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# Orson Scott Card

## Earth Awakens

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Ender's Shadow

A Novel

How to Write Science Fiction & Fantasy

Ender's Game - Formic Wars

Enchantment

Earthborn

Burning Earth

Stonefather

Homecoming: Volume 2

Invasive Procedures

Earthborn

Earth Afire

Ender's Game

Children of the Mind

Xenocide

The Call of Earth

Beyond Ender Boxed Set

In Ender's Universe

Formic Wars Trilogy

Homecoming Series: Book 5

The Hive

Speaker for the Dead, Xenocide and Children of the Mind

The Memory of Earth

Magic Street

Ender's World

The Second Formic War (Volume 1)

The Ships of Earth  
Earth Afire  
The First Formic War  
Maps in a Mirror  
Earth Awakens  
Silent Strike  
The First Formic War  
Fresh Perspectives on the SF Classic Ender's  
Game  
Homecoming: Volume 3  
Ender's Game: Formic Wars  
(Earth Unaware, Earth Afire, Earth Awakens)  
Ender in Exile  
Lost and Found

*Orson  
Scott  
Card  
Earth  
Awakens* Downloaded  
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## **GORDON MAXIMO**

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### **Ender's Shadow**

Macmillan  
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.  
A Novel Tor  
Books  
High above  
the earth  
orbits the  
starship

Basilica. On  
board the  
huge vessel is  
a sleeping  
woman. Of  
those who  
made the  
journey,  
Shedemai  
alone has  
survived the  
hundred of  
years since  
the Children of  
Wetchik  
returned to  
Earth. She

now wears the Cloak of the Starmaster, and the Oversoul wakes her sometimes to watch over her descendants on the planet below. The population has grown rapidly—there are cities and nations now, whole peoples descended from the who followed Nafai or Elemak. But in all the long years of watching and searching, the Oversoul has not found the thing it sought. It has not found the Keeper of the

Earth, the central intelligence that also can repair the Oversoul's damaged programming. 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. [How to Write Science Fiction & Fantasy](#) Orbit Books 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. [Ender's Game - Formic Wars](#) Macmillan A provocative collection of short fiction, edited by one of science fiction's best-known names. Of particular

interest in Future on Fire are several stories from the cyberpunk school, as well as Pat Murphy's Nebula award-winning "Rachel in Love" and Ursula K. Le Guin's wonderful "Buffalo Gals, Won't You Come Out Tonight." "Card's selections are excellent and include an interesting range of approaches to science fiction."-- School Library Journal At the Publisher's request, this

title is being sold without Digital Rights Management Software (DRM) applied. <u>Enchantment</u> Tor Science Fiction 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
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### **Earthborn**

Tor Books  
 'The fifth and last volume in Card's sprawling Homecoming saga. More than parable, not quite allegory, Card's far-future religious saga manages, brilliantly, to be at once entertaining, unobjectionable, and edifying.' - Kirkus Reviews  
 'The

conclusion of the story, in which the first born son of a former priest and leader sees the evil he has caused and selects his future, is vintage Card and a joy to read.' - Publishers Weekly  
 High above the Earth orbits the starship Basilica. On board the huge vessel is a sleeping woman. Of those who made the journey, Shedemai alone has survived the hundreds of years since the Children of

Wetchik returned to Earth. She now wears the Cloak of the Starmaster, and the Oversoul wakes her sometimes to watch over her descendants on the planet below. The population has grown rapidly - there are cities and nations now, whole peoples descended from those who followed Nafai or Elemak. But in all the long years of searching, the Oversoul has not found the thing it

sought. It has not found the Keeper of Earth, the central intelligence that alone can repair the Oversoul's damaged programming. The fifth and final volume in Card's majestic Homecoming saga. Books by Orson Scott Card: Alvin Maker novels Seventh Son Red Prophet 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 Burning Earth Macmillan 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 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. **Stonefather** Macmillan The City of Basilica has fallen. Now Wetchik, Nafai, and all their family must brave the desert wastes, and cross the wide continents to where Harmony's hidden spaceport lies silent,



abandoned, waiting for the command to make the great interstellar ships ready for flight again. But of these sixteen people, only a few have chosen their exile. The others, Rasa's spiteful daughters and their husbands; Wetchik's oldest son, Elemak, have been forced against their will. Their anger and hatreds will make the difficult journey harder. Orson Scott Card's

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. *Homecoming: Volume 2* Orbit Books 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. *Invasive Procedures* Tor Books 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 Earthborn Macmillan 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

<p>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</p>	<p>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. <i>Earth Afire</i> Macmillan 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</p>	<p>has a personal introduction, and the book also contains autobiographical notes. <u>Ender's Game</u> Macmillan 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</p>
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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 is being sold without

Digital Rights Management Software (DRM) applied. <u>Children of the Mind</u> Tor Science Fiction As Harmony's Oversoul grows weaker, a great warrior has arisen to challenge its bans. His name is Moozh, and he has won control of an army using forbidden technology. Now he is aiming his soldiers at the city of Basilica, that strong fortress above the Plain. Basilica remains in	turmoil. Wetchik and his sons are not strong enough to stop a army. Can Rasa and her allies defeat him through intrigue, or will Moozh take the city and all who are in it? Orson Scott Card's 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. Random House Digital, Inc. 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
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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. Xenocide Subterranean 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 Penguin 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.

**Beyond****Ender Boxed****Set** Tor Books

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.

**In Ender's Universe**

Marvel

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.

*Formic Wars**Trilogy* 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.
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