

Get Free Pathfinder 1 Orson Scott Card Free Download Pdf

Lost and Found Jun 01 2021 “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.

Ender's Shadow Mar 10 2022 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.

The Ender's Shadow Series Box Set Jul 22 2020 Four novels in Card's series of war between humans and aliens feature the valiant warriors Ender Wiggins, his brother Peter, and the precocious Bean.

Rebekah Feb 15 2020 Rebekah, book two in New York Times bestselling author Orson Scott Card's Women of Genesis series—a unique re-imagining of the biblical tale. Born into a time and place where a woman speaks her mind at her peril, and reared as a motherless child by a doting father, Rebekah grew up to be a stunning, headstrong beauty. She was chosen by God for a special destiny. Rebekah leaves her father's house to marry Isaac, the studious young son of the Patriarch Abraham, only to find herself caught up in a series of painful rivalries, first between her husband and his brother Ishmael, and later between her sons Jacob and Esau. Her struggles to find her place in the family of Abraham are a true test of her faith, but through it all she finds her own relationship with God and does her best to serve His cause in the lives of those she loves. Women of Genesis Sarah Rebekah At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

Duplex Jul 14 2022 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, in Bizzy's case, astonishing 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 witch hunters from their native country, who are determined to kill Bizzy, her mother, and all the other "witches"--micropotents--who have gathered to protect them.

Shadow Puppets Dec 07 2021 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.

How to Write Science Fiction & Fantasy Feb 21 2023 Learn to write science fiction and fantasy from a master You've always dreamed of writing science fiction and fantasy tales that pull readers into extraordinary new worlds and fantastic conflicts. Best-selling author Orson Scott Card shows you how it's done, distilling years of writing experience and publishing success into concise, no-nonsense advice. You'll learn how to: • utilize story elements that define the science fiction and fantasy genres • build, populate, and dramatize a credible, inviting world your readers will want to explore • develop the "rules" of time, space and magic that affect your world and its inhabitants • construct a compelling story by developing ideas, characters, and events that keep readers turning pages • find the markets for speculative fiction, reach them, and get published • submit queries, write cover letters, find an agent, and live the life of a writer The boundaries of your imagination are infinite. Explore them with Orson Scott Card and create fiction that casts a spell over agents, publishers, and readers from every world.

Enchantment May 20 2020 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.

Magic Street Jan 08 2022 "A modern suburban fantasy . . . There are quests and complications, conflicts and charms. . . Card's back in top form, doing as well as or better than any of his fantasy work so far."—The San Diego Union-Tribune In a prosperous African American neighborhood in Los Angeles, infant Mack Street is found abandoned in an overgrown park and taken in by a blunt-speaking single woman. Growing up, Mack senses that he is different from most, and knows that he has strange powers. Yet he cannot possibly understand how unusual he is until the day he discovers, beyond a mysterious narrow house no one else can see, an entryway into a magical world. Passing through, Mack is plunged into a realm where time and reality are skewed, a place where his actions seem to have disturbing effects in the "real world." Whether he likes it or not, Mack has become a player in an epic drama. His reward, if he can survive the trip, is discovering not only who he really is . . . but why he exists. Praise for *Magic Street* "A great read . . . Card's take on his characters [is] as sure as ever, his narrative rock solid, his dialogue crackling and authentic."—Los Angeles Times Book Review "[Card] is a master at creating a sense of urgency that keeps you turning pages."—The Charlotte Observer "Mind-bending . . . Card's clever tale comes with sharp writing and crisp dialogue."—The Tampa Tribune "Compelling . . . By the time the ultimate conflict comes into focus, the novel is propelling the reader forward like a bullet."—Deseret Morning News "A suspenseful fantasy thriller that, during the race to the last page, has one mulling over myth, morals, salvation, and will."—Booklist

Ruins Jan 20 2023 To prevent the destruction of his planet, teenager Rigg Sessamekesh, who can manipulate time, must assume more responsibility when he and others travel back 11,000 years to the arrival of human starships.

The Memory of Earth Apr 30 2021 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.

Pathfinder Sep 16 2022 From the internationally bestselling author of "Ender's Game"--a brand-new series that draws readers into the world of Rigg, a teenager who possesses a secret talent that allows him to see the paths of people's pasts.

