

## Enders Game Full

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

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A September morning has dawned, with only a vague tang of autumn in the air. In the green old dooryard at the Red Mill, under the spreading shade trees, two girls are shelling a great basket of dried lima beans for the winter's store. The smaller, black-haired girl begins the conversation. "Suppose Jane Ann doesn't come, Ruth?" "You mean on this morning train?" responded the plumper and more mature-looking girl, whose frank face was particularly attractive. "Yes."

It began with a quarrel over which newborn should be the baby Jesus in the town's Christmas pageant. Decades later, two scientists arrive to study small-town genetic patterns, only to run up against the invisible walls that split the leading citizens into two congregations that can only be joined by love and forgiveness. And maybe a little deception, because there might be some things that people just don't need to know.

During the greater portion of a very busy life, I have been actively engaged in the profession of a Detective, and hence have been brought in contact with many men, and have been an interested participant in many exciting occurrences. The narration of some of the most interesting of these events, happening in connection with my professional labors, is the realization of a pleasure I have long anticipated, and is the fulfillment of promises repeatedly made to numerous friends in by gone days.

Ender's Game, Speaker for the Dead, Xenocide, Children of the Mind  
Three Easy Pieces  
The Logic Gate is Down  
Shadows in Flight  
The Authorized Ender Companion

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

"Remarkable, not-to-be-missed-under-any-circumstances."—Entertainment Weekly (Grade A) The Passage meets Ender's Game in an epic new series from award-winning author Rick Yancey. After the 1st wave, only darkness remains. After the 2nd, only the lucky escape. And after the 3rd, only the unlucky survive. After the 4th wave, only one rule applies: trust no one. Now, it's the dawn of the 5th wave, and on a lonely stretch of highway, Cassie runs from Them. The beings who only look human, who roam the countryside killing anyone they see. Who have scattered Earth's last survivors. To stay alone is to stay alive, Cassie believes, until she meets Evan Walker. Beguiling and mysterious, Evan Walker may be Cassie's only hope for rescuing her brother--or even saving herself. But Cassie must choose: between trust and despair, between defiance and surrender, between life and death. To give up or to get up.

"Wildly entertaining . . . I couldn't turn the pages fast enough."—Justin Cronin, The New York Times Book Review "A modern sci-fi masterpiece . . . should do for aliens what Twilight did for vampires."—USAToday.com

The Hugo and Nebula Award-winning classic is now available in an author's definitive edition. The alien Buggers threaten humanity with extinction, and Earth's ultimate savior may be one small boy. Andrew "Ender" Wiggins thinks he is only playing computer games, but he is really commanding Earth's last great fleet. Accelerated Reader: Reading Level 5.5, 16 Points. Copyright © Libri GmbH. All rights reserved.

A graphic adaptation of Orson Scott Card's best-selling second volume collects Ender's Game: Command School Issues 1-5 and follows the efforts of 9-year-old military commander Ender Wiggin to protect the human race against an invading alien force and his own teachers.

Skyhunter

A Town Divided by Christmas

Volume Three of the Ender Saga

Ender's Game Set

*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.

Ender's GameTor Books

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.

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.

Where to go from here for a Successful Future

Ender in Exile

Ender's Game Boxed Set

Career Finder

Operating Systems

Ender's Game, Orson Scott Card's award-winning 1985 novel, has been discovered and rediscovered by generations of science fiction fans and young adult readers, banned and challenged in schools, assigned in high school English

classes, and adopted as reading by the US Marine Corps. Ender's Game and its sequels explores rich themes—the violence and cruelty of children, the role of empathy in war, and the balance of individual dignity and the social good—with compelling elements of a coming-of-age story and exciting and immersive battle scenes. Ender's Game and Philosophy brings together over thirty philosophers to engage in wide-ranging discussion on the troubling, exciting, and fascinating issues raised in and amidst the excitement and fear of Orson Scott Card's novels and Gavin Hood's film. Authors address issues such as: the justifiability of preemptive strikes, how Ender's disconnected and dispassionate violence is mirrored in today's drone warfare, whether the end of saving the species can justify the most brutal means, the justifiability of lies and deception in wartimes, how military schools produce training in virtue, how Ender as the "good student" is held to a different educational standard, which rules can be broken in games and which cannot, Ender's world as a mirror of our own surveillance society, the moral hazards of child warriors, the value of Ender's ability to sympathize with his enemies, the meaning of a "hive-mind," the limits of our ability to relate to one, the relationship between Ender's story and Card's Mormonism. The authors of Ender's Game and Philosophy challenge readers to confront and work through the conceptual and emotional challenges that Ender's Game presents, bringing a new light on the idea of a just war, the virtues of the soldier, the nature of childhood, the social value and moral corruption of lies and deception, the practices of education and of leadership, and the serious work of playing games.

