

Speaker For The Dead Ender Quintet 2 Orson Scott Card

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

Included in this Orson Scott Card ebook bundle: Ender's Game and Ender's Shadow Ender's Game Andrew "Ender" Wiggin thinks he is playing computer simulated war games, at Earth's elite military academy, the Battle School; he is, in fact, engaged in something far more desperate. Ender may be the military genius Earth desperately needs in a war against an inscrutable alien that seeks to destroy all human life. The only way to find out is to throw Ender into ever harsher training, to chip away and find the diamond inside, or destroy him utterly. Ender Wiggin is six years old when it begins. He will grow up fast. Ender's Game is an international bestseller, read and loved by generations. It has been named one of the top ten science fiction novels of all time. Ender's Shadow Andrew "Ender" Wiggin was not the only child in the Battle School; he was just the best of the best. In Ender's Shadow, 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. 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.... At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied. Three thousand planet-bound years have passed while Ender the star-traveller remains young. In that time his name has become anathema, for he is the one who killed an entire race of thinking, feeling beings. No other has been found - until Lusitania is discovered. The young race there offers mankind a chance to redeem the previous destruction.

From the bestselling author of the Ender Universe novels comes Orson Scott Card's Treason Lanik Mueller's birthright as heir to planet Treason's most

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

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.

'There aren't too many recent sf novels we can confidently call truly moral works, but *Speaker for the Dead* is one. It's a completely gripping story.' - The Toronto Star 'Achieves and delivers more than almost anything else within the science fiction genre, *Ender's Game* is a contemporary classic' - New York Times on

Ender's Game A FALLEN HERO - HAUNTED BY HIS PAST, BUT CAN HE CHANGE THE FUTURE? Ender Wiggin was once considered a great military leader, a saviour for mankind. But now history judges his destruction of an alien race as monstrous rather than heroic. In the aftermath of the war, Ender disappeared, and a powerful voice arose: The Speaker for the Dead, who told the true story behind the battle with the aliens. Now, years later, a second alien race has been discovered. But again they are strange and frightening - and again, humans are dying. It is only the Speaker for the Dead, secretly Ender Wiggin, who has the courage to confront the mystery . . . and the truth. The Hugo and Nebula award-winning sequel to the classic science fiction novel ENDER'S GAME - soon to be released as a major motion picture starring Harrison Ford. 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

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.

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.

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.

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

2043 A.D.: The Ngumi War rages. A burned-out soldier and his scientist lover discover a secret that could put the universe back to square one. And it is not terrifying. It is tempting...

Struggling with outdated systems and claim-jumping corporate interests in the deeps of the Kuiper Belt, a family on board the mining ship El Cavador spots an object moving toward the solar system that triggers a catastrophic war.

In the conclusion of the Ender saga, Ender Wiggin confronts his ultimate challenge when his adopted world, Lusitania, is threatened by his old planet-destroying weapon, and his computer intelligence ally, Jane, is about to be killed off by the Starways Congress. Reprint. 20,000 first printing.

Orson Scott Card's classic and worldwide bestselling Ender Quintet series won the

Hugo and Nebula awards! Included in this ebook bundle: Ender's Game, Ender in Exile, and Speaker for the Dead Andrew "Ender" Wiggin thinks he is playing computer simulated war games, at Earth's elite military academy, the Battle School; he is, in fact, engaged in something far more desperate. Ender may be the military genius Earth desperately needs in a war against an inscrutable alien that seeks to destroy all human life. The only way to find out is to throw Ender into ever harsher training, to chip away and find the diamond inside, or destroy him utterly. Ender Wiggin is six years old when it begins. He will grow up fast. Ender's Game is an international bestseller, read and loved by generations. It has been named one of the top ten science fiction novels of all time. Ender's story continues in Speaker for the Dead, Orson Scott Card's award-winning sequel. Ender Wiggin has run far and fast, using the effects of near-light-speed travel to out-live his past and become nearly anonymous. He is now the Speaker for the Dead, the author of The Hive Queen and The Hegemon, and he has come to the planet Lusitania to tell the truth about a man's life at his graveside. But Lusitania is a very special place, the first planet humans have found that harbors an intelligent life-form, though it is very strange indeed. And Ender has more reason than any other man to seek communication, and peace between humanity and the pequininos. Ender in Exile is the story of Ender's first voyage from Earth, and his first arrival on a former Formic colony world. In the confined world of the colony ship, Ender's diplomatic and tactical genius are put to the test against an enemy he cannot kill. This novel falls immediately after Ender's Game in chronological sequence, but was written long after Children of the Mind, and the books of the Shadow series. You can read it at any point after Ender's Game At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

