling fear of the alien invaders. His psychological battles include loneliness, fear that he is becoming like the cruel brother he remembers, and fanning the flames of devotion to his beloved sister. Is Ender the general Earth needs? But Ender is not the only result of the genetic experiments. The war with the Buggers has been raging for a hundred years, and the quest for the perfect general has been underway for almost as long. Ender's two older siblings are every bit as unusual as he is, but in very different ways. Between the three of them lie the abilities to

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remake a world. If, that is, the world survives. Ender's Game is the winner of the 1985 Nebula Award for Best Novel and the 1986 Hugo Award for Best Novel. THE ENDER UNIVERSE Ender series Ender ' s Game / Ender in Exile / Speaker for the Dead / Xenocide / Children of the Mind Ender ' s Shadow series Ender ' s Shadow / Shadow of the Hegemon / Shadow Puppets / Shadow of the Giant / Shadows in Flight Children of the Fleet The First Formic War (with Aaron Johnston) Earth Unaware / Earth Afire / Earth Awakens The Second Formic War (with Aaron Johnston) The Swarm /The Hive Ender novellas A War of Gifts /First Meetings At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

Ender's Shadow

Adolescent Literature as a Complement to the Content Areas

The Logic Gate is Down

Finding Your Part in God's Master Story: An Exploration of Christian Worldviews

Quicklet on Ender's Game by Orson Scott Card (CliffNotes-like Book Summary and Review)

Macquarie Guide: HSC English Imaginative Journey

Follow up to the best-selling first single topic bathroom reader, *Plunges into History*, now in its 3rd printing, rated number 1 at Sam's Clubs. Offer a second single topic reader on another broad popular topic. *Plunges into the Universe* is your anecdote to boring science text books. Uncle John and his loony lab partners will take you back to the Big Bang and forward to the distant future. You'll

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see the science in everything around (and inside) you, and learn the truth about the most egregious science myths (such as--you can't "sweat like a pig" because pigs don't sweat). How many amazing facts await your visual cortex in these 494 pages made up of atoms (print version) or bits and bytes (e-book)? As Carl Sagan would have said, "Billions and Billions!" So put on your thinking cap and check out... * Pluto denied * Kitchen chemistry * Football gets physics-al * Planet Earth's sudden hot flashes * Food's incredible journey...through you * The science of surfing, skating, and snowboarding * How they plugged the hole in the ozone layer * How "defenseless" animals stay alive * Sci-fi that's more fi than sci * Ancient astronomers * Know your clouds And much, much more!

Myths and Realities of Crime and Justice

Bookseller, Newsdealer and Stationer

Write Your Own Science Fiction Story

Uncle John's Bathroom Reader Plunges into the Universe