

Earth Unaware By Orson Scott Card July 17 2012

The mining ship El Cavador, beyond Pluto, detects a fast-moving incoming object headed toward Earth. The crew decides it's probably not important, but they're wrong: it represents the opening wave of the first Formic War.

I've spent years hoping someone would finally hear me. It's easier not to try anymore... Ten years after leaving his small Minnesota hometown in his rearview mirror for what Nolan Grainger was sure would be the last time, life has decided to throw the talented musician a curveball and send him back to the town he lived in but was never really home. At twenty-eight, Nolan has traveled the world as a successful concert violinist with some of the best symphonies in the country. But success breeds envy, and when Nolan's benefactor and lover decides Nolan has flown high enough, he cruelly clips Nolan's wings. The betrayal and ensuing scandal leaves the violinist's career in shambles and with barely enough money to start fresh somewhere beyond his vindictive ex's powerful reach. But just as he's ready to get his life back on track, Nolan gets the call he's been dreading. After a stroke leaves his father a partial invalid, duty-bound Nolan returns to Pelican Bay and a life he's spent years trying to forget. When he's forced to use the last of his own money to keep from losing the family home, desperation has him turning to the one man he'd hoped never to see again... Even if I could speak, there wouldn't be anyone there to listen... Pelican Bay's golden boy, Dallas Kent, had the quintessential perfect life. Smart, gorgeous, and popular, the baseball phenom was well on his way to a life filled with fame and fortune. But more importantly, he had a one-way ticket out of Pelican Bay and far away from the family who used love as currency and whose high expectations were the law of the land. But a stormy night, sharp highway curve and one bad decision changed everything, leaving Dallas with nothing. Because the accident that took his parents, his future and his crown as the boy who could do no wrong, also stole his voice. Despised for the horrific wreck that ended the lives of two of Pelican Bay's most respected residents, Dallas has retreated to a secluded stretch of land where he's found refuge in a menagerie of unwanted animals that don't care that he once had the world at his feet or that he'll never speak again. But when the quiet, bookish boy he wasn't allowed to notice in school suddenly reappears ten years later at Dallas's wildlife rehab center in desperate need of a job, Dallas is thrust back into a world he's worked hard to escape. Dallas's silence was supposed to send Nolan scurrying, but what if Nolan ends up being the one person who finally hears him? Will two men who've been fleeing from the past finally come home to Pelican Bay for good or will the silence drive them apart forever?

The City of Basilica has fallen. Now Wetchik, Nafai, and all their family must brave the desert wastes, and cross the wide continents to where Harmony's hidden spaceport lies silent, abandoned, waiting for the command to make the great interstellar ships ready for flight again. But of these sixteen people, only a few have chosen their exile. The others, Rasa's spiteful daughters and their husbands; Wetchik's oldest son, Elemak, have been forced against their will. Their anger and hatreds will make the difficult journey harder. Orson Scott Card's Homecoming series The Memory of Earth The Call of Earth The Ships of Earth Earthfall Earthborn At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

Earth UnawareSt. Martin's Press

The Memory Of Earth

Locked in Silence

The Worthing Chronicle

The Memory of Earth

A War of Gifts

Ender in Exile

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.

Contains 46 stories, broken into five books, Tales of Dread, Tales of Human Features, Fables and Fantasies, Cruel Miracles and Lost Songs - The Hidden Stories. Each section includes personal introductions and afterwords. From the author of The Tales of Alvin Maker series.

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

From the creator of Ender's Game comes a new sf series of hope, survival, and second chances. In a universe at war, the long-extinct human race may be the only hope for victory, in Orson Scott Card's Extinct, the first book in a new trilogy. Four hundred years after the extinction of the human race in a battle between alien civilizations at war, a devastated Earth lies nearly uninhabited. But one of the alien combatants left something behind, a weapon that they believe can win their war once and for all. Reborn on a planet they can barely recognize, a small group of human beings finds themselves with a mission they barely understand, on a world they can barely recognize. Other Series by Orson Scott Card Ender's Game The Tales of Alvin Maker Women of Genesis Mithermages Empire

In Ender's Universe

Ender's Shadow

Ender's Game - Formic Wars

Burning Earth

Ender's Game

Invasive Procedures

Haunting, compulsive, urgently readable...Storytelling genius - INTERZONE Certain to be one of the most soughtafter books of the year - LOCUS The planet called Harmony had been settled by humans nearly forty years before. The colony had been placed under the care of an artificial intelligence, the Oversoul, high in orbit. This master computer had one overriding command: guard the people of Harmony. But now the Oversoul is itself in danger. Soon, within a thousand years, catastrophic war will break out on Harmony unless the Oversoul can be repaired. The master computer has determined that it must be taken back to lost Earth; someone on Harmony must be given back the knowledge of space travel in order to save the planet from destruction. For one family, about to be caught up in an approaching civil war, life will change for ever. The first book in the brilliant Homecoming series. Books by Orson Scott Card: Alvin Maker novels Seventh Son Red Prophet Prentice Alvin Alvin Journeyman Heartfire The Crystal City Ender Wiggin Saga Ender's Game Speaker for the Dead Xenocide Children of the Mind Ender in Exile Homecoming The Memory of the Earth The Call of the Earth The Ships of the Earth Earthfall Earthborn First Formic War (with Aaron Johnston) Earth Unaware Earth Afire Earth Awakens

Eleven stories of dread, introductions and afterwords from "Maps in a mirror."