A dark and powerful fantasy from Orson Scott Card, the bestselling author of Ender's Shadow. Enter the city of Hart's Hope, ruled by gods both powerful and indifferent, riddled with sorcery and revenge. The city was captured by a rebellious lord, Palicrovol, who overthrew the cruel king, Nasilee, hated by his people. Palicrovol, too, was cruel, as befitted a king. He took the true mantle of kingship by forcing Asineth, now Queen by her father's death, to marry him, raping her to consummate the marriage. [But he was not cruel enough to rule.] He let her live after her humiliation; live to bear a daughter; live to return from exile and retake the throne of Hart's Hope. But she, in turn, sent Palicrovol into exile to breed a son who would, in the name of the God, take back the kingdom from its cruel Queen. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

The next chapter in the bestselling Ender saga is here! Ender Wiggin was 12 years old when he destroyed an alien race. Burdened with guilt, he wrote Speaker for the Dead and created a pseudo-religion that spanned the known worlds. Now an adult, Ender is called to investigate a murder committed by a new alien species with a seemingly gruesome nature. Can he uncover the truth before another species and more human lives are lost? Based on the award-winning novel by bestselling author and science fiction legend Orson Scott Card. Collecting ORSON SCOTT CARD'S SPEAKER FOR THE DEAD #1-5.

Speaker for the Dead Tor Books

Presents a collection of four novels that feature the character Ender Wiggin.

Ender's Shadow explores the stars in this all-new novel... At the end of Shadow

of the Giant, Bean flees to the stars with three of his children--the three who share the engineered genes that gave him both hyper-intelligence and a short, cruel physical life. The time dilation granted by the speed of their travel gives Earth's scientists generations to seek a cure, to no avail. In time, they are forgotten--a fading ansible signal speaking of events lost to Earth's history. But the Delphikis are about to make a discovery that will let them save themselves, and perhaps all of humanity in days to come. For there in space before them lies a derelict Formic colony ship. Aboard it, they will find both death and wonders--the life support that is failing on their own ship, room to grow, and labs in which to explore their own genetic anomaly and the mysterious disease that killed the ship's colony. Shadows in Flight is the fifth novel in Orson Scott Card's Shadow Series. 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.

Young Ender leaves behind the only person who understands him, his sister Valentine, after he is recruited to the the International Fleet's training program at the Battle School.

Earth has twice been attacked by aliens, and has launched an invasion fleet of its own. Young Andrew "Ender" Wiggin is the result of a genetic experiment whose skill at computer war games may be the genius that is needed to save Earth. Hadrian Marlowe, a man revered as a hero and despised as a murderer, chronicles his tale in the galaxy-spanning debut of the Sun Eater series, merging the best of space opera and epic fantasy. It was not his war. The galaxy remembers him as a hero: the man who burned every last alien Cielcin from the sky. They remember him as a monster: the devil who destroyed a sun, casually annihilating four billion human lives—even the Emperor himself—against Imperial orders. But Hadrian was not a hero. He was not a monster. He was not even a soldier. On the wrong planet, at the right time, for the best reasons, Hadrian Marlowe starts down a path that can only end in fire. He flees his father and a future as a torturer only to be left stranded on a strange, backwater world. Forced to fight as a gladiator and navigate the intrigues of a foreign planetary court, Hadrian must fight a war he did not start, for an Empire he does not love, against an enemy he will never understand.

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.

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 were 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 is one of the greatest science fiction series of all time! But it spans across many planets and features dozens of major characters and plots. In short: It gets complex! The perfect companion to Orson Scott Card's "Speaker for the Dead," this study guide contains a chapter by chapter analysis of the book, a summary of the plot, and a guide to major characters and themes. This guide only covers Speaker for the Dead; additional guides are available for subsequent books. BookCap™ Study Guides do not contain text from the actual book, and are not meant to be purchased as alternatives to reading the book. We all need refreshers every now and then. Whether you are a student trying to cram for that big final, or someone just trying to understand a book more, BookCaps can help. We are a small, but growing company, and are adding titles every month. Visit BookCaps.com to find out more. 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. Other Series by Orson Scott Card Ender #1 Ender's Game / #2 Ender in Exile / #3

Speaker for the Dead / #4 Xenocide / #5 Children of the Mind Ender's Shadow #1 Ender's Shadow / #2 Shadow of the Hegemon / #3 Shadow Puppets / #4 Shadow of the Giant / #5 Shadows in Flight The First Formic War (with Aaron Johnston) #1 Earth Unaware / #2 Earth Afire / #3 Earth Awakens

In the aftermath of his terrible war, Ender Wiggin disappeared, and a powerful voice arose: The Speaker for the Dead, who told the true story of the Bugger War. Now, long years later, a second alien race has been discovered, but again the aliens' ways are strange and frightening...again, humans die. And it is only the Speaker for the Dead, who is also Ender Wiggin the Xenocide, who has the courage to confront the mystery...and the truth. Speaker for the Dead, the second novel in Orson Scott Card's The Ender Saga, is the winner of the 1986 Nebula Award for Best Novel and the 1987 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 Wiggin, the young military genius, discovers that a second alien war is inevitable and that he must dismiss his fears to make peace with humanity's strange new brothers.

