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Rachel and Leah

Orson Scott Card brings us back to the very beginning of his brilliant Ender Quartet, with the novel that begins The Shadow Series and allows us to reenter Ender's world anew. With all the power of his original creation, Ender's Shadow is Card's parallel volume to Ender's Game, a book that expands and complements the first, enhancing its power, illuminating its events and its powerful conclusion. The human race is at War with the "Buggers", an insect-like alien race. The first battles went badly, and now as Earth prepares to defend itself against the imminent threat of total destruction at the hands of an inscrutable alien enemy, all focus is on the development and training of military geniuses who can fight such a war, and win. The long distances of interstellar space have given hope to the defenders of Earth--they have time to train these future commanders up from childhood, forging them into an irresistible force in the high orbital facility called the Battle School. Andrew "Ender" Wiggin was not the only child in the Battle School; he was just the best of the best. In this new book, Card tells the story of another of those precocious generals, the one they called Bean--the one who became Ender's right hand, part of his team, in the final battle against the Buggers. Bean's past was a battle just to survive. He first appeared on the streets of Rotterdam, a tiny child with a mind leagues beyond anyone else's. He knew he could not survive through strength; he used his tactical genius to gain acceptance into a children's gang, and then to help make that gang a template for success for all the others. He civilized them, and lived to grow older. Bean's desperate struggle to live, and his success, brought him to the attention of the Battle School's recruiters, those people scouring the planet for leaders, tacticians, and generals to save Earth from the threat of alien invasion. Bean was sent into orbit, to the Battle School. And there he met Ender. THE ENDER UNIVERSE Ender series Ender's Game / Ender in Exile / Speaker for the Dead / Xenocide / Children of the Mind Ender's Shadow series Ender's Shadow / Shadow of the Hegemon / Shadow Puppets / Shadow of the Giant / Shadows in Flight Children of the Fleet The First Formic War (with Aaron Johnston) Earth Unaware / Earth Afire / Earth Awakens The Second Formic War (with Aaron Johnston) The Swarm /The Hive Ender novellas A War of Gifts /First Meetings At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

Maps in a Mirror

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.

Capitol

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

Earthborn

The Bling Ring by Vanity Fair writer Nancy Jo Sales is an in-depth expose of a band of beautiful, privileged teenagers who were caught breaking into celebrity homes and stealing millions of dollars worth of valuables. With a list of victims that reads like a "Who's Who" of young Hollywood, including Lindsay Lohan, Orlando Bloom, Paris Hilton, and Rachel Bilson, *The Bling Ring* is the stuff of writers' imaginations—with one exception—it's a true story. The media asked: Why would a group of kids who already had designer clothes, money, cars, and status take such risks? Award-winning journalist Nancy Jo Sales found the answer: They did it because they could. And because it was easy. *The Bling Ring: How a Gang of Fame-*

Obsessed Teens Ripped Off Hollywood and Shocked the World is a shocking look at the seedy world of the real young Hollywood.

Book One of the Travelers

Orson Scott Card's *The Lost Gate* is the first book in the *Mithermages* series from the New York Times bestselling author of *Ender's Game*. Danny North knew from early childhood that his family was different, and that he was different from them. While his cousins were learning how to create the things that commoners called fairies, ghosts, golems, trolls, werewolves, and other such miracles that were the heritage of the North family, Danny worried that he would never show a talent, never form an outself. He grew up in the rambling old house, filled with dozens of cousins, and aunts and uncles, all ruled by his father. Their home was isolated in the mountains of western Virginia, far from town, far from schools, far from other people. There are many secrets in the House, and many rules that Danny must follow. There is a secret library with only a few dozen books, and none of them in English — but Danny and his cousins are expected to become fluent in the language of the books. While Danny's cousins are free to create magic whenever they like, they must never do it where outsiders might see. Unfortunately, there are some secrets kept from Danny as well. And that will lead to disaster for the North family. 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.