Seventh Son and Red Prophet Aug 23 2020 Red prophet: Alvin Maker has discovered his own unique talent for making things whole again. Now he summons all his powers to prevent the tragic war between Native Americans and the white settlers of North America.

Ender's Game Aug 15 2022 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.

A War of Gifts Oct 05 2021 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.

Elements of Fiction Writing - Characters & Viewpoint Nov 06 2021 Vivid and memorable characters aren't born: they have to be made This book is a set of tools: literary crowbars, chisels, mallets, pliers and tongs. Use them to pry, chip, yank and sift good characters out of the place where they live in your imagination. Award-winning author Orson Scott Card explains in depth the techniques of inventing, developing and presenting characters, plus handling viewpoint in novels and short stories. With specific examples, he spells out your narrative options—the choices you'll make in creating fictional people so "real" that readers will feel they know them like members of their own families. You'll learn how to: • Draw characters from a variety of sources • Make characters show who they are by the things they do and say, and by their individual "style" • Develop characters readers will love—or love to hate • Distinguish among major characters, minor characters and walk-ons, and develop each appropriately • Choose the most effective viewpoint to reveal the characters and move the storytelling • Decide how deeply you should explore your characters'

thoughts, emotions, and attitudes

Gatefather Jan 16 2020 In *Gatefather*, the third installment in the Mithermages series, New York Times bestselling author Orson Scott Card continues his fantastic tale of the Mages of Westil who live in exile on Earth. Danny North is the first Gate Mage to be born on Earth in nearly 2000 years, or at least the first to survive to claim his power.

Families of Westil in exile on Earth have had a treaty that required the death of any suspected Gate Mage. The wars between the Families had been terrible, until at last they realized it was their own survival in question. But a Gate Mage, one who could build a Great Gate back to Westil, would give his own Family a terrible advantage over all the others, and reignite the wars. So they all had to die. And if the Families didn't kill them, the Gate Thief would—that mysterious Mage who destroyed every Great Gate, and the Gate Mage, before it could be opened between Earth and Westil. But Danny survived. And Danny battled the Gate Thief, and won. What he didn't know at the time was that the Gate Thief had a very good reason for closing the Great Gates—and Danny has now fallen into the power of that great enemy of both Earth and Westil. The Mithermages series *The Lost Gate* *The Gate Thief* *Gatefather*

An Open Book Oct 25 2020 This is an open book in two senses of the term. It is open because it is a work in progress. Over the years I have tinkered with most of these poems many times and have revised some of them quite thoroughly. Their publication here does not mean I am done with them. Yet there are some poems which I have not altered in years, not because they are perfect, but because they reflect my intention at the time I wrote them. Just because I have changed into a different man with the passage of years does not mean I should expunge the traces of my earlier self that these poems represent. So this open book is a collection of the poems I happened to choose for publication at this time, in the form I happen to prefer at the moment. This book is open in another sense, however. Since the days of Ezra Pound and T.S. Eliot, poetry has been steadily dying as a public art form, because poets, taught to value obscurity and difficulty, have labored to make their verse less and less accessible to untrained readers. I see little point in creating verse that has no readers except a tiny club who have learned a private code. Anyone can be obscure -- all you have to do to achieve obscurity is to write incompetently. To be clear and yet also say something worth saying is what I believe poets should strive for. The first reading should reward the reader. If later readings reveal new insights, so much the better; but if the first reading did not achieve Dryden's recipe of sweetness and light, why should a reader return for a second pass?

Earth Unaware Nov 25 2020 Before Ender Wiggin was born, before the Battle School was built, the aliens brought war to Earth.

Lost Boys Feb 09 2022 For Step Fletcher, his pregnant wife DeAnne, and their three children, the move to tiny Steuben, North Carolina, offers new hope and a new beginning. But from the first, eight-year-old Stevie's life there is an unending parade of misery and disaster. Cruelly ostracized at his school, Stevie retreats further and further into himself -- and into a strange computer game and a group of imaginary friends. But there is something eerie about his loyal, invisible new playmates: each shares the name of a child who has recently vanished from the sleepy Southern town. And terror grows for Step and DeAnne as the truth slowly unfolds. For their son has found something savagely evil ... and it's coming for Stevie next.