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.

Orson Scott Card's classic and worldwide bestselling Ender Quintet series won the Hugo and Nebula awards! Included in this ebook bundle: Ender's Game, Ender in Exile, and Speaker for the Dead Andrew "Ender" Wiggin thinks he is playing computer simulated war games, at Earth's elite military academy, the Battle School; he is, in fact, engaged in something far more desperate. Ender may be the military genius Earth desperately needs in a war against an inscrutable alien that seeks to destroy all human life. The only way to find out is to throw Ender into ever harsher training, to chip away and find the diamond inside, or destroy him utterly. Ender Wiggin is six years old when it begins. He will grow up fast. Ender's Game is an international bestseller, read and loved by generations. It has been named one of the top ten science fiction novels of all time. Ender's story continues in Speaker for the Dead, Orson Scott Card's award-winning sequel. Ender Wiggin has run far and fast, using the effects of near-light-speed travel to out-live his past and become nearly anonymous. He is now the Speaker for the Dead, the author of The Hive Queen and The Hegemon, and he has come to the planet Lusitania to tell the truth about a man's life at his graveside. But Lusitania is a very special place, the first planet humans have found that harbors an intelligent life-form, though it is very strange indeed. And Ender has more reason than any other man to seek communication, and peace between humanity and the pequininos. Ender in Exile is the story of Ender's first voyage from Earth, and his first arrival on a former Formic colony world. In the confined world of the colony ship, Ender's diplomatic and tactical genius are put to the test against an enemy he cannot kill. This novel falls immediately after Ender's Game in chronological sequence, but was written long after Children of the Mind, and the books of the Shadow series. You can read it at any point after Ender's Game At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

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.

Ender's Shadow

The Hive

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

Earth Unaware

Battle School

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

From New York Times bestselling author Orson Scott Card, Ender's Game is the classic Hugo and Nebula award-winning science fiction novel of a young boy's recruitment into the midst of an interstellar war. In order to develop a secure defense against a hostile alien race's next attack, government agencies breed child geniuses and train them as soldiers. A brilliant young boy, Andrew "Ender" Wiggin lives with his kind but distant parents, his sadistic brother Peter, and the person he loves more than anyone else, his sister Valentine. Peter and Valentine were candidates for the soldier-training program but didn't make the cut—young Ender is the Wiggin drafted to the orbiting Battle School for rigorous military training. Ender's skills make him a leader in school and respected in the Battle Room, where children play at mock battles in zero gravity. Yet growing up in an artificial community of young soldiers Ender suffers greatly from isolation, rivalry from his peers, pressure from the adult teachers, and an unsettling fear of the alien invaders. His psychological battles include loneliness, fear that he is becoming like the cruel brother he remembers, and fanning the flames of devotion to his beloved sister. Is Ender the general Earth needs? But Ender is not the only result of the genetic experiments. The war with the Buggers has been raging for a hundred years, and the quest for the perfect general has been underway for almost as long. Ender's two older siblings are every bit as unusual as he is, but in very different ways. Between the three of them lie the abilities to remake a world. If, that is, the world survives. Orson Scott Card's Ender's Game is the winner of the 1985 Nebula Award for Best Novel and the 1986 Hugo Award for Best Novel. THE ENDER UNIVERSE Ender Quintet series Ender's Game / Ender in Exile / Speaker for the Dead / Xenocide / Children of the Mind Ender's Shadow series Ender's Shadow / Shadow of the Hegemon / Shadow Puppets / Shadow of the Giant / Shadows in Flight Children of the Fleet The First Formic War (with Aaron Johnston) Earth Unaware / Earth Afire / Earth Awakens The Second Formic War (with Aaron Johnston) The Swarm /The Hive Ender novellas A War of Gifts /First Meetings

