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SHAFFER KASEY

Binti: Home St. Martin's Press

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

Ender in Exile Univ of California Press

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* *A War of Gifts* Macmillan

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.

Children of the Fleet Tor Books

Experience the thrill of reading *Ender's Game* all over again Go deeper into the complexities of

Orson Scott Card's classic novel with science fiction and fantasy writers, YA authors, military strategists, including: *Ender* prequel series coauthor Aaron Johnston on *Ender* and the evolution of the child hero Burn Notice creator Matt Nix on *Ender's Game* as a guide to life Hugo award-winning writer Mary Robinette Kowal on how *Ender's Game* gets away with breaking all the (literary) rules Retired US Air Force Colonel Tom Ruby on what the military could learn from *Ender* about leadership Bestselling YA author Neal Shusterman on the ambivalence toward survival that lies at the heart of *Ender's* story Plus pieces by: Hilari Bell John Brown Mette Ivie Harrison Janis Ian Alethea Kontis David Lubar and Alison S. Myers John F. Schmitt Ken Scholes Eric James Stone Also includes never-before-seen content from Orson Scott Card on the writing and evolution of the events in *Ender's Game*, from the design of Battle School to the mindset of the pilots who sacrificed themselves in humanity's fight against the formics

[The Freeze-Frame Revolution](#) Penguin

The indispensable primer for achieving redstone greatness *Minecraft Redstone For Dummies* is the complete guide to finding, using, and maximizing the power of redstone in the *Minecraft* world. This key element is essential for crafting and brewing, and can be placed on the ground as redstone dust – a flat, transparent block that can transmit redstone power, the major component of most redstone circuits. Written by a recognized *Minecraft* expert, this useful guide walks you through mining, smelting, and other methods of obtaining redstone, and teaches you how to make the most of your redstone stores. Craft a compass, piston, lamp, or torch, brew a potion that reverts to Level 1, or turn it to dust to help find nearby power components. Whether you're in Creative or Survival mode, redstone mastery is crucial for successful gameplay. *Minecraft* is a worldwide phenomenon, boasting over 100 million players from around the world. While gameplay varies according to player preference, redstone remains a central element that allows players to build, brew and create as they advance through the biomes. *Minecraft Redstone For Dummies* teaches you everything you need to know about redstone, including how to get it and how best to use it. Learn which methods result in more redstone per attempt Discover how redstone is used in crafting and brewing Use redstone dust to build circuits and power mechanical components Understand redstone power, including source, levels, and configuration Don't be content to acquire what you stumble across. Redstone's versatility makes it an indispensable resource in the *Minecraft* world, and knowing where to find it and how to use it efficiently can make all the difference in your gameplay. If you're ready to level up, *Minecraft Redstone For Dummies* will make you a redstone guru in no time.

[Starship Troopers](#) Island Press

“Both a masterpiece about the universal human condition and a masterpiece of Native American literature. . . . A book everyone should read for the joy and emotion of the language it contains.” — *The Paris Review* A special 50th anniversary edition of the magnificent Pulitzer Prize-winning novel from renowned Kiowa writer and poet N. Scott Momaday, with a new preface by the author A young Native American, Abel has come home from war to find himself caught between two worlds. The first is the world of his father's, wedding him to the rhythm of the seasons, the harsh beauty of the land, and the ancient rites and traditions of his people. But the other world—modern, industrial America—pulls at Abel, demanding his loyalty, trying to claim his soul, and goading him into a destructive, compulsive cycle of depravity and disgust. An American classic, *House Made of Dawn* is at once a tragic tale about the disabling effects of war and cultural separation, and a hopeful story of a stranger in his native land, finding his way back to all that is familiar and sacred.

