
A War Of Gifts An Ender Story

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 An Ender Story by guest

CARLSON KARLEE

An Ender Story Macmillan

In the ruins of civilization,
 a young girl's kindness
 and capacity for love will

either save humanity -- or wipe it out in this USA Today bestselling thriller Joss Whedon calls "heartfelt, remorseless, and painfully human." Melanie is a very special girl. Dr Caldwell calls her "our little genius." Every morning, Melanie waits in her cell to be collected for class. When they come for her, Sergeant keeps his gun pointed at her while two of his people strap her into the wheelchair. She thinks they don't like her. She jokes that she won't bite, but they don't laugh.

A Gift of Poison Tor Teen

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.

The Rose Code Simon and Schuster Winner of the Hugo and Nebula Awards For the perfect holiday gift for the

reader on your list, pick up Orson Scott Card's Ender's Game in this specially bound edition of the author's preferred text. Andrew "Ender" Wiggin thinks he is playing computer simulated war games at the Battle School; he is, in fact, engaged in something far more desperate. Ender is the most talented result of Earth's desperate quest to create the military genius that the planet needs in its all-out war with an alien enemy. Is Ender the general Earth needs? The only way to find out is to throw the child 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. But Ender is not the only result of the experiment. The war with the Formics 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, Peter and Valentine, 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 War for Gloria

Subterranean

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. *A Christmas Tale* Tor Books Founder of the phenomenon social media account PreachersNSneakers tackles how faith, capitalism, consumerism, and (wannabe) celebrity have collided and asks both believers and nonbelievers alike: how much is too much? What started as a joke account on Instagram has turned into a movement. Through this provocative project, the founder of PreachersNSneakers is helping thousands of Jesus followers wrestle with the inevitable dilemmas created by our Western culture obsessed with image and entertainment. In PreachersNSneakers: Authenticity in an Age of For-Profit Faith and (Wannabe) Celebrities, Ben Kirby approaches many of the difficult questions plaguing countless Christians' minds, presenting

experiences and input from both sides of difficult questions, such as: Should pastors grow wealthy off of religion, and can their churches ever be too large? Do we really believe that divine blessings are monetary, or is that just religious wallpaper to hide our own greed? Is there space in Christendom for celebrities like Kanye and Bieber to exist without distorting the good news? What about this: Is it wrong for someone—even wrong for author Ben Kirby—to call out faith leaders online and leverage “cancel culture” to affect change? PreachersNSneakers will navigate these challenging questions and many more with humor, wit, candor, and a few never-before-published hijinks. Each chapter will explore the various sides of the debate, holding space for us to make up our own minds. This book is not about finding the perfect, “right” way to do something, but instead learning how to articulate what we believe, why we believe it, and what to do when we want to stand up against cultural norms. This book will doubtlessly become a staple for church small groups, college ministries, and

book clubs, emboldening struggling believers who want to live a more genuine faith. After all, the Lord works in mysterious colorways.

Gift Exchange A War of Gifts An Ender Story 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.

[A Classic Fantasy with a Modern Twist](#) Tor Books How do we read William Faulkner in the twenty-first century? asks Michael Gorra, in this reconsideration of Faulkner's life and legacy. William Faulkner, one of America’s most iconic writers, is an author who defies easy interpretation. Born in 1897 in Mississippi, Faulkner wrote such classic novels as *Absolom, Absolom!* and *The Sound and The Fury*, creating in Yoknapatawpha county one of the most memorable gallery of characters ever assembled in American

literature. Yet, as acclaimed literary critic Michael Gorra explains, Faulkner has sustained justified criticism for his failures of racial nuance—his ventriloquism of black characters and his rendering of race relations in a largely unreconstructed South—demanding that we reevaluate the Nobel laureate’s life and legacy in the twenty-first century, as we reexamine the junctures of race and literature in works that once rested firmly in the American canon. Interweaving biography, literary criticism, and rich travelogue, *The Saddest Words* argues that even despite these contradictions—and perhaps because of them—William Faulkner still needs to be read, and even more, remains central to understanding the contradictions inherent in the American experience itself. Evoking Faulkner’s biography and his literary characters, Gorra illuminates what Faulkner maintained was “the South’s curse and its separate destiny,” a class and racial system built on slavery that was devastated during the Civil War and was reimagined thereafter through the South’s