In Gatefather, the third installment in the Mithermages series, New York Times bestselling author Orson Scott Card continues his fantastic tale of the Mages of Westil who live in exile on Earth. Danny North is the first Gate Mage to be born on Earth in nearly 2000 years, or at least the first to survive to claim his power. Families of Westil in exile on Earth have had a treaty that required the death of any suspected Gate Mage. The wars between the Families had been terrible, until at last they realized it was their own survival in question. But a Gate Mage, one who could build a Great Gate back to Westil, would give his own Family a terrible advantage over all the others, and reignite the wars. So they all had to die. And if the Families didn't kill them, the Gate Thief would-that mysterious Mage who destroyed every Great Gate, and the Gate Mage, before it could be opened between Earth and Westil. But Danny survived. And Danny battled the Gate Thief, and won. What he didn't know at the time was that the Gate Thief had a very good reason for closing the Great Gates-and Danny has now fallen into the power of that great enemy of both Earth and Westil. The Mithermages series The Lost Gate The Gate Thief Gatefather At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

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.

From the bestselling author of the Ender Universe series comes Orson Scott Card's epic historical novel *Saints*. When ten-year-old Dinah Kirkham saw her father leave their Manchester home in the middle of the night, she basked when he would be back. "Soon," he replied. But he never came back. On that night in 1829, John Kirkham laid the foundation of his daughter's certainty that the only person Dinah could ever really trust was herself. From that day forward, Dinah worked to support her family, remaining devoted to their welfare even in the face of despair and grinding poverty. Then one day she heard a new message, a new purpose ignited in her heart, and new life opened up before her. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

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

In the distant future, corporations have become sustainable communities with their own militaries, and corporate goals have essentially replaced political ideology. On a youthful, rebellious impulse, Lawrence joined the military of a corporation that he now recognizes to be ruthless and exploitative. His only hope for escape is to earn enough money to buy his place in a better corporation. When his platoon is sent to a distant colony to quell a local resistance effort, it seems like a stroke of amazing fortune, and Lawrence plans to rob the colony of their fabled gemstone, the Fallen Dragon, to get the money he needs. However, he soon discovers that the Fallen Dragon is not a gemstone at all, but an alien life form that the local colonists have been protecting since it crashed in their area. Now, Lawrence has to decide if he will steal the alien to exploit the use of its inherent biotechnical processes -- which far exceed anything humans are capable of -- or if he will help the Resistance get the alien home.

A **FALLEN HERO - HAUNTED BY HIS PAST, BUT CAN HE CHANGE THE FUTURE?** Ender Wiggin was once considered a great military leader, a saviour for mankind. But now history judges his destruction of an alien race as monstrous rather than heroic. In the aftermath of the war, Ender disappeared, and a powerful voice arose: The Speaker for the Dead, who told the true story behind the battle with the aliens. Now, years later, a second alien race has been discovered. But again they are strange and frightening - and again, humans are dying. It is only the Speaker for the Dead, secretly Ender Wiggin, who has the courage to confront the mystery . . . and the truth.

An SF classic from the author of *Ender's Game*. Kidnapped at an early age, the young singer Anset has been raised in isolation at the mystical retreat called the Songhouse. His life has been filled with music, and having only songs for companions, he develops a voice that is unlike any heard before. Anset's voice is both a blessing and a curse, for the young Songbird can reflect all the hopes and fears his audience feels and, by magnifying their emotions, use his voice to heal--or to destroy. When it is discovered that his is the voice that the Emperor has waited decades for, Anset is summoned to the Imperial Palace on Old Earth. Many fates rest in Anset's hands, and his songs will soon be put to the test: either to salve the troubled conscience of a conqueror, or drive him, and the universe, into mad chaos. *Songmaster* is a haunting story of power and love--the tale of the man who would destroy everything he loves to preserve humanity's peace, and the boy who might just sing the world away. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied. Four novellas set in the world of the acclaimed and hugely successful Ender series, by bestselling author Orson Scott Card.

The Heinemann Plays series offers contemporary drama and classic plays in durable classroom editions. Many have large casts and an equal mix of boy and girl parts. This play is a dramatization of Daniel Keyes's story about a retarded adult who desperately wants to be able to read and write.

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