Ender's Game Simon and Schuster

La structure est-elle le fondement caché de toutes les histoires à succès ? Pourquoi certaines histoires fonctionnent-elles et d'autres pas ? La réponse est la structure. Dans ce guide primé de l'auteur du célèbre *Préparez votre roman*, vous apprendrez les fondements universels qui garantissent une intrigue et des arcs de personnages puissants. Une bonne compréhension de la

structure de l'histoire et des scènes vous montrera comment synchroniser parfaitement les événements majeurs de votre histoire et vous fournira une norme infaillible pour évaluer le rythme et la progression de votre roman. Structure de votre histoire, structure de vos scènes, structure de vos phrases : vous découvrirez comment améliorer vos livres et votre écriture du niveau le plus général au niveau le plus atomique. Structurez votre roman vous montrera : - Comment déterminer les meilleures techniques pour donner du pouvoir à votre vision unique et personnelle de votre histoire. - Comment identifier les faiblesses structurelles courantes et les transformer en points forts étonnants. - Comment éliminer les milieux flous en découvrant votre "pièce maîtresse". - Pourquoi vous ne devez JAMAIS inclure de conflit dans chaque scène. - Comment découvrir les questions que vous ne voulez pas que les lecteurs se posent sur votre intrigue, puis comment les amener à poser les bonnes questions. La structure de l'histoire a permis à d'innombrables auteurs de best-sellers et de classiques de s'exprimer. C'est maintenant votre tour !

[Brilliant Green](#) Tor Books

Editors' Foreword The fundamental changes currently taking place in the national and international science landscapes can no longer be overlooked. Within those changes, reforms do not go 'as planned' but, as is always the case with processes of rationalisation, have a series of unintended effects. At the same time it becomes increasingly clear who in this process are the winners and who are the losers, although this is still subject to fluctuation and change. This can be illustrated by two examples from current events: Where the range of taught courses is concerned, as part of the Bologna Process the new structuring of student study paths and their organisation is aimed at unifying the European area of science to ensure a study that is equally permissive and efficient. However, it is to be deplored that the mobility of students has become more restricted because of an increasing specialisation in the available study paths. Also, bachelor degrees do not meet with the anticipated high response from the labour market in all countries, so that the master's degree is becoming more or less a 'must', while at the same time the number of study places on master's courses is limited. Instead of the intended reduction in the duration of study time in comparison to the previous German 'Magister' and 'Diplom', rather a prolongation in the duration of studies has been recorded.

[Earth Unaware](#) Oxford University Press

Captain John "Black Jack" Geary tries a desperate gamble to lead the Alliance Fleet home through enemy-occupied space in this novel in the thrilling *Lost Fleet* series. Geary is convinced that the Syndics are planning to ambush the fleet and finish it off once and for all. Realizing the fleet's best (and only) chance is to do the unexpected, Geary takes the offensive and orders the fleet to the Sancere system. There, a multitude of possible routes home give the Alliance fleet a better chance of avoiding their pursuers—and an attack on the Sancere shipbuilding facilities could decimate the Syndic war effort. Weary from endless combat, the officers and crew of the Alliance fleet can't see the sense in charging deeper into enemy territory—prompting a mutiny that divides them, and leaving Geary with the odds higher against him than ever before...

Gender Change in Academia Tachyon Publications

In this sequel to *The Lost Gate*, bestselling author Orson Scott Card continues his fantastic tale of the Mages of Westil who live in exile on Earth in *The Gate Thief*, a novel of the Mither Mages. Here on Earth, Danny North is still in high school, yet he holds in his heart and mind all the stolen outselves of thirteen centuries of gatemages. The Families still want to kill him if they can't control him...and they can't control him. He is far too powerful. And on Westil, Wad is now nearly powerless—he lost everything to Danny in their struggle. Even if he can survive the revenge of his enemies, he still must somehow make peace with the Gatemage Daniel North. For when Danny took that power from Loki, he also took the responsibility for the Great Gates. And when he comes face-to-face with the mages who call themselves Bel and Ishtoreth, he will come to understand just why Loki closed the gates all those centuries ago. 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 Healer's War](#) Coach House Books