A hundred years before Ender's Game, humans thought they were alone in the galaxy. Humanity was slowly making their way out from Earth to the planets and asteroids of the Solar System, exploring and mining and founding colonies. The mining ship El Cavador is far out from Earth, in the depths of the Kuiper Belt, beyond Pluto. Other mining ships, and the families that live on them, are few and far between this far out. So when 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 problems. Their systems are old and failing. The family is getting too big. There are claim-jumping corporates bringing Asteroid Belt tactics to the Kuiper Belt. Worrying about a distant object that might or might not be an alien ship seems...not important. They're wrong. It's the most important thing that has happened to the human race in a million years. This is humanity's first contact with an alien race. The First Formic War is about to begin. Earth Unaware is the first novel in The First Formic War series by Orson Scott Card and Aaron Johnston. 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. "Both a masterpiece about the universal human condition and a masterpiece of Native American literature. . . . A book everyone should read for the joy and emotion of the language it contains." — The Paris Review A special 50th anniversary edition of the magnificent Pulitzer Prize-winning novel from renowned Kiowa writer and poet N. Scott Momaday, with a new preface by the author A young Native American, Abel has come home from war to find himself caught between two worlds. The first is the world of his father's, wedding him to the rhythm of the seasons, the harsh beauty of the land, and the ancient rites and traditions of his people. But the other world—modern, industrial America—pulls at Abel, demanding his loyalty, trying to claim his soul, and goading him into a destructive, compulsive cycle of depravity and disgust. An American classic, House Made of Dawn is at once a tragic tale about the disabling effects of war and cultural separation, and a hopeful story of a stranger in his native land, finding his way back to all that is familiar and sacred.

Ender's Game

Command School

Children of the Mind

Inside the World of an Epic Adventure

5th Year Anniversary

*Collects the full tale of Andrew "Ender" Wiggin, who believes that he is engaged in a computer war game when, in truth, he is commanding the last Earth fleet against an alien race seeking Earth's complete destruction.*

*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.*

*"This book is organized around three concepts fundamental to OS construction: virtualization (of CPU and memory), concurrency (locks and condition variables), and persistence (disks, RAIDS, and file systems"--Back cover.*

*Child-hero Ender Wiggin must fight a desperate battle against a deadly alien race if mankind is to survive.*

*Shadow of the Hegemon*

*An Ender Story*

*A Novel*

*The Tragedy Paper*

*Genocide Is Child's Play*

**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.**

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

**'Delivers more than almost anything else within the science fiction genre, Ender's Game is a contemporary classic' - New York Times 'An affecting novel full of surprises.' - The New York Times Book Review on Ender's Game**

**THE HUMAN RACE FACES ANNIHILATION** An alien threat is on the horizon, ready to strike. And if humanity is to be defended, the government must create the greatest military commander in history. The brilliant young Ender Wiggin is their last hope. But first he must survive the rigours of a brutal military training program - to prove that he can be the leader of all leaders. A saviour for mankind must be produced, through whatever means possible. But are they creating a hero or a monster? Discover the bestselling, multiple award-winning classic - a groundbreaking tale of war, strategy and survival.

**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***

***Perfect for fans of Thirteen Reasons Why and Looking for Alaska, Jennifer Weiner, #1 New York Times bestselling author, calls Elizabeth LaBan's The Tragedy Paper "a beguiling and beautifully written tale of first love and heartbreak." It follows the story of Tim Macbeth, a seventeen-year-old albino and a recent transfer to the prestigious Irving School, where the motto is "Enter here to be and find a friend." A friend is the last thing Tim expects or wants—he just hopes to get through his senior year unnoticed. Yet, despite his efforts to blend into the background, he finds himself falling for the quintessential "It" girl, Vanessa Sheller, girlfriend of Irving's most popular boy. To Tim's surprise, Vanessa is into him, too, but she can kiss her social status goodbye if anyone ever finds out. Tim and Vanessa begin a clandestine romance, but looming over them is the Tragedy Paper, Irving's version of a senior year thesis, assigned by the school's least forgiving teacher. Jumping between viewpoints of the love-struck Tim and Duncan, a current senior about to uncover the truth of Tim and Vanessa, The Tragedy Paper is a compelling tale of forbidden love and the lengths people will go to keep their secrets.***

***Ender's Game Boxed Set II***

***Ruth Fielding on Cliff Island***

***Book 2 of The Second Formic War***

***Maze Runner 3: The Death Cure***

***The Last Shadow***

The worldwide bestseller, Ender's Game by Orson Scott Card comes to the screen in a major motion picture event in November 2013. Starring Hugo's Asa Butterfield, Harrison Ford, and Ben Kingsley, the movie is sure to inspire a new audience of fans to read the book that started it all. Once again, Earth is under attack. An alien species is poised for a final assault. The survival of humanity depends on a military genius who can defeat the aliens. But who? Ender Wiggin. Brilliant. Ruthless. Cunning. A tactical and strategic master. And a child. Recruited for military training by the world government, Ender's childhood ends the moment he enters his new home: Battle School. Among elite recruits Ender proves himself to be a genius among geniuses. He excels in strategy war games. But is the pressure and loneliness taking its toll on Ender? Simulation is one thing. How will Ender perform in real combat conditions? After all, Battle School is just a game. Isn't it?