revanchism. Driven by currents of violence, a “Lost Cause” romanticism not only defined Faulkner’s twentieth century but now even our own age. Through Gorra’s critical lens, Faulkner’s mythic Yoknapatawpha County comes alive as his imagined land finds itself entwined in America’s history, the characters wrestling with the ghosts of a past that refuses to stay buried, stuck in an unending cycle between those two saddest words, “was” and “again.” Upending previous critical traditions, *The Saddest Words* returns Faulkner to his sociopolitical context, revealing the civil war within him and proving that “the real war lies not only in the physical combat, but also in the war after the war, the war over its memory and meaning.” Filled with vignettes of Civil War battles and generals, vivid scenes from Gorra’s travels through the South—including Faulkner’s Oxford, Mississippi—and commentaries on Faulkner’s fiction, *The Saddest Words* is a mesmerizing work of literary thought that recontextualizes Faulkner in light of the most plangent cultural issues

facing America today. **An Ender Story** Graywolf Press
 A War of Gifts An Ender Story Macmillan
The Hive Penguin UK
 Examines gift exchanges as a foundational notion both in anthropology and in debates about international economic governance. This title is also available as Open Access on Cambridge Core.
A War of Gifts Scribner
 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 Girl With All the Gifts Macmillan

This beloved account about an intrepid young Englishman on the first leg of his walk from London to Constantinople is simply one of the best works of travel literature ever written. At the age of eighteen, Patrick Leigh Fermor set off from the heart of London on an epic journey—to walk to Constantinople. A Time of Gifts is the rich account of his adventures as far as Hungary, after which

Between the Woods and the Water continues the story to the Iron Gates that divide the Carpathian and Balkan mountains. Acclaimed for its sweep and intelligence, Leigh Fermor's book explores a remarkable moment in time. Hitler has just come to power but war is still ahead, as he walks through a Europe soon to be forever changed—through the Lowlands to Mitteleuropa, to Teutonic and Slav heartlands, through the baroque remains of the Holy Roman Empire; up the Rhine, and down to the Danube. At once a memoir of coming-of-age, an account of a journey, and a dazzling exposition of the English language, A Time of Gifts is also a portrait of a continent already showing ominous signs of the holocaust to come.

Ender in Exile Del Rey "The classic of modern science fiction"--Front cover.

Voluntarism and the Making of the American Nation-State New York Review of Books From the #1 New York Times bestseller At the Battle School, there is only one course of study: the strategy and tactics of war. Humanity is fighting an alien race, and we fight

as one. Students are drawn from all nations, all races, all religions, taken from their families as children. There is no room for cultural differences, no room for religious observances, and there is certainly no room for Santa Claus. But the young warriors disagree. When Dink Meeker leaves a Sinterklaas Day gift in another Dutch student's shoe, that quiet act of rebellion becomes the first shot in a war of wills that the staff of the Battle School never bargained for. Orson Scott Card's novel Ender's Game is the basis of the hit movie of the same name.

A Novel Knopf

When English soldier Hal strikes up a conversation with German Lieutenant Wilhelm during the ceasefire in no-man's-land on Christmas Day 1914, he has no idea the impact this chance meeting will have. Wilhelm is in love with an English woman, Sam, and presses a photograph into Hal's hand - if he makes it home, Hal must promise to find Sam and give her this token of affection. Hal does make it home, though the war rages on - but the moment he sees Sam he is in trouble. With Wilhelm's shadow looming over their relationship,

and his photograph never revealed, Hal begins to live a life that was meant for someone else ...

Enchantment Hachette Books

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.

The Kissing Gates (download) Liveright Publishing

As the orphaned niece of a cruel lord, Briand is the scapegoat of the castle. She has few friends and even fewer options, and every day is a struggle to stay ahead of trouble caused by malicious guards and irritable castle servants. Briand is set to be banished to the wildlands, a death sentence, when she when

she accidentally unlocks a hidden power and involves herself in a rebel plot and her life abruptly changes. Imprisoned in the company of a band of rebels, Briand must do what seems impossible: call up sleeping dragons in the north. But the fearsome Prince's assassins called Seekers are looking for her, Briand doesn't know if she can trust the mysterious, enigmatic rebel leader Kael, and there might be a traitor in the rebels' midst.

