
A War Of Gifts An Ender Story

The Kissing Gates (download)

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An Ender Story

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The Night the War Was Lost

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The Hive

Voluntarism and the Making of the American Nation-State

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The War for Gloria

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

A Classic Fantasy with a Modern Twist

A Gift of Poison

Gifts from the Enemy

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A War Of Gifts An Ender Story

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JULISSA EMILIE

The Kissing Gates (download) 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.

Future on Fire Tor Books

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

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The Greatest Gift New York Review of Books

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 ...

An Ender Story Random House

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.

12 Lessons to Save Your Life Knopf

"I am an ordinary person with an extraordinary past." In this true and moving story, Alter Wiener, a teen Holocaust survivor of five Nazi prison camps during World War II, transports young readers back in time when an unexpected person demonstrated moral courage in repeated acts of kindness toward him. From nationally acclaimed author and speaker Trudy Ludwig and award-winning illustrator Craig Orback, *Gifts from the Enemy* shows how acts of social justice and kindness can change lives. Parents and teachers will find this story a valuable and timely resource to help children understand in an age-appropriate way about the Holocaust and the dangers of hatred, stereotyping, and prejudice. The back matter includes a note from Holocaust survivor Alter Wiener to readers, discussion questions, activities to promote kindness, and more! *Gifts from the Enemy* is based on *From a Name to a Number: A Holocaust Survivor's Autobiography* self-published by Alter Wiener in 2007.

A novel Macmillan

In the tradition of celebrated wartime storytellers Somerset Maugham and Graham Greene, Tan Twan Eng's debut novel casts a powerful spell. The recipient of extraordinary acclaim from critics and the bookselling community, Tan Twan Eng's debut novel casts a powerful spell and has garnered comparisons to celebrated wartime storytellers Somerset Maugham and Graham Greene. Set during the tumult of World War II, on the lush Malayan island of Penang, *The Gift of Rain* tells a riveting and

poignant tale about a young man caught in the tangle of wartime loyalties and deceptions. In 1939, sixteen-year-old Philip Hutton-the half-Chinese, half-English youngest child of the head of one of Penang's great trading families-feels alienated from both the Chinese and British communities. He at last discovers a sense of belonging in his unexpected friendship with Hayato Endo, a Japanese diplomat. Philip proudly shows his new friend around his adored island, and in return Endo teaches him about Japanese language and culture and trains him in the art and discipline of aikido. But such knowledge comes at a terrible price. When the Japanese savagely invade Malaya, Philip realizes that his mentor and sensei-to whom he owes absolute loyalty-is a Japanese spy. Young Philip has been an unwitting traitor, and must now work in secret to save as many lives as possible, even as his own family is brought to its knees.

The Authorized Ender Companion Subterranean

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 Memoir Tor Books

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.

Greeks Bearing Gifts Tor Books

'Searingly honest... gripping... fascinating and hugely

entertaining.' Sunday Times 'Justin is a great broadcaster because he sounds like a real human being. This hugely entertaining book helps explain why'. John Humphrys 'Moving and frank ... A story of a childhood defined by loneliness, the absence of a father and the grim experience of a Quaker boarding school. It is also one of the most perceptive accounts of Britain in the 1970s.' Misha Glenny Justin Webb's childhood was far from ordinary. Between his mother's undiagnosed psychological problems, and his step-father's untreated ones, life at home was dysfunctional at best. But with gun-wielding school masters and sub-standard living conditions, Quaker boarding school wasn't much better. And the backdrop to this coming of age story? Britain in the 1970s. Led Zeppelin, Janis Joplin and Free. Strikes, inflation and IRA bombings. A time in which attitudes towards mental illness, parenting and masculinity were worlds apart from the attitudes we have today. A society that believed itself to be close to the edge of breakdown. Candid, unsparing and darkly funny, Justin Webb's memoir is a portrait of personal and national dysfunction. So was it the brutal experiences of his upbringing, or an innate ambition and drive that somehow survived them, that shaped the urbane and successful radio presenter we know and love now?

The Rose Code Hachette Digital

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.

