

Earth Awakens Orson Scott Card

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Magic Street - Orson Scott Card 2006-06-27

“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

Stonefather - Orson Scott Card 2008
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.

Ender's Game - Orson Scott Card 2010-04-01
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.

Ender's Game - Formic Wars - 2012-07-25
The all-new prequel to Orson Scott Card's science-fiction classic Ender's Game returns! With 44 million people killed by the toxic gas that the alien Formics unleashed in China, the only hope of a counter-agent lies with Mazer Rackham and the Mobile Operations Police safely retrieving a sample. Meanwhile, young asteroid miner Victor Delgado has snuck aboard

the Formic mother ship in hopes of taking it down alone ... and boy is he is for a big disappointment. COLLECTING: FORMIC WARS: SILENT STRIKE 1-5

Space Boy - Orson Scott Card 2007-08-01

When Todd discovers that his mother, who disappeared four years previously, really was eaten by something in his brother Jared's closet, as Jared insisted, and is trapped in another universe, he sets off to rescue her.

Duplex - Orson Scott Card 2021-09-07

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.

Storyteller - Michael Collings 2003-06

Xenocide - Orson Scott Card 2009-11-30

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.

First Meetings - Orson Scott Card 2002
Four novellas set in the world of the acclaimed

and hugely successful Ender series, by bestselling author Orson Scott Card.

Maps in a Mirror - Orson Scott Card 1992
The first of two volumes of science fiction, fantasy and horror, containing a collection of the author's short fiction from his work published between 1977 and 1989, as well as some new material. Each section has a personal introduction, and the book also contains autobiographical notes.

Earth Awakens - Orson Scott Card 2014-06-10
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 Mind - Orson Scott Card

2013-05-02

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.

Earth Awakens - Orson Scott Card 2014-06-10

A latest entry in the Ender's Game prequel series that includes *Earth Afire* 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. 100,000 first printing.

The Abyss - Orson Scott Card 1989

Earth Afire - Orson Scott Card 2013

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...

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: Comm and School 1-5*

The Hive - Orson Scott Card 2019-06-11

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.

Maps in a Mirror - Orson Scott Card 1991-01 Contains 46 stories, broken into five books, Tales of Dread, Tales of Human Features, Fables and Fantasies, Cruel Miracles and Lost Songs - The Hidden Stories. Each section includes personal introductions and afterwords. From the author of The Tales of Alvin Maker series.

The Call Of Earth - Orson Scott Card 2012-12-20 'The man's versatility of style, subject and approach makes him unique in the SF field.' - Anne McCaffrey 'One of the genre's most convincing storytellers.' - Library Journal 'As always, Mr. Card writes with energy and

conviction.' - The New York Times Book Review
Feeling itself to be failing, the Oversoul realises that it needs the technology of the Lost Earth to achieve its aims. It has already caused Nafai, a teenage boy, to commit murder ... Nafai, his father and his brothers have left Basilica, but the rest of his family remain there, including his mother, the influential Lady Rasa. However, Rasa has other things on her mind, such as the 'friendly' invasion of troops under the leadership of General Vozmuzhalnoy Vozmozhno of Gorayni, who does not believe in any Gods, including the Oversoul - although he may still be its unknowing instrument. The second book in the groundbreaking Homecoming series by Orson Scott Card. 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

Orson Scott Card's Wyrms - Orson Scott Card
2006-10

Patience has spent her entire life training for the day of the death of her father. And now that he has passed, she finds herself preparing for survival as the usurper king Oruc orders her execution. But as she escapes, she senses a strange pull towards a place called Cranning.

The First Formic War - Orson Scott Card
2017-02-14

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 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. 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 Xenodice #5 Children of the Mind Ender's Shadow Quintet #1 Ender's Shadow #2 Shadow of the Hegemon #3 Shadow Puppets #4 Shadow of the Giant #5 Shadows in Flight The Second Formic War (With Aaron Johnston) #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
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Lost and Found - Orson Scott Card 2020-09-22
"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.

The Ships Of Earth - Orson Scott Card
2012-12-20

'This series continues to impress.' - Kirkus
Reviews 'As always, Mr. Card writes with energy
and conviction.' - The New York Times Book
Review 'The man's versatility of style, subject
and approach makes him unique in the SF field.'
- Anne McCaffrey Above the planet Harmony,
the computer Oversoul watches. But its systems
are failing and the only hope of repair lies a
thousand light-years away on the planet Earth,
which was left forty million years ago ... Nafai
and his family have been chosen to make the
great journey home, but most of them do so
grudgingly. Their anger and hatred will make
the trek across the desert wastes to the long-
abandoned spaceport both harder and more
deadly. The third book in the acclaimed

Homecoming series by Orson Scott Card, now reissued with stunning new artwork. 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