The Lost Gate Sep 23 2020 Orson Scott Card's *The Lost Gate* is the first book in the Mithermages series from the New York Times bestselling author of *Ender's Game*. Danny North knew from early childhood that his family was different, and that he was different from them. While his cousins were learning how to create the things that commoners called fairies, ghosts, golems, trolls, werewolves, and other such miracles that were the heritage of the North family, Danny worried that he would never show a talent, never form an outself. He grew up in the rambling old house, filled with dozens of cousins, and aunts and uncles, all ruled by his father. Their home was isolated in the mountains of western Virginia, far from town, far from schools, far from other people. There are many secrets in the House, and many rules that Danny must follow. There is a secret library with only a few dozen books, and none of them in English — but Danny and his cousins are expected to become fluent in the language of the books. While Danny's cousins are free to create magic whenever they like, they must never do it where outsiders might see. Unfortunately, there are some secrets kept from Danny as well. And that will lead to disaster for the North family. The Mithermages series *The Lost Gate* *The Gate Thief* *Gatefather*

Songmaster Apr 11 2022 An SF classic from the author of *Ender's Game*. Kidnapped at an early age, the young singer Anset has been raised in isolation at the mystical retreat called the Songhouse. His life has been filled with music, and having only songs for companions, he develops a voice that is unlike any heard before. Anset's voice is both a blessing and a curse, for the young Songbird can reflect all the hopes and fears his audience feels and, by magnifying their emotions, use his voice to heal--or to destroy. When it is discovered that his is the voice that the Emperor has waited decades for, Anset is summoned to the Imperial Palace on Old Earth. Many fates rest in Anset's hands, and his songs will soon be put to the test: either to salve the troubled conscience of a conqueror, or drive him, and the universe, into mad chaos. *Songmaster* is a haunting story of power and love--the tale of the man

who would destroy everything he loves to preserve humanity's peace, and the boy who might just sing the world away. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

The Gate Thief Mar 30 2021 A sequel to *The Lost Gate* finds Danny North posing as an everyday high school student while holding the stolen outsoles of 13 centuries of gatemages and learning about why Loki closed the Great Gates, an effort that is complicated by a near-powerless Wad's efforts to make peace. (This book was listed in a previous issue of *Forecast*.) 100,000 first printing.

Empire Aug 03 2021 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.

The Lost Gate Dec 27 2020 Orson Scott Card's *The Lost Gate* is the first book in the Mithermages series from the New York Times bestselling author of *Ender's Game*. Danny North knew from early childhood that his family was different, and that he was different from them. While his cousins were learning how to create the things that commoners called fairies, ghosts, golems, trolls, werewolves, and other such miracles that were the heritage of the North family, Danny worried that he would never show a talent, never form an outself. He grew up in the rambling old house, filled with dozens of cousins, and aunts and uncles, all ruled by his father. Their home was isolated in the mountains of western Virginia, far from town, far from schools, far from other people. There are many secrets in the House, and many rules that Danny must follow. There is a secret library with only a few dozen books, and none of them in English — but Danny and his cousins are expected to become fluent in the language of the books. While Danny's cousins are free to create magic whenever they like, they must never do it where outsiders might see. Unfortunately, there are some secrets kept from Danny as well. And that will lead to disaster for the North family. The Mithermages series *The Lost Gate* *The Gate Thief* *Gatefather* At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

Cruel Miracles Nov 13 2019 A collection of science fiction tales by the author of *Lost Boys* presents the Hugo Award-winning "Eye for Eye," as well as an autobiography by the author. "This book is a revelation and a delight."--*Macon Telegraph* At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