Based on the best-selling novel, *Ender's Game* tells the thrilling story of the fight to save the world from a devastating future. Now, in this official companion volume, the behind-the-scenes world of the film is brought into stunning focus. Following an attack by an alien race known as the Formics—narrowly countered thanks only to the efforts of legendary war hero Mazer Rackham (Ben Kingsley)—Earth has been preparing itself for the next wave in the conflict. The fate of humanity lies in finding the next Mazer from a crop of the brightest young minds on the planet. Under the watchful eye of the International Fleet, the venerated Colonel Hyrum Graff (Harrison Ford) has been tasked with overseeing their training. Before long, a standout emerges among them: Ender Wiggin (Asa Butterfield), a shy but prodigiously talented misfit. His potential discovered, Ender is promoted to Command School, where he will soon find the war with the Formics to be more complex than he could have ever imagined. Packed with in-depth interviews, removable posters and army badges, stunning concept art, unparalleled access to the visual effects archives at Digital Domain, and countless full-color images, this insightful insider's view of the making of *Ender's Game* will bring fans closer into the world of the movie, following cast and crew as it is brought to dazzling life. Also featuring Hailee Steinfeld (True Grit) as Petra Arkanian, Viola Davis (The Help) as Major Gwen Anderson, and Abigail Breslin (Little Miss Sunshine) as Ender's brilliant older sister, Valentine.

[La stratégie Ender](#) Gypsy Shadow Publishing

Necessity entrepreneurs are individuals in developing countries who start small enterprises out of necessity. While they range from street sellers to educated hopefuls with little access to formal employment, the one thing that unites them is the need

[The War Against the Rull](#) Tor Science Fiction

Love *The Hunger Games*? Action-adventure thrillers with a dystopian twist? *BZRK* (Berserk) by Michael Grant, New York Times best-selling author of the *GONE* series, ramps up the action and suspense to a whole new level of excitement. Charles and Benjamin Armstrong, conjoined twins and owners of the Armstrong Fancy Gifts Corporation, have a goal: to turn the world into their vision of utopia. No wars, no conflict, no hunger. And no free will. Opposing them is a guerrilla group of teens, code name BZRK, who are fighting to protect the right to be messed up, to be human. This is no ordinary war, though. Weapons are deployed on the nano-level. The battleground is the human brain. And there are no stalemates here: It's victory . . . or madness. *BZRK* unfolds with hurricane force around core themes of conspiracy and mystery, insanity and changing realities, engagement and empowerment, and the larger impact of personal choice. Which side would you choose? How far would you go to win?

[And the Birds Rained Down](#) Carolrhoda Lab ®

An award-winning and haunting meditation on aging and self-determination. A CBC Canada Reads 2015 Selection! Finalist for the 2013 Governor General's Literary Award for French-to-English Translation Deep in a Northern Ontario forest live Tom and Charlie, two octogenarians determined to live out the rest of their lives on their own terms: free of all ties and responsibilities, their only connection to civilization two pot farmers who bring them whatever they can't eke out for

themselves. But their solitude is disrupted by the arrival of two women. The first is a photographer searching for survivors of a series of catastrophic fires nearly a century earlier; the second is an elderly escapee from a psychiatric institution. The little hideaway in the woods will never be the same. Originally published in French, *And the Birds Rained Down*, the recipient of several prestigious prizes, including the Prix de Cinq Continents de la Francophonie, is a haunting meditation on aging and self-determination. 'Nostalgic and beautifully grotesque, this novel is delightfully baroque and, although short, so striking it will simply never leave you.' —The Coast

[Necessity Entrepreneurs](#) BoD - Books on Demand

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.

[The Lost Fleet: Fearless](#) BenBella Books, Inc.