On Foot to Constantinople: From the Hook of Holland to the Middle Danube Cambridge University Press

This practical and inspirational guide to healing from the award-winning, New York Times bestselling author of *The Choice* shows us how to stop destructive patterns and imprisoning thoughts to find freedom and enjoy life. Edith Eger's powerful first book *The Choice* told the story of her survival in the concentration camps, her escape, healing, and journey to freedom. Oprah Winfrey says, "I will be forever changed by Dr. Eger's story." Thousands of people around the world have written to Eger to tell her how *The Choice* moved them and inspired

them to confront their own past and try to heal their pain; and to ask her to write another, more "how-to" book. Now, in *The Gift*, Eger expands on her message of healing and provides a hands-on guide that gently encourages us to change the thoughts and behaviors that may be keeping us imprisoned in the past. Eger explains that the worst prison she experienced is not the prison that Nazis put her in but the one she created for herself, the prison within her own mind. She describes the twelve most pervasive imprisoning beliefs she has known—including fear, grief, anger, secrets, stress, guilt, shame, and avoidance—and the tools she has discovered to deal with these universal challenges. Accompanied by stories from Eger's own life and the lives of her patients each chapter includes thought-provoking questions and takeaways, such as: - Would you like to be married to you? -Are you evolving or revolving? - You can't heal what you can't feel. Filled with empathy, insight, and humor, *The Gift* captures the vulnerability and common challenges we all face and provides

encouragement and advice for breaking out of our personal prisons to find healing and enjoy life.

The Saddest Words:

William Faulkner's Civil War Soho Press

A standalone holiday story set during Ender's time at Battle School from the #1 New York Times bestselling author, Orson Scott Card. At the Battle School, there is only one course of study: the strategy and tactics of war. Humanity is fighting an alien race, and we fight as one. Students are drawn from all nations, all races, all religions, taken from their families as children. There is no room for cultural differences, no room for religious observances, and there is certainly no room for Santa Claus. But the young warriors disagree. When Dink Meeker leaves a Sinterklaas Day gift in another Dutch student's shoe, that quiet act of rebellion becomes the first shot in a war of wills that the staff of the Battle School never bargained for. Orson Scott Card's novel *Ender's Game* is the basis of the hit movie of the same name.

A novel U of Nebraska Press

From Kirsty Manning, author of *The Song of the Jade Lily*, comes a

gripping World War II set historical novel about murder, secrets, and survival. A forgotten manuscript that threatens to unravel the past...

Fresne Prison, 1940: A former maid at a luxury villa on the Riviera, Margot Bisset finds herself in a prison cell with writer and French Resistance fighter Joséphine Murant. Together, they are transferred to a work camp in Germany for four years, where the secrets they share will bind them for generations to come.

Paris, around about now: Evie Black lives in Paris with her teenage son, Hugo, above her botanical bookshop, La Maison Rustique. Life would be so sweet if only Evie were not mourning the great love of her life. When a letter arrives regarding the legacy of her husband's great-aunt, Joséphine Murant, Evie clutches at an opportunity to spend one last magical summer with her son. They travel together to Joséphine's house, now theirs, on the Côte d'Azur. Here, Evie unravels the official story of this famous novelist, and the truth of a murder a lifetime ago. Along the way, she will discover the little-known true story of the women who were

enslaved by German forces in WWII. Bringing together the present and the past, *The French Gift* is a tender and heartbreaking story of female friendship, sacrifice and loss, and the promise of new love.

Dragons of Darkness Tor Books

After the "war with no name" a cat assassin searches for his lost love in Repino's strange, moving sci-fi epic that channels both *Homeward Bound* and *A Canticle for Lebowitz*. The "war with no name" has begun, with human extinction as its goal. The instigator of this war is the Colony, a race of intelligent ants who, for thousands of years, have been silently building an army that would forever eradicate the destructive, oppressive humans. Under the Colony's watchful eye, this utopia will be free of the humans' penchant for violence, exploitation and religious superstition. As a final step in the war effort, the Colony uses its strange technology to transform the surface animals into high-functioning two-legged beings who rise up to kill their masters. Former housecat turned war hero, Mort(e) is famous for taking on the most

dangerous missions and fighting the dreaded human bio-weapon EMSAH. But the true motivation behind his recklessness is his ongoing search for a pre-

transformation friend—a dog named Sheba. When he receives a mysterious message from the dwindling human resistance claiming Sheba is alive, he begins a journey that will take him

from the remaining human strongholds to the heart of the Colony, where he will discover the source of EMSAH and the ultimate fate of all of earth's creatures.

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