
Enderstellar The Ender War Saga

Book 3

Shadow of the Hegemon
Songmaster
Ender's Game
Starship Troopers
The Lost Fleet: Dauntless
Ender Saga 01. Ender's Game
The Lost Gate
Shadows of Eternity
Earth Unaware
Infinite Stars
The Swarm
Ender's Game
The Shadow Saga Omnibus
Xenocide
Ender in Exile

Earth Awakens
The Hive
Earth Afire
Ender's Shadow
Interstellar Empire
Xenocide
Ender's Game Boxed Set
Shadow of the Giant
The Last Shadow
The Worthing Chronicle
Ender in Exile
Ender's Game Ultimate Collection
Ender In Exile
Ender's Game
Death's End
Children of the Fleet
Ender's Game Boxed Set
Armor
Xenocide
Shadows in Flight

Midshipman's Hope
A War of Gifts
Ender's Game Gift Edition
Speaker for the Dead
Ender's World

Enderstellar
The Ender War archive.imba.com
Saga Book 3

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WIGGINS RYAN

Shadow of the Hegemon

Macmillan
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
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 title is being sold without
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Songmaster St. Martin's
 Press
 Before Ender Wiggin was
 born, before the Battle
 School was built, the
 aliens brought war to
 Earth.

Ender's Game Titan Books
 (US, CA)
 Mutually assured
 destruction has led to
 decades of peace
 between humanity and
 the Trisolarans, but a new
 force is awakening and
 this delicate balance can
 no longer hold... Half a
 century after the
 Doomsday Battle, the
 uneasy balance of Dark
 Forest Deterrence keeps
 the Trisolaran invaders at
 bay. Earth enjoys
 unprecedented prosperity
 due to the infusion of
 Trisolaran knowledge.
 With human science

advancing daily and the
 Trisolarans adopting Earth
 culture, it seems that the
 two civilizations will soon
 be able to co-exist
 peacefully as equals
 without the terrible threat
 of mutually assured
 annihilation. But the
 peace has also made
 humanity complacent.
 Cheng Xin, an aerospace
 engineer from the early
 twenty-first century,
 awakens from hibernation
 in this new age. She
 brings with her knowledge
 of a long-forgotten
 program dating from the
 beginning of the Trisolar

Crisis, and her very presence may upset the delicate balance between two worlds. Will humanity reach for the stars or die in its cradle? *Death's End* is the New York Times bestselling conclusion to Cixin Liu's tour-de-force series that began with *The Three-Body Problem*. "The War of the Worlds for the twenty-first century . . . Packed with a sense of wonder." --The Wall Street Journal "A meditation on technology, progress, morality, extinction, and knowledge that doubles as a cosmos- in-the-

balance thriller." --NPR
The Remembrance of Earth's Past Trilogy
The Three-Body Problem
The Dark Forest
Death's End
Other Books
Ball Lightning (forthcoming)
[Starship Troopers](#) Tor Books
The War is over, won by Ender Wiggin and his team of brilliant child-warriors. The enemy is destroyed, the human race is saved. Ender himself refuses to return to the planet, but his crew has gone home to their families, scattered across the globe. The battle

school is no more. But with the external threat gone, the Earth has become a battlefield once more. The children of the Battle School are more than heroes; they are potential weapons that can bring power to the countries that control them. One by one, all of Ender's Dragon Army are kidnapped. Only Bean escapes; and he turns for help to Ender's brother Peter. Peter Wiggin, Ender's older brother, has already been manipulating the politics of Earth from behind the

scenes. With Bean's help, he will eventually rule the world. Shadow of the Hegemon is the second novel in Orson Scott Card's Shadow Series. 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.

The Lost Fleet: Dauntless Astra Publishing House From New York Times bestselling author Orson Scott Card, Ender's Game—adapted to film in 2013 starring Asa Butterfield and Harrison

Ford—is the classic Hugo and Nebula award-winning science fiction novel of a young boy's recruitment into the midst of an interstellar war. 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. Orson Scott Card's 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 *Ender Saga 01. Ender's Game* Macmillan Child-hero Ender Wiggin must fight a desperate battle against a deadly alien race if mankind is to survive.