Masterpieces Jun 20 2020 A collection of the best science fiction short stories of the 20th century as selected and evaluated by critically-acclaimed author Orson Scott Card. Featuring stories from the genre's greatest authors: Isaac Asimov • Arthur C. Clarke • Robert A. Heinlein • Ursula K. Le Guin • Ray Bradbury • Frederik Pohl • Harlan Ellison • George Alec Effinger • Brian W. Aldiss • William Gibson & Michael Swanwick • Theodore Sturgeon • Larry Niven • Robert Silverberg • Harry Turtledove • James Blish • George R. R. Martin • James Patrick Kelly • Karen Joy Fowler • Lloyd Biggle, Jr. • Terry Bisson • Poul Anderson • John Kessel • R.A. Lafferty • C.J. Cherryh • Lisa Goldstein • Edmond Hamilton In much of the science fiction of the past, the twenty-first century existed only in the writers' imaginations. Now that it's here, it's time to take a look back at the last one hundred years in science fiction through the works of the most celebrated and acclaimed authors of the century—to see where we've been and just how far we've come. Along with a critical essay by Orson Scott Card reassessing science fiction in the twentieth century, *Masterpieces* includes short fiction by writers who have forged a permanent place for science fiction in the popular culture of today...and tomorrow. It offers a glimpse of the greatest works that mixed science with fiction in trying to figure out humanity's place in the universe. Featuring bold, brave, and breathtaking stories, this definitive collection will stand the test of time in both this century and those to come.

Lost Boys Mar 18 2020 The first mainstream novel from the hugely popular and talented science fiction writer Orson Scott Card (*Xenocide*, *Ender's Game*) traces a family's search for a missing son and his bittersweet return. Card blends Stephen King-like echoes of the supernatural and forthright, moving prose into a masterful novel at once tragic and triumphant.

Rachel and Leah Oct 13 2019 Leah is plain and hard-working; her sister Rachel is spoiled and pretty. Their handmaidens, Bilhah and Zilpah, yearn for better lives. When the handsome Jacob enters the picture, the four young women compete for his attentions. Only one will win, but all will be changed by Jacob's holy books. This insightful, historically accurate retelling deepens readers' understanding of the culture in which Christianity took root.

Treason Jun 13 2022 Lanik Mueller's birthright as heir to planet Treason's most powerful rulership will never be realized. He is a "rad" -- radical regenerative. A freak among people who can regenerate injured flesh... and trade extra body parts to the Offworld oppressors for iron. For, on a planet without hard metals -- or the means of escape -- iron is power in the race to build a spacecraft. Iron is the promise of freedom -- which may never be fulfilled as Lanik uncovers a treacherous conspiracy beyond his imagination. Now charged with a mission of conquest -- and exile -- Lanik devises a bold and dangerous plan... a quest that may finally break the vicious chain of rivalry and bloodshed that enslaves the people of Treason as the Offworld never could.

The Swarm Feb 26 2021 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

Ender's World Dec 15 2019 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

Quicklet on Ender's Game by Orson Scott Card (CliffNotes-like Book Summary and Review) Apr 18 2020 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 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.

Wakers May 12 2022 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 a little side-stepping couldn't fix. Until 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 barren wasteland he's now trapped in. 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 in this hellscape with him. This is one problem that Laz can't just side-step his way out of.

Lost and Found Sep 04 2021 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.

Ender's Game Dec 19 2022 "The classic of modern science fiction"--Front cover.

Maps in a Mirror Nov 18 2022 Maps in a Mirror brings together nearly all of Orson Scott Card's short fiction written between 1977 and 1990. For those readers who have followed this remarkable talent since the beginning, here are all those amazing stories gathered together in one place, with some extra surprises as well. For the hundreds of thousands who are newly come to Card, here is chance to experience the wonder of a writer so versatile that he can handle everything from traditional narrative poetry to modern experimental fiction with equal ease and grace. The brilliant story-telling of the Alvin Maker books is no accident; the breathless excitement evoked by the Ender books is not a once-in-a-lifetime experience. In this enormous volume are forty-six stories, plus ten long, intensely personal essays, unique to this volume. In them the author reveals some of his reasons and motivations for writing, with a good deal of autobiography into the bargain. "One of the genre's most convincing storytellers. An important volume."--Library Journal At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

Shadows in Flight Jul 02 2021 The sequel to Orson Scott Card's New York Times bestselling Shadow of the Giant.

Sarah Jan 28 2021 Originally published by Shadow Mountain Publishing in 2000; first Forge edition in 2001.

The Last Shadow Oct 17 2022 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.

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