Pathfinder

High above the earth orbits the starship *Basilica*. On board the huge vessel is a sleeping woman. Of those who made the journey, *Shedemai* alone has survived the hundred of years since the *Children of Wetchik* returned to Earth. She now wears the *Cloak of the Starmaster*, and the *Oversoul* wakes her sometimes to watch over her descendants on the planet below. The population has grown rapidly--there are cities and nations now, whole peoples descended from the who followed *Nafai* or *Elemak*. But in all the long years of watching and searching, the *Oversoul* has not found the thing it sought. It has not found the *Keeper of the Earth*, the central intelligence that also can repair the *Oversoul's* damaged programming. Homecoming series *The Memory of Earth* *The Call of Earth* *The Ships of Earth* *Earthfall* *Earthborn* At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

The Lost Gate

Hédi Kaddour's poetry arises from observation, from situations both ordinary and emblematic—of contemporary life, of human stubbornness, human invention, or human cruelty. With *Treason*, the award-winning poet and translator Marilyn Hacker presents an English-speaking audience with the first selected volume of his work. The poetries of several languages and literary traditions are lively and constant presences in the work of Hédi Kaddour, a Parisian as well as a Germanist and an Arabist. A walker's, a watcher's, and a listener's poems, his sonnet-shaped vignettes often include a line or two of dialogue that turns his observations and

each poem itself into a kind of miniature theater piece. Favoring compact, classical models over long verse forms, Kaddour questions the structures of syntax and the limits of poetic form, combining elements of both international modernism and postmodernism with great sophistication. Capturing Kaddour's full range of diction, as well as his speed, momentum, and tone, Marilyn Hacker's translations brilliantly bring these poems alive.

Pathfinder Trilogy

Pathfinder

In one of the most powerful and thought-provoking novels of his remarkable career, Orson Scott Card's *Pastwatch* interweaves a compelling portrait of Christopher Columbus with the story of a future scientist who believes she can alter human history from a tragedy of bloodshed and brutality to a world filled with hope and healing. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

Pastwatch

From the author of *Ender's Game*, the soon-to-be major motion picture! A powerful secret. A dangerous path. Rigg is well trained at keeping secrets. Only his father knows the truth about Rigg's strange talent for seeing the paths of people's pasts. But when his father dies, Rigg is stunned to learn just how many secrets Father had kept from him--secrets about Rigg's own past, his identity, and his destiny. And when Rigg discovers that he has the power not only to see the past, but also to change it, his future suddenly becomes anything but certain. Rigg's birthright sets him on a path that leaves him caught between two factions, one that wants him crowned and one that wants him dead. He will be forced to question everything he thinks he knows, choose who to trust, and push the limits of his talent...or forfeit control of his destiny.

Ender's World

From the author of *Ender's Game*, the soon-to-be major motion picture! A complex fate. A deadly path. Book two in the *New York Times* bestselling series *Publishers Weekly* calls "an epic in the best sense." When Rigg and his friends crossed the Wall between the only world they knew and a world they could not imagine, he hoped he was leading them to safety. But the dangers in this new world are more difficult to see. Rigg, Umbo, and Param know that they cannot trust the expendable, Vadesh—a machine shaped like a human, created to deceive—but they are no longer certain that they can even trust one another. But they will have little choice. Because although Rigg can decipher the paths of the past, he can't yet see the horror that lies ahead: A destructive force with deadly intentions is hurtling toward Garden. If Rigg, Umbo, and Param can't work together to alter the past, there will be no future. The adventure, suspense, and time travel continue in this second installment in the critically acclaimed *New York Times* and *Publishers Weekly* bestselling *Pathfinder* series.

The Bling Ring

American Library Association "Best Books for Young Adults" From the author of Ender's Game, an unforgettable story about young Alvin Maker: the seventh son of a seventh son. Born into an alternative frontier America where life is hard and folk magic is real, Alvin is gifted with the power. He must learn to use his gift wisely. But dark forces are arrayed against Alvin, and only a young girl with second sight can protect him. Includes an excerpt of Orson Scott Card's new novel, THE LOST GATE! The Tales of Alvin Maker series Seventh Son Red Prophet Prentice Alvin Alvin Journeyman Heartfire The Crystal City At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

Laddertop Books 1 - 2

As one of the most consistently exciting writers to emerge in the last twenty-five years, Orson Scott Card has been honored with numerous awards, immersing readers in dazzling worlds only he could create. Now, in Enchantment, 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. From the Hardcover edition.