One night in October when he was ten years old, Tyler Dupree stood in his back yard and watched the stars go out. They all flared into brilliance at once, then disappeared, replaced by a flat, empty black barrier. He and his best friends, Jason and Diane Lawton, had seen what became known as the Big Blackout. It would shape their lives. The effect is worldwide. The sun is now a featureless disk - a heat source, rather than an astronomical object. The moon is gone, but tides remain. Not only have the world's artificial satellites fallen out of orbit, their recovered remains are pitted and aged, as though they'd been in space far longer than their known lifespans. As Tyler, Jason, and Diane grow up, space probe reveals a bizarre truth: The barrier is artificial, generated by huge alien artifacts. Time is passing faster outside the barrier than inside - more than a hundred million years per day on Earth. At this rate, the death throes of the sun are only about forty years in our future. Jason, now a promising young scientist, devotes his life to working against this slow-moving apocalypse. Diane throws herself into hedonism, marrying a sinister cult leader who's forged a new religion out of the fears of the masses. Earth sends terraforming machines to Mars to let the onrush of time do its work, turning the planet green. Next they send humans...and immediately get back an emissary with thousands of years of stories to tell about the settling of Mars. Then Earth's probes reveal that an identical barrier has appeared around Mars. Jason, desperate, seeds near space with self-replicating machines that will scatter copies of themselves outward from the sun - and report back on what they find. Life on Earth is about to get much, much stranger.

Stonefather Marvel Comics Group

Orson Scott Card's *The Last Shadow* is the long-awaited conclusion to both the original *Ender* series and the *Ender's Shadow* series, as the children of Ender and Bean solve the great problem of the *Ender Universe*—the deadly virus they call the *descolada*, which is incurable and will kill all of humanity if it is allowed to escape from Lusitania. One planet. Three sapient species living peacefully together. And one deadly virus that could wipe out every world in the *Starways Congress*, killing billions. Is the only answer another great *Xenocide*? At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

Ender Saga 01. Ender's Game Penguin

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.

Phytochemicals Tor Books

"This—THIS—is the cutting edge of science fiction." —Richard K. Morgan, author of *Altered Carbon* How do you stage a mutiny when you're only awake one day in a million? How do you conspire when your tiny handful of potential allies changes with each job shift? How do you engage an enemy that never sleeps, that sees through your eyes and hears through your ears, and relentlessly, honestly, only wants what's best for you? Trapped aboard the starship *Eriophora*, Sunday Ahzmundin is about to discover the components of any successful revolution: conspiracy, code—and unavoidable casualties. Note from the publisher: The red letters in the print edition (highlighted letters in the e-book) indicate special bonus content.

[Gatefather](#) Springer Science & Business Media

René Blum and the *Ballets Russes* documents the life of the enigmatic and brilliant writer and producer who resurrected the *Ballets Russes* after Diaghilev died. Based on a treasure trove of previously undiscovered letters and documents, the book not only tells the poignant story of Blum's life, but also illustrates the central role Blum played in the development of dance in the United States. Indeed, Blum's efforts to save his ballet company eventually helped to bring many of the world's greatest dancers and choreographers—among them Fokine, Balanchine, and Nijinska—to American ballet stages.

Best Sellers - Books :

• [The Ballad Of Songbirds And Snakes \(a Hunger Games Novel\) \(the Hunger Games\)](#)

- [Kindergarten, Here I Come!](#)
- [House Of Flame And Shadow \(crescent City, 3\) By Sarah J. Maas](#)
- [Blowback: A Warning To Save Democracy From The Next Trump](#)
- [Our Class Is A Family \(our Class Is A Family & Our School Is A Family\) By Shannon Olsen](#)
- [A Court Of Thorns And Roses Paperback Box Set \(5 Books\) By Sarah J. Maas](#)
- [Jackie: Public, Private, Secret](#)
- [I Love You To The Moon And Back](#)
- [Stone Maidens By Lloyd Devereux Richards](#)
- [Hello Beautiful \(oprah's Book Club\): A Novel](#)