

Ender's Game Cover

Orson Scott Card

Ender's Game Orson Scott Card, 2013-10 Child-hero Ender Wiggin must fight a desperate battle against a deadly alien race if mankind is to survive.

Orson Scott Card Orson Scott Card, 2013-09-17 FEATURING: Ender's Game (978-0-8125-5070-2, \$6.99/\$8.99) Ender's Shadow (978-0-8125-7571-2, \$8.99/\$10.99) Shadow of the Hegemon (978-0-8125-6595-9, \$7.99/\$9.99)

Ender's Game - Ultimate Collection christopher, Ender's Game is a series of comic book adaptations of science fiction novels written by Orson Scott Card published by Marvel Comics that began in October 2008. However, some have been all new content, not released before in novel format. The series, like the novels they are based on, are set in a future where mankind is facing annihilation by an aggressive alien society, an insect-like race known colloquially as "Buggers" but more formally as "Formics". The central character, Andrew "Ender" Wiggin, is one of the child soldiers trained at Battle School (and eventually Command School) to be the future leaders of the protection of Earth. The year is never specified, although the ages of the Wiggin children are specified to change throughout space, also carefully taking in the relativity of space and time.

Ender's Game Orson Scott Card, 1994-07-01 An expert at simulated war games, Andrew Ender Wiggin believes that he is engaged in one more computer war game when, in truth, he is commanding the last Earth fleet against an alien race seeking Earth's complete destruction

Ender's Game Orson Scott Card, 2010-04-01 From New York Times bestselling author Orson Scott Card, Ender's Game—adapted to film starring Asa Butterfield and Harrison Ford—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 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.

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Ender's Game Graphic Novel ,2013-09-24 Andrew Ender Wiggin is 6 years old, bullied, resented and alone. And he might be humanity's only hope. Ender is recruited to the International Fleet's child warriors in training, to fight in defense of the planet. His promise is high, and his teachers are sure he will rise to the test - if Battle School doesn't kill him first! As young Ender rises through the ranks, he struggles to find tranquility, humanity and a connection with something greater than the brutal mechanics of war and strategy. But when he is thrust into Command School at a vastly accelerated pace, will

he crack up on the road to becoming the hero that the human race so desperately needs? Sci-fi legend Orson Scott Card's award-winning classic is brought to life! COLLECTING: Ender's Game : Battle School 1-5, Ender's Game: Command School 1-5

Ender's Game Ultimate Collection ,2012-01-18 Andrew Ender Wiggin is only 6 years old. His peers bully him, his parents are aloof, and his older brother is violently resentful of him. He might also be humanity's only hope. Ender is recruited to join the International Fleet's legion of child warriors in training, to report for duty in defense of the planet. Leaving behind the only person who ever understood him--his kind-hearted sister Valentine--he takes on the challenge of becoming a commander in Earth's defenses. His promise is high, and his teachers are sure he will rise to the test--that is, if Battle School doesn't kill him first. Ender struggles to find a place within his soul for tranquility, humanity and a connection with something greater than the brutal mechanics of war and strategy. But when he is thrust into Command School at a vastly accelerated pace, will he crack up on the road to becoming the hero that the human race so desperately needs? Sci-fi legend Orson Scott Card's Hugo and Nebula-Award winning classic is brought to vivid life by writer Christopher Yost (X-Force) and artist Pasqual Ferry (Ultimate Iron Man II). COLLECTING: ENDER'S GAME: BATTLE SCHOOL 1-5; ENDER'S GAME: COMMAND SCHOOL 1-5

Creative and Performing Artists for Teens Thomas McMahon,2000 Features biographical entries discussing creative and performing artists from the fields of literature, music, the visual arts, and film and television.

Enders Game ,2014 Ender Wiggin (Asa Butterfield), a shy, strategically brilliant boy has been chosen to defend Earth from a hostile alien race. As Ender excels at Battle School, he attracts the attention of the highly esteemed Colonel Graff (Harrison Ford), who believes Ender to be the military's next great hope. Ender must lead his fellow soldiers into an epic battle that will determine the future of Earth and the human race.

The Authorized Ender Companion Orson Scott Card,Jake Black,2009-11-10 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.

Ender's Game, Speaker for the Dead, Xenocide, Children of the Mind Orson Scott Card,2008-09-30 Child-hero

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

A War of Gifts Orson Scott Card, 2009-07-07 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.

Ender's World Orson Scott Card, 2013-04-02 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

Ender's Game Orson Scott Card, 1992 Child-hero Ender Wiggin must fight a desperate battle against a deadly alien race if mankind is to survive.

Critical Method and Contemporary Film Christopher K. Brooks, 2019-09-24 This volume offers film enthusiasts and teachers an investigation into what film critics do and examines what ideologies inform their evaluations. By employing recent television programs and films and comparing them to older ones, the study is able to trace changes in the methodologies of film and media critics. The work argues for the emergence of neofuturism as a chosen method of interpretation, contrasting with the dominance of postmodernism as the evaluative method through the early years of the

new millennium. It also asks the questions who evaluates film and why? In doing so, the study questions the criteria for film evaluation, the validity of some reviews, and asks the question whether the evaluative system needs to change altogether.

Ender in Exile Orson Scott Card, 2008-11-11 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.

Ender's Game Orson Scott Card, 2011-09-22 '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

The Last Shadow Orson Scott Card, 2021-11-16 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 Game: Formic Wars, 2011-09-21 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.

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