A latest entry in the Ender's Game prequel series follows an invasion of terraforming aliens on Earth, which is complicated by politics and power struggles until a small band of humans organize a desperate defense.

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

Earth Unaware

Homecoming: Volume 1

Capitol

Characters and Viewpoint

(Earth Unaware, Earth Afire, Earth Awakens)

Homecoming Series: Book 1

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.

New York Times bestselling author Hugo and Nebula Award-winning author Ryan wakes up to find his contractor dad building walls to turn their big old house into a duplex. The family that moves into the other side includes Bizzy Horvat, the pretty girl he has a crush on at school. Bizzy claims her mother is a witch with the power to curse people with clumsiness or beauty. When a bee gets caught in Bizzy's hair, Ryan acts so quickly and radically to save her from getting stung that he attracts the attention of a group of micropotents—people with micropowers. He soon realizes that Bizzy and her mother also have such powers. It becomes Ryan's job, with the help of the other micropotents, to protect the Horvats from a group of people who are determined to kill Bizzy, her mother, and all the other "witches"—micropotents—who have gathered to protect them.

Orson Scott Card and Aaron Johnston's taut thriller Invasive Procedures takes readers a few years into the future, and shows the promise and danger of new genetic medicine techniques. George Galen is a brilliant scientist, a pioneer in gene therapy. But Galen is dangerously insane - he has created a method to alter human DNA, not just to heal diseases, but to "improve" people. He wants to make them stronger, make them able to heal more quickly, and make them compliant to his will. Frank Hartman is also a brilliant virologist, working for the government's ultra-secret bio-hazard agency. He has discovered how to neutralize Galen's DNA-changing virus, making him the one man who stands in the way of Galen's plan to "improve" the entire human race. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

This discounted ebundle includes The First Formic War Trilogy by bestselling authors Orson Scott Card and Aaron Johnston: Earth Unaware, Earth Afire, Earth Awakens One hundred years before Ender Wiggin decisively defeated the alien formics in Ender's Game. A pulse-pounding tale of first contact gone horribly wrong. Ender's Game opens in the last desperate days of the implacable insectoid aliens. We are told early on that the Battle School is training generals for the Third Formic War — the war that will end the war; will save the Earth; will finally defeat the Buggers. This is the story of the First Formic Wars, back when humans thought they were alone in the galaxy. Humanity was slowly making their way out from Earth to the

System, exploring and mining and founding colonies. Then a ship's telescopes pick up a fast-moving object coming in-system... Earth Unaware — When mining ship El Cavador's telescopes pick up a fast-moving object coming in-system, it's hard to know what to make of it. It's massive and moving at a significant fraction of the speed of light. But the ship has other powers, and failing. Worrying about a distant object that might or might not be an alien ship seems...not important. Earth Afire — Victor Delgado beat the alien ship to Earth, but not soon enough to convince skeptical governments that there was a threat. That is, until space stations and ships and colonies went up in sudden flame. And when that happened, only Mazer Rackham could organize in time to meet the threat. Earth Awakens — Politics slowed the response on Earth, and on Luna, corporate power struggles seemed more urgent than distant deaths. 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 Ender's mother ship in orbit. Books by Orson Scott Card The Ender Universe The Ender Saga #1 Ender's Game #2 Ender in Exile #3 Speaker for the Dead #4 Xenodice #5 Children of the Mind Ender's Shadow Quintet #1 Ender's Shadow #2 Shadow of the Hegemon #3 Shadow Puppets #4 Shadow of the Giant #5 Shadows in Flight 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.

Homecoming: Volume 3

Future on Fire

The Ships of Earth

Ender's World

Volume One of The Second Formic War

Silent Strike

The all-new prequel to Orson Scott Card's science-fiction classic Ender's Game returns! With 44 million people killed by the toxic gas that the alien Formics unleashed in China, the only hope of a counter-agent lies with Mazer Rackham and the Mobile Operations Police safely retrieving a sample. Meanwhile, young asteroid miner Victor Delgado has snuck aboard the Formic mother ship in hopes of taking it down alone ... and boy is he is for a big disappointment. COLLECTING: FORMIC WARS: SILENT STRIKE 1-5

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.

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 At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

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Enchantment

The Swarm

Formic Wars Trilogy

The Hive

Book 2 of the First Formic War

Earth Awakens

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.

'A standout tale of SF adventure that gives Ender series fans fascinating backstory to the classic Ender's Game' Library Journal on Earth Unaware THE FUTURE OF HUMANITY HANGS IN THE BALANCE 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 sceptical 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 . . . Following Earth Unaware comes this thrilling second novel in the First Formic War - a space adventure series set in the world of bestselling science fiction classic Ender's Game Books by Orson Scott Card: Alvin Maker novels Seventh Son Red Prophet Prentice Alvin Alvin Journeyman Heartfire The Crystal City Ender Wiggin Saga Ender's Game Speaker for the Dead Xenocide Children of the Mind Ender in Exile Homecoming The Memory of the Earth The Call of the Earth The Ships of the Earth Earthfall Earthborn First Formic War (with Aaron Johnston) Earth Unaware Earth Afire Earth Awakens 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 Hirus 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.