Ender's Game Createspace Independent Publishing Platform
 "Long before the Confederacy was crushed militarily, it was defeated economically," writes Charles L. Dufour. He contends that with the fall of the critical city of New Orleans in spring 1862 the South lost the Civil War, although fighting would continue for three more years. On the Mississippi River, below New Orleans, in the predawn of April 24, 1862, David Farragut with fourteen gunboats ran past two forts to capture the South's principal seaport. Vividly descriptive, *The Night the War Was Lost* is also very human in its portrayal of terrified citizens and leaders occasionally rising to heroism. In a swift-moving narrative, Dufour explains the reasons for the seizure of New Orleans and describes its results.

War, Debt, and Other Refugee Passages Tor Teen

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.

A Christmas Tale Del Rey

An NPR Book of the Year A Crime Reads Best Crime Book of 2018
 A vicious murder puts Bernie Gunther on the trail of World War 2 criminals in Greece in this riveting historical thriller in Philip Kerr's New York Times bestselling series. Munich, 1956. Bernie Gunther has a new name, a chip on his shoulder, and a dead-end career when an old friend arrives to repay a debt and encourages "Christoph Ganz" to take a job as a claims adjuster in a major German insurance company with a client in Athens, Greece. Under the cover of his new identity, Bernie begins to investigate a claim by Siegfried Witzel, a brutish former Wehrmacht soldier who served in Greece during the war. Witzel's claimed losses are large, and, even worse, they may be the stolen spoils of Greek Jews deported to Auschwitz. But when Bernie tries to confront Witzel, he finds that someone else has gotten to him first, leaving a corpse in his place. Enter Lieutenant Leventis, who recognizes in this case the highly grotesque style of a killer he investigated during the height of the war. Back then, a young Leventis

suspected an S.S. officer whose connection to the German government made him untouchable. He's kept that man's name in his memory all these years, waiting for his second chance at justice... Working together, Leventis and Bernie hope to put their cases--new and old--to bed. But there's a much more sinister truth to acknowledge: A killer has returned to Athens...one who may have never left.

The Night the War Was Lost Penguin UK

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.

Dragons of Darkness Duke University Press

Mimi Thi Nguyen examines the self-interested claims of the United States to provide freedom to others, even as it does so by

generating violence and displacement through overpowering warfare.

Ender in Exile Penguin

Starting with the premise that the work of art is a gift and not a commodity, this revolutionary book ranges across anthropology, literature, economics, and psychology to show how the 'commerce of the creative spirit' functions in the lives of artists and in culture as a whole.

Soho Press

In *Enchantment*, Orson Scott Card works his magic as never before, transforming the timeless story of *Sleeping Beauty* into an original fantasy brimming with romance and adventure. The moment Ivan stumbled upon a clearing in the dense Carpathian forest, his life was forever changed. Atop a pedestal encircled by fallen leaves, the beautiful princess Katerina lay still as death. But beneath the foliage a malevolent presence stirred and sent the ten-year-old Ivan scrambling for the safety of Cousin Marek's farm. Now, years later, Ivan is an American graduate student, engaged to be married. Yet he cannot forget that long-ago day in the forest—or convince himself it was merely a frightened boy's fantasy. Compelled to return to his native land, Ivan finds the clearing just as he left it. This time he does not run. This time he awakens the beauty with a kiss . . . and steps into a world that vanished a thousand years ago. A rich tapestry of clashing worlds and cultures, *Enchantment* is a powerfully original novel of a love and destiny that transcend centuries . . . and the dark force that stalks them across the ages.

The Hive Tor Books

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 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, timelines, colony histories, and family trees. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

Voluntarism and the Making of the American Nation-State 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 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.

Three Stories from the Enderverse Graywolf Press

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

But there is an enemy within, an enemy as old as human warfare: ambition and politics. Greed and self-interest. Will Bingwen, Mazer Rackam, Victor Delgado and Lem Juke be able to divert those very human enemies in time to create a weapon that can effectively defend humanity in the inexorable Second Formic War? THE ENDER UNIVERSE Ender series Ender's Game / Speaker for the Dead / Xenocide / Children of the Mind / Ender in Exile / Children of the Fleet Ender's Shadow series Ender's Shadow /

Shadow of the Hegemon / Shadow Puppets / Shadow of the Giant / Shadows in Flight The First Formic War (with Aaron Johnston) Earth Unaware / Earth Afire / Earth Awakens The Second Formic War (with Aaron Johnston) The Swarm / The Hive Ender novellas A War of Gifts / First Meetings At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

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