Ender's Shadow - Orson Scott Card 2002-05-19
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 then 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

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The Swarm - Orson Scott Card 2016-08-02
Orson Scott Card and Aaron Johnston return to their Ender's Game prequel series with this first volume of an all-new trilogy about the Second Formic War in The Swarm. The first invasion of Earth was beaten back by a coalition of corporate and international military forces, and the Chinese army. China has been devastated by the Formic's initial efforts to eradicate Earth life forms and prepare the ground for their own settlement. The Scouring of China struck fear into the other nations of the planet; that fear blossomed into drastic action when scientists determined that the single ship that wreaked such damage was merely a scout ship. There is a mothership out beyond the Solar System's Kuiper Belt, and it's heading into the system, unstoppable by any weapons that Earth can muster. Earth has been reorganized for defense. There is now a Hegemon, a planetary official

responsible for keeping all the formerly warring nations in line. There's a Polemarch, responsible for organizing all the military forces of the planet into the new International Fleet. But there is an enemy within, an enemy as old as human warfare: ambition and politics. Greed and self-interest. Will Bingwen, Mazer Rackam, Victor Delgado and Lem Juke be able to divert those very human enemies in time to create a weapon that can effectively defend humanity in the inexorable Second Formic War? THE ENDER UNIVERSE Ender series Ender's Game / Speaker for the Dead / Xenocide / Children of the Mind / Ender in Exile / Children of the Fleet Ender's Shadow series Ender's Shadow / Shadow of the Hegemon / Shadow Puppets / Shadow of the Giant / Shadows in Flight The First Formic War (with Aaron Johnston) Earth Unaware / Earth Afire / Earth Awakens The Second Formic War (with Aaron Johnston) The Swarm / The Hive Ender novellas A War of Gifts / First Meetings At the Publisher's request, this

title is being sold without Digital Rights Management Software (DRM) applied.

Mixed Bin Orson Scott Card - Orson Scott Card 1994-04-07

The Call of Earth - Orson Scott Card 1993

The continuing saga of Nafai and his family on the planet Harmony brings the hero once more into conflict with Oversoul--the orbiting space station that controls almost every aspect of life on the planet. 75,000 first printing. \$75,000 ad/promo. Original.

Invasive Procedures - Orson Scott Card 2009-11-30

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.

Enchantment - Orson Scott Card 2005-05-31
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.

Unaccompanied Sonata & Other Stories - Orson Scott Card 1980

Pastwatch - Orson Scott Card 1996-01
In the not-too-distant future, after a scientific innovation allows researchers to open a window on the past, a young woman meddles to send an

individual onto a slightly different path in life, interference that has unexpected repercussions for the present and future. 50,000 first printing.
Characters and Viewpoint - Orson Scott Card
1990

Enchantment - Orson Scott Card 2005
Follows one man from ninth-century Russia to present-day America as he struggles to rescue a princess and her kingdom, find true love, and overcome the blackest of evil.

Ender's Game Boxed Set I - Orson Scott Card
2013-10-01

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)

Earth Unaware - Orson Scott Card 2012-07-17
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 deeps 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.

How to Write Science Fiction & Fantasy - Orson Scott Card 2001-09-15

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.

Earth Afire - Orson Scott Card 2013-06-04
One hundred years before Ender's Game, the aliens arrived on Earth with fire and death. This is the story of the First Formic War. Victor Delgado beat the alien ship to Earth, but just

barely. Not soon enough to convince skeptical governments that there was a threat. They didn't believe that until space stations and ships and colonies went up in sudden flame. And when that happened, only Mazer Rackham and the Mobile Operations Police could move fast enough to meet the threat. Fans of Ender's Game will thrill to Orson Scott Card and Aaron Johnston's Earth Afire. THE ENDER UNIVERSE Ender series Ender's Game / Speaker for the Dead / Xenocide / Children of the Mind / Ender in Exile / Children of the Fleet Ender's Shadow series Ender's Shadow / Shadow of the Hegemon / Shadow Puppets / Shadow of the Giant / Shadows in Flight The First Formic War (with Aaron Johnston) Earth Unaware / Earth Afire / Earth Awakens The Second Formic War (with Aaron Johnston) The Swarm / The Hive Ender novellas A War of Gifts / First Meetings At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.
Storyteller - Michael R. Collings 2002-02

The first volume documenting and collecting Orson Scott Card's work for the last 30 years. Every novel, story, poem, every word that has been published--and then some is in this collection. This is a must for any reader, who wants to learn everything about this author's extensive work and career.

Formic Wars Trilogy - Orson Scott Card
2016-08-30

The Swarm - Orson Scott Card 2018-01-30
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

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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 Second Formic War #1 The Swarm