Empire

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

Earth Unaware

Elske is a girl with no future—until her grandmother's sacrifice saves her from certain death. Beriel is an imperious princess—determined to claim the kingdom that is her birthright. Fate brings them together, both exiles, one servant to the other. To Beriel, the mistress, Elske offers steadfast loyalty and courage—hard to come by in her dangerous quest to regain the throne she has been denied by treachery. To Elske, the handmaiden, Beriel's proud example provides a perhaps even more precious gift: the strength to find her true self.

The Hive

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 Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

Lost Boys

"Are you really a thief?" That's the question that has haunted fourteen-year-old Ezekiel Blast all his life. But he's not a thief, he just has a talent for finding things. Not a superpower—a micropower. Because what good is finding lost bicycles and hair scrunchies, especially when you return them to their owners and everyone thinks you must have stolen them in the first place? If only there were some way to use Ezekiel's micropower for good, to turn a curse into a blessing. His friend Beth thinks there must be, and so does a police detective investigating the disappearance of a little girl. When tragedy strikes, it's up to Ezekiel to use his talent to find what matters most. Master storyteller Orson Scott Card delivers a touching and funny, compelling and smart novel about growing up, harnessing your potential, and finding your place in the world, no matter how old you are.

Elske

Learn to write science fiction and fantasy from a master You've always dreamed of writing science fiction and fantasy tales that pull readers into extraordinary new worlds and fantastic conflicts. Best-selling author Orson Scott Card shows you how it's done, distilling years of writing experience and publishing success into concise, no-nonsense advice. You'll learn how to: utilize story elements that define the science fiction and fantasy genres build, populate, and dramatize a credible, inviting world your readers will want to explore develop the "rules" of time, space and magic that affect your world and its inhabitants construct a compelling story by developing ideas, characters, and events that keep readers turning pages find the markets for speculative fiction, reach them, and get published submit queries, write cover letters, find an agent, and live the life of a writer The boundaries of your imagination are infinite. Explore them with Orson Scott Card and create fiction that casts a spell over agents, publishers, and readers from every world.

Visitors

Teenager Mack Street apparently suffers from strange spells when he simply

freezes and stares off into space, but what those around him do not realize is that Mack possesses the ability to see into other people's dreams.

Gatefather

Maps in a Mirror brings together nearly all of Orson Scott Card's short fiction written between 1977 and 1990. For those readers who have followed this remarkable talent since the beginning, here are all those amazing stories gathered together in one place, with some extra surprises as well. For the hundreds of thousands who are newly come to Card, here is chance to experience the wonder of a writer so versatile that he can handle everything from traditional narrative poetry to modern experimental fiction with equal ease and grace. The brilliant story-telling of the Alvin Maker books is no accident; the breathless excitement evoked by the Ender books is not a once-in-a-lifetime experience. In this enormous volume are forty-six stories, plus ten long, intensely personal essays, unique to this volume. In them the author reveals some of his reasons and motivations for writing, with a good deal of autobiography into the bargain. "One of the genre's most convincing storytellers. An important volume."--Library Journal At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

Ender in Exile

Orson Scott Card's The Tales of Alvin Maker is a series of fantasy novels set in frontier America. Alvin is a Maker, the first to be born in a century. Now a grown man and a journeyman smith, Alvin has returned to his family in the town of Vigor Church. He will share in their isolation, work as a blacksmith, and try to teach anyone who wishes to learn the knack of being a Maker. For Alvin has had a vision of the Crystal City he will build, and he knows that he cannot build it alone. But he has left behind in Hatrack River enemies as well as true friends. His ancient foe, the Unmaker, whose cruel whispers and deadly plots have threatened Alvin's life at every turn, has found new hands to do his work of destruction. The Tales of Alvin Maker series Seventh Son Red Prophet Prentice Alvin Alvin Journeyman Heartfire The Crystal City At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