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 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.

The First Formic War
 Duplex
 Empire
 Xenocide
 First Meetings
 Maps in a Mirror

Following up on the success of Ender's Game, this novel of war between humans and aliens introduces another child warrior from the Battle School, a boy called Bean, who became the friend, confidant, strategist, and right hand of Ender Wiggin. Reprint.

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.

"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.

In Enchantment, Orson Scott Card works his magic as never before, transforming the timeless story of Sleeping Beauty into an original fantasy brimming with romance and adventure. The moment Ivan stumbled upon a clearing in the dense Carpathian forest, his life was forever changed. Atop a pedestal encircled by fallen leaves, the beautiful princess Katerina lay still as death. But beneath the foliage a malevolent presence stirred and sent the ten-year-old Ivan scrambling for the safety of Cousin Marek's farm. Now, years later, Ivan is an American graduate student, engaged to be married. Yet he cannot forget that long-ago day in the forest—or convince himself it was merely a frightened boy's fantasy. Compelled to return to his native land, Ivan finds the clearing just as he left it. This time he does not run. This time he awakens the beauty with a kiss . . . and steps into a world that vanished a thousand years ago. A rich tapestry of clashing worlds and cultures, Enchantment is a powerfully original novel of a love and destiny that transcend centuries . . . and the dark force that stalks them across the ages.

**Shadows in Flight
 Book 2 of The Second Formic War
 Fresh Perspectives on the SF Classic Ender's Game
 The Last Shadow
 Children of the Fleet
 The Changed Man**

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 Gifts / First Meetings At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

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 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.

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.

Experience the thrill of reading Ender's Game all over again Go deeper into the complexities of Orson Scott Card's classic novel with science fiction and fantasy writers, YA authors, military strategists, including: Ender prequel series coauthor Aaron Johnston on Ender and the evolution of the child hero Burn Notice creator Matt Nix on Ender's Game as a guide to life Hugo award-winning writer Mary Robinette Kowal on how Ender's Game gets away with breaking all the (literary) rules Retired US Air Force Colonel Tom Ruby on what the military could learn from Ender about leadership Bestselling YA author Neal Shusterman on the ambivalence toward survival that lies at the heart of Ender's story Plus pieces by: Hilari Bell John Brown Mette Ivie Harrison Janis Ian Alethea Kontis David Lubar and Alison S. Myers John F. Schmitt Ken Scholes Eric James Stone Also includes never-before-seen content from Orson Scott Card on the writing and evolution of the events in Ender's Game, from the design of Battle School to the mindset of the pilots who sacrificed themselves in humanity's fight against the formics

Extinct
 Shadow of the Hegemon
 Ender's Game: Formic Wars
 Shadow Puppets
 An Ender Story
 A Micropowers Novel

The war for survival of the planet Lusitania will be fought in the heart of a child named Gloriously Bright. On Lusitania, Ender found a world where humans and pequininos and the Hive Queen could all live together; where three very different intelligent species could find common ground at last. Or so he thought. Lusitania also harbors the deadliest insects, 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's Game 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 (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.

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 use 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 is 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 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 excitement 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 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.

A provocative collection of short fiction, edited by one of science fiction's best-known names. Of particular interest in Future on Fire are several stories from the cyberpunk school, as well as Pat Murphy's Nebula award-winning "Rachel in Love" and Ursula K. Le Guin's wonderful "Buffalo Gals, Won't You Come Out Tonight." "Card's selections are an interesting range of approaches to science fiction."--School Library Journal At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

From the New York Times bestselling author of Enders Game comes a brand-new series following a teen who wakes up on an abandoned Earth to discover that he's a clone! Laz is a side-stepper: a teen with the incredible power to jump his consciousness to alternate versions of himself in parallel worlds. All his life, there was no mistake that he was Laz. Laz wakes up one day in a cloning facility on a seemingly abandoned Earth. Laz finds himself surrounded by hundreds of other clones, all dead, and quickly realizes that he too must be a clone of his original self. Laz has no idea what happened to the world he remembers as vibrant and bustling only yesterday, and he struggles to survive in the new world. But the question that haunts him isn't why was he created, but instead, who woke him up...and why? There's only a single bright spot in Laz's new life: one other clone appears to still be alive, although she remains asleep. Deep down, Laz believes that this girl holds the key to the mysteries plaguing him, but if he wakes her up, she'll be trapped. Laz is the problem that Laz can't just side-step his way out of.

Earth Unaware : the First Formic War
 A Novel
 Lost and Found
 A Classic Fantasy with a Modern Twist
 Wakers
 Earth Afire

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.

Collects four novellas, including the original "Ender's Game," that follow the origin and destiny of Ender Wiggin.
 Volume Three of the Ender Saga
 The Second Formic War (Volume 1)