Great middle grade fiction.

The Trials are over. WICKED have collected all the information they can. Now it's up to the Gladers to complete the blueprint for the cure to the Flare with a final volunteer. But something has happened that no-one at WICKED has foreseen: Thomas has remembered more than they think. And he knows WICKED can't be trusted ... The

for lies is over. But the truth is more dangerous than anyone could have imagine the Gladers divided, can they all make it?

Praise for the instant New York Times bestseller Skyhunter "Riveting." —POPSUGAR "Action-packed." —BuzzFeed "Fresh." —Los Angeles Times "Exhilarating...a rollercoaster of a reading experience." —The Nerd Daily A Quiet Place meets Attack on Titan in this unputdownable, adrenaline-laced novel. Strikers are loyal. With unparalleled, deadly fighting skills. With a willingness to do anything—including sacrifice their own lives—to defend Mara, the world's last free nation. But to the very person she protects, Talin is seen as an outcast first and a Striker second. No matter what she thinks, Talin lets nothing distract her from keeping the evil Federation and its army of haunting, mutant beasts at bay. Until a mysterious prisoner shows up and disrupts Talin's entire world. Is he a spy? A product of the Federation's sinister experiments? The clock is ticking for Talin to unravel the prisoner's secrets and discover whether the weapon that will save—or destroy—they all. Explore the chilling realities of war and the power of hope in Skyhunter, with slow burn romance and nonstop action that will have you racing to the end.

Book 1 of the Ender Saga

Ready Player One

Shadow Puppets

The 5th Wave

Children of the Fleet

**#1 NEW YORK TIMES BESTSELLER • Now a major motion picture directed by Steven Spielberg. "Enchanting . . . Willy Wonka meets The Matrix."—USA Today • "As one adventure leads expertly to the next, time simply evaporates."—Entertainment Weekly A world at stake. A quest for the ultimate prize. Are you ready? In the year 2045, reality is an ugly place. The only time Wade Watts really feels alive is when he's jacked into the OASIS, a vast virtual world where most of humanity spends their days. When the eccentric creator of the OASIS dies, he leaves behind a series of fiendish puzzles, based on his obsession with the pop culture of decades past. Whoever is first to solve them will inherit his vast fortune—and control of the OASIS itself. Then Wade cracks the first clue. Suddenly he's beset by rivals who'll kill to take this prize. The race is on—and the only way to survive is to win. NAMED ONE OF THE BEST BOOKS OF THE YEAR BY Entertainment Weekly • San Francisco Chronicle • Village Voice • Chicago Sun-Times • iO9 • The AV Club "Delightful . . . the grown-up's Harry Potter."—HuffPost "An addictive read . . . part intergalactic scavenger hunt, part romance, and all heart."—CNN "A most excellent ride . . . Cline stuffs his novel with a cornucopia of pop culture, as if to wink to the reader."—Boston Globe "Ridiculously fun and large-hearted . . . Cline is that rare writer who can translate his own dorky enthusiasms into prose that's both hilarious and compassionate."—NPR "[A] fantastic page-turner . . . starts out like a simple bit of fun and winds up feeling like a rich and plausible picture of future friendships in a world not too distant from our own."—iO9**

After twenty-three years, Orson Scott Card returns to his acclaimed bestselling 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 academy. 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'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*

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.

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'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 War of Gifts*

*Speaker for the Dead*

*Ender's Game and Philosophy*

*House Made of Dawn [50th Anniversary Ed]*

*The Expressman and the Detective*

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 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 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 The Ender Saga. 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.

DISCOVER THE CAREER THAT IS RIGHT FOR YOU The quest for the work and a career that's right for you—that's fulfilling and that you enjoy—is a process of discovery that involves learning about yourself and finding out about the wide range of work and careers available. And it involves finding out how best to access the work or career you're interested in. TAKE CONTROL AND DO WORK YOU LOVE! Whether you have no idea what work or career you want to do or there's too many options and you can't

decide, Career Finder will help you discover what's right for you and how to go about achieving it. Understand how the world of work and careers is changing Overcome limiting beliefs, identify your strengths, skills and values and build your confidence Identify—from the wide range of career options—the best possibilities for you (not what other people think you should do!) Discover the opportunities that will lead to the work and career you're interested in Whatever's happening in the world and whether you've just started thinking about a career, want to go in a new direction, or have a complete change, Career Finder will guide and advise you. You'll be prepared to move toward a career that you enjoy and works in harmony with your life and who you are.

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.

Xenocide

Ender's Game, Ender's Shadow