Enchantment

The first volume in the Homecoming saga from bestselling author Orson Scott Card, The Memory of Earth High above the planet Harmony, the Oversoul watches. Its task, programmed so many millennia ago, is to guard the human settlement on this planet--to protect this fragile remnant of Earth from all threats. To protect them, most of all, from themselves. The Oversoul has done its job well. There is no war on Harmony. There are no weapons of mass destruction. There is no technology that could lead to weapons of war. By control of the data banks, and subtle interference in the very thoughts of the people, the artificial intelligence has fulfilled its mission. But now there is a problem. In orbit, the Oversoul realizes that it has lost access to some of its memory banks, and some of its power systems are failing. And on the planet, men are beginning to think about power, wealth, and

conquest. Homecoming series The Memory of Earth The Call of Earth The Ships of Earth Earthfall Earthborn At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

How to Write Science Fiction & Fantasy

Rachel and Leah is book three in New York Times bestselling author Orson Scott Card's Women of Genesis series—a unique reimagining of the biblical tale. Tracing their lives from childhood to maturity, Card shows how the women of Genesis change each other—and are changed again by the holy books that Jacob brings with him. Leah, the oldest daughter of Laban, whose "tender eyes" prevent her from fully participating in the daily work of her nomadic family, and Rachel, the spoiled younger daughter, the petted and privileged beauty of the family—or so it seems to Leah. There is also Bilhah, an orphan who is not quite a slave but not really a family member, a young woman desperately searching to fit in, and Zilpah, who knows only how to use her beauty to manipulate men as she strives to secure for herself something better than the life of drudgery and servitude into which she has been born. Into the desert camp comes Jacob, a handsome and charismatic kinsman who is clearly destined to be Rachel's husband. But that doesn't prevent the other women from vying for his attention. Ambition, jealousy, fear, and love motivate them as they vie for the attention of Jacob, heir to the spiritual birthright of Abraham and Isaac. Women of Genesis #1 Sarah #2 Rebekah #3 Rachel and Leah At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

Ruins

From Orson Scott Card, the bestselling author of Ender's Game, and his daughter Emily Janice Card, comes a 384-page omnibus edition containing the first two books of an all-ages manga series! Out of deep space, a mysterious alien race known as "The Givers" came to Earth. They gave the human race the greatest technology ever seen—four giant towers known as Ladders that rose 36,000 miles into space. Each tower culminated in a space station that harnessed the energy of the Sun to power the entire planet. As suddenly as the Givers arrived, they vanished, leaving the human race with one solemn instruction: maintain and preserve the Ladders at all costs. Due to the unique alien construction of the Laddertop space stations, however, only a skilled crew of children could perform the maintenance necessary to keep the stations running. Twenty-five years later, back on Earth, competition is fierce to enter Laddertop Academy. Robbi and Azure, two eleven-year-old girls who are best friends, are among those vying for a spot at the prestigious academy. While one is rejected, the other takes off into space for the adventure of a lifetime. Yet soon, their destinies will collide, as they must decipher an alien message and solve an ancient mystery that could either save the Earth from invasion or trigger its imminent destruction. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

Seventh Son

Before Bobby Pendragon. Before Saint Dane. Before the war . . . Every territory of

Halla has a Traveler. They lived for years—some even for decades—before learning of their true destiny. What was life like for Bobby Pendragon's fellow Travelers before they joined him in the fight to save every time and place that has ever existed? What led up to their becoming the guardians of Halla? The answers are here! In this first of three thrilling Pendragon prequels, read about Vo Spader's death-defying adventures in the underwater world of Cloral, Gunny Van Dyke's race to find a murderer in 1930's Manhattan on First Earth, and the tough challenges Kasha faced on Eelong well before Bobby Pendragon arrived . . .

Earth Afire

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.

