
Orson Scott Card Earth Awakens Vamix

Stonefather

Earthborn

Fresh Perspectives on the SF Classic Ender's Game

The Call of Earth

A Novel

Earth Awakens

Book 2 of The Second Formic War

Xenocide

Homecoming Series: Book 5

Empire

Children of the Mind

Earth Afire

Earth Awakens

Magic Street

(Earth Unaware, Earth Afire, Earth Awakens)

In Ender's Universe

Children of the Fleet

Volume Three of the Ender Saga

Earth Afire

First Meetings

Ender's Game - Formic Wars

The Ships of Earth

Maps in a Mirror

Homecoming:

The Second Formic War (Volume 1)

Formic Wars Trilogy

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The First Formic War

The Ships of Earth

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Earth Unaware

Silent Strike

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Invasive Procedures

Homecoming: Volume 1

Earth Afire

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ISABEL HOLDEN

Stonefather Orbit Books

One hundred years before ENDER'S GAME, the aliens arrived on Earth with fire and death. This is the story of the First Formic War. Victor Delgado beat the alien ship to Earth, but just barely. Not soon enough to convince sceptical governments that there was a threat. They didn't believe that until space stations and ships and colonies went up in sudden flame. And when that happened, only Mazer Rackham and the Mobile Operations Police could move fast enough to meet the threat...

Earthborn Macmillan

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.

Fresh Perspectives on the SF Classic Ender's Game Tor Science Fiction

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.

The Call of Earth Tor Books

Earth Awakens Macmillan

A Novel Hachette UK

When the alien ship screamed through the solar system, it disrupted communications between the far-flung human mining ships and supply stations and between them and Earth. So Earth and Luna

were unaware that they had been invaded until the ship pulled into Earth orbit, and began landing terra-forming crews in China. Politics and pride slowed the response on Earth, and on Luna, corporate power struggles seemed more urgent than distant deaths. In this sequel to Earth afire, millions are dead after the invading Formics gas cities with lethal chemicals. Young Mazer Rackham tries to find a counter-agent, while asteroid miner Victor Delgado infiltrates the alien ship. Victor needs to find a way to seize the ship and end the war.

Earth Awakens Tor Books

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

Book 2 of The Second Formic War Macmillan

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

Xenocide Random House Digital, Inc.

Runnel, a friendless peasant from a village so humble that money is a new concept, stumbles into a centuries-old feud when he travels to Mitherhome, the city of the wetwizards, seeking his fortune. He accepts a servant's position in the household of the sole stonemage permitted within the city walls, where his untapped magical talents and his fascination with his master's abilities are a predictably dangerous combination.

Homecoming Series: Book 5 Marvel

When disaster unplugs the Oversoul--an artificial intelligence guardian--it sets the inhabitants of Harmony scrambling across the planet's wastelands in an attempt to reignite the promise of a peaceful future. 40,000 first printing.

Empire Tor Science Fiction

Collects four novellas, including the original "Ender's Game," that follow the origin and destiny of Ender Wiggin.

Children of the Mind Tor Books

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

Earth Afire Tor Books

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

Earth Awakens Tor Books

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.

Macmillan

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

[Magic Street](#) Macmillan

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

(*Earth Unaware*, *Earth Afire*, *Earth Awakens*) Macmillan

A PLANET LIES OPEN TO ATTACK. THERE IS STILL HOPE - BUT TIME IS RUNNING OUT The Starways Congress has gathered a fleet to destroy the planet Lusitania. Once again the human race has grown fearful. Jane, the evolved computer intelligence, can save the world' three sentient races. She has learned how to move ships outside the universe, and then instantly back to a different world, abolishing the light-speed limit. But it takes all the processing power available to her. With Starways Congress shutting down the Net, world by world, soon Jane will not be able to move the ships. Ender's children must save her if they are to save themselves.

In Ender's Universe Tor Books

The story of *The First Formic War* continues in *Earth Awakens*. Nearly 100 years before the events of Orson Scott Card's bestselling novel *Ender's Game*, humans were just beginning to step off Earth and out into the Solar System. A thin web of ships in both asteroid belts; a few stations; a corporate settlement on Luna. No one had seen any sign of other space-faring races; everyone expected that First Contact, if it came, would happen in the future, in the empty reaches between the stars. Then a young navigator on a distant mining ship saw something moving too fast, heading directly for our sun. When the alien ship screamed through the solar system, it disrupted communications between the far-flung human mining ships and supply stations, and between them and Earth. So Earth and Luna were unaware that they had been invaded until the ship pulled into Earth orbit, and began landing terra-forming crews in China. Politics and pride slowed the response on Earth, and on Luna, corporate power struggles seemed more urgent than distant deaths. But there are a few men and women who see that if Earth doesn't wake up and pull together, the planet could be lost. 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.

Children of the Fleet Orbit Books

"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.

Volume Three of the Ender Saga Tor Books

This discounted ebundle includes The First Formic War Trilogy by bestselling authors Orson Scott Card and Aaron Johnston: Earth Unaware, Earth Afire, Earth Awakens One hundred years before Ender Wiggin decisively defeated the alien formics in Ender's Game. A pulse-pounding tale of first contact gone horribly wrong. Ender's Game opens in the last desperate days of Earth's war against the implacable insectoid aliens. We are told early on that the Battle School is training generals for the Third Formic War — the war that will end the war; will save the Earth; will finally defeat the Buggers. This is the story of the First Formic Wars, back when humans thought they were alone in the galaxy. Humanity was slowly making their way out from Earth to the planets and asteroids of the Solar System, exploring and mining and founding colonies. Then a ship's telescopes pick up a fast-moving object coming in-system... Earth Unaware — When mining ship El Cavadore'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. Worrying about a distant object that might or might not be an alien ship seems...not important. Earth Afire — Victor Delgado beat the alien ship to Earth, but not soon enough to convince skeptical governments that there was a threat. That is, until space stations and ships and colonies went up in sudden flame. And when that happened, only Mazer Rackham and the Mobile Operations Police could organize in time to meet the threat. Earth Awakens — Politics slowed the response on Earth, and on Luna, corporate power struggles seemed more urgent than distant

deaths. It's up to Mazer Rackham's squad in China, who have developed a method to destroy the alien landers one by one; and Lem Jukes and his crew on the Moon, who may have the key to destroying the Formic mother ship in orbit. Books by Orson Scott Card The Ender Universe The Ender Saga #1 Ender's Game #2 Ender in Exile #3 Speaker for the Dead #4 Xenocide #5 Children of the Mind Ender's Shadow Quintet #1 Ender's Shadow #2 Shadow of the Hegemon #3 Shadow Puppets #4 Shadow of the Giant #5 Shadows in Flight The Second Formic War (With Aaron Johnston) #1 The Swarm Other Books in the Ender Universe Children of the Fleet A War of Gifts (novella) First Meetings (novella) Other Series Homecoming The Mithermages The Tales of Alvin Maker At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

Earth Afire Tor Books

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.

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