The Lost Gate Tor Books

A science fiction classic from Orson Scott Card, the bestselling 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.

Shadows of Eternity Tor Science Fiction

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. *Earth Unaware* Tor Books 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

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 Children of the Mind
 Ender's Shadow series
 Ender's Shadow / Shadow
 of the Hegemon / Shadow
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Infinite Stars Orbit
 Books
 Boxed Set contains Mass
 Market Editions of Ender's
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 and Shadow of the
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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 Shadow Orson Scott Card brings us back to the very beginning of his brilliant Ender Quartet, with a novel that allows us to reenter that world anew. With all the power of his original creation, Card has created a

parallel volume to Ender's Game, a book that expands and compliments 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.... Shadow of the Hegemon The War is over, won by Ender Wiggin and his team of brilliant child-warriors. The enemy is destroyed, the human race is saved. Ender himself refuses to return to the planet, but his crew has gone home

to their families, scattered across the globe. The battle school is no more. But with the external threat gone, the Earth has become a battlefield once more. The children of the Battle School are more than heroes; they are potential weapons that can bring power to the countries that control them. One by one, all of Ender's Dragon Army are kidnapped. Only Bean escapes; and he turns for help to Ender's brother Peter. Peter Wiggin, Ender's older brother, has already been

manipulating the politics of Earth from behind the scenes. With Bean's help, he will eventually rule the world.

The Swarm Orbit Books

The novel that launched the bestselling Ender's Shadow series. The human race is at War with the "Buggers," an insect-like alien race. As Earth prepares to defend itself from total destruction at the hands of an inscrutable enemy, all focus is on the development 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 Ender's Shadow, Card tells the story of another of those precocious generals, the one they called Bean--the one who became Ender's

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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 Ender's Game Macmillan The biggest names in space opera and military science fiction share 20+

new short stories set in their most famous universes—including Dune, Honor Harrington, and Ender's Game! Join Nebula and Hugo Award winners, New York Times-bestselling authors, and Science Fiction Grand Masters as they take you to uncharted worlds . . . distant galaxies . . . and the unknown threats lurking in the cosmos . . . This space opera and military science fiction anthology includes short stories set in wildly popular sci-fi universes. Herein lie canonical tales

of the Honorverse, the Lost Fleet, Dune, Vatta's War, Ender Wiggin, the Legion of the Damned, the Imperium, and more. Also included are past masterpieces by authors whose works defined the genre—including a Miles Vorkosigan adventure, a story from the author of the Dragonriders of Pern, and a rare tale co-authored by the screenwriter for The Empire Strikes Back. Featuring over 20 thrilling stories perfect for space opera fans, Infinite Stars will take you on a wild

ride to the farthest regions of space. [The Shadow Saga Omnibus](#) Penguin Included in this Orson Scott Card ebook bundle is the first volumes of two beloved series, The Ender Saga and The Shadow Series 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. **Xenocide** Open Road Media 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. *Ender in Exile* Marvel 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.
Earth Awakens Tor Books
 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
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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 Hive Tor Books
Andrew "Ender" Wiggin is only 6 years old. His peers bully him, his parents are aloof, and his older brother is violently resentful of him. He might also be humanity's only hope. Ender is recruited to join the International Fleet's legion of child warriors in training, to

report for duty in defense of the planet. Leaving behind the only person who ever understood him--his kind-hearted sister Valentine--he takes on the challenge of becoming a commander in Earth's defenses. His promise is high, and his teachers are sure he will rise to the test--that is, if Battle School doesn't kill him first. Ender struggles to find a place within his soul for 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 Hugo and Nebula-Award winning classic is brought to vivid life by writer Christopher Yost (X-Force) and artist Pasqual Ferry (Ultimate Iron Man II). COLLECTING: ENDER'S GAME: BATTLE SCHOOL 1-5; ENDER'S GAME: COMMAND SCHOOL 1-5
Earth Afire Tor Books
'The novels of Orson Scott

Card's Ender series are an intriguing combination of action, military and political strategy, elaborate war games and psychology.' - USA TODAY 'Hugo and Nebula-award winner Orson Scott Card demonstrates again that he belongs in the company of such older masters of science fiction as Isaac Asimov, Frank Herbert and Ursula K. Le Guin.' - Magill Book Reviews At first, Ender believed that they would bring him back to Earth as soon as things quieted down. But things were

quiet now, had been quiet for a year, and it was plain to him now that they would not bring him back at all, that he was much more useful as a name and a story than he would ever be as an inconveniently flesh-and-blood person. At the close of ENDER'S GAME, Andrew Wiggin - called Ender by everyone - knows that he cannot live on Earth. He has become far more than just a boy who won a game: he is the Saviour of Earth, a hero, a military genius whose allegiance is

sought by every nation of the newly shattered Earth Hegemony. He is offered the choice of living under the Hegemon's control, a pawn in his brother Peter's political games. Or he can join the colony ships and go out to settle one of the new worlds won in the war. The story of those years on the colony worlds has never been told . . . until now. The direct sequel to the Hugo and Nebula Award-winning bestseller, ENDER'S GAME. 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 Tor
 Trade
 The Ender Saga continues
 with Shadow of the Giant,

which parallels the events
 of Ender's Game from a
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 first appeared on the
 streets of Rotterdam, a
 tiny child with a mind
 leagues beyond anyone
 else. 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. Then he was

discovered by the
 recruiters for the Battle
 School. For Earth was at
 war - a terrible war with
 an inscrutable alien
 enemy. A war that
 humanity was near to
 losing. But the long
 distances of interstellar
 space has given hope to
 the defenders of Earth -
 they had time to train
 military geniuses up from
 childhood, forging them
 into an irresistible force in
 the high-orbital facility
 called the Battle School.
 That story is told in two
 books, Orson Scott Card's
 beloved classic Ender's

Game, and its parallel, Ender's Shadow. Now, in Shadow of the Giant, Bean's story continues. Bean was the smallest student at the Battle School, but he became Ender Wiggins' right hand, since then he has grown to be a power on Earth. He served the Hegemon as strategist and general in the terrible wars that followed Ender's defeat of the alien empire attacking Earth. Now he and his wife Petra yearn for a safe place to build a family - something he has never known - but there is

nowhere on Earth that does not harbor his enemies - old enemies from the days in Ender's Jeesh, new enemies from the wars on Earth. To find security, Bean and Petra must once again follow in Ender's footsteps. They must leave Earth behind, in the control of the Hegemon, and look to the stars. 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 /

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Interstellar Empire
 Macmillan
 From the award-winning,

bestselling author of Ender's Game, comes The Worthing Chronicle "No one saw the brief flare in the star named Argos; it would be years before astronomers would connect the Day of Pain with the End of Worthing. And by then the change was done, the worlds were broken, and the golden age was over." If you would be a God, you must pay the price. Jason Worthing was a telepath, and the best of the ark captains sent to conquer and seed humankind anew on a hundred new

worlds. He vowed that his new-world would be different from the stagnant one he had fled. He established his colonists and his descendants; and when he was sure that they would survive, he sealed himself in the last somec chamber in all the galaxy, triggered to awaken him when his world had built a new civilization. But using somec to disturb and manipulate the natural course of life cultivated dangers of its own. Worthing slept for fifteen thousand years. And when

he awoke from his frozen slumber, it was to a future he had never dreamed of. Corrupt forces had emerged and a strange form of mind reading had been carried down to other generations. In a profound tale that spans thousands of years and barren lands, Jason tries to reconcile the past with the present, amidst those who lost their memories entirely and dreams that bring strange, disturbing visions of the past. Reflecting on the arrival and purpose of pain and sorrow, The Worthing

Chronicle is a gripping science fiction tale that considers communal experiences of joy emerging from suffering in deconstructed worlds. Praise for Orson Scott

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