Alvin Journeyman

This discounted ebundle from New York Times bestselling author Orson Scott Card includes: *The Lost Gate*, *The Gate Thief*, *Gatefather* The mage-families of Westil are in exile on Earth. The magical gates have been closed, and for good reason. Unfortunately, Danny North's magically-inclined family has been keeping secrets from him, secrets that may lead to disaster for them all. *The Lost Gate* — Danny North knew from early childhood that his family was different, and that he was different from them. While his cousins were learning how to create the things that commoners called fairies, ghosts, golems, trolls, werewolves, and other such miracles that were the heritage of the North family, Danny worried that he would never show a talent, never form an outself. *Gate Thief* — 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. Danny will come to understand just why Loki closed the gates all those centuries ago. *Gatefather* — Danny North is the first Gate Mage to be born on Earth in nearly 2000 years, or at least the first to survive to claim his power. What he didn't know at the time was that the *Gate Thief* had a very good reason for closing the Great Gates, and Danny has now fallen into the power of that great enemy of both Earth and Westil. Tor books by Orson Scott Card *Ender Universe* *Ender Quintet* *Ender's Game* *Ender in Exile* *Speaker for the Dead* *Xenodice Children of the Mind* *Ender's Shadow Quintet* *Ender's Shadow* *Shadow of the Hegemon* *Shadow Puppets* *Shadow of the Giant* *Shadows in Flight* *The Second Formic War* (With Aaron Johnston) *The Swarm* Other

Books in the Ender Universe Children of the Fleet Ender Novellas A War of Gifts First Meetings Other Tor Books Series The Mither Mages The Tales of Alvin Maker Homecoming Women of Genesis At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

The Memory of Earth

Thirteen-year-old Rigg has a secret ability to see the paths of others' pasts, but revelations after his father's death set him on a dangerous quest that brings new threats from those who would either control his destiny or kill him.

The Mither Mages Trilogy

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

Lost and Found

The American Empire has grown too fast, and the fault lines at home are stressed to the breaking point. The war of words between Right and Left has collapsed into a shooting war, though most people just want to be left alone. The battle rages between the high-technology weapons on one side, and militia foot-soldiers on the other, devastating the cities, and overrunning the countryside. But the vast majority, who only want the killing to stop and the nation to return to more peaceful days, have technology, weapons and strategic geniuses of their own. When the American dream shatters into violence, who can hold the people and the government together? And which side will you be on? Orson Scott Card is a master storyteller, who has earned millions of fans and reams of praise for his previous science fiction and fantasy novels. Now he steps a little closer to the present day with this chilling look at a near future scenario of a new American Civil War. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

The Demon King

New York Times bestselling author Cinda Williams Chima presents the first installment in a thrilling new fantasy series, in which the lives of Han Alister and the brave Princess Raisa collide in a magical and dangerous adventure. One day Han Alister catches three young wizard setting fire to the sacred mountain of Hanalea. Han takes an amulet away from Micah Bayar, son of the High Wizard, to ensure the boy won't use it against him. The amulet once belonged to the Demon King, who nearly destroyed the world a millennium ago. With a magical piece so powerful at stake, Han knows that the Bayars will stop at nothing to get it back. Meanwhile, Princess Raisa ana'Marianna has her own battle to fight. She's just returned to court after three years of riding and hunting with her father's family. Raia aspires to be like Hanalea, the legendary warrior queen who killed the Demon King and saved the world. But it seems that her mother has other plans for her-plans that include a suitor who goes against everything the Queendom stands for. The Seven Realms will tremble when the lives of Han and Raisa collide in this stunning page-turner from best-selling author Cinda Williams Chima.

Wyrms

From Orson Scott Card, the internationally bestselling author of Ender's Game, comes the riveting finale to the story of Rigg, a teenager who possesses a special power that allows him to see the paths of people's pasts. In Pathfinder, Rigg joined forces with another teen with special talents on a quest to find Rigg's sister and discover the true significance of their powers. Then Rigg's story continued in Ruins as he was tasked to decipher the paths of the past before the arrival of a destructive force with deadly intentions. Now, in Visitors, Rigg's journey comes to an epic and explosive conclusion as everything that has been building up finally comes to pass, and Rigg is forced to put his powers to the ultimate test in order to save his world and end the war once and for all.

Ender's Shadow

For Step Fletcher, his pregnant wife DeAnne, and their three children, the move to tiny Steuben, North Carolina, offers new hope and a new beginning. But from the first, eight-year-old Stevie's life there is an unending parade of misery and disaster. Cruelly ostracized at his school, Stevie retreats further and further into himself -- and into a strange computer game and a group of imaginary friends. But there is something eerie about his loyal, invisible new playmates: each shares the name of a child who has recently vanished from the sleepy Southern town. And terror grows for Step and DeAnne as the truth slowly unfolds. For their son has found something savagely evil and it's coming for Stevie next.

The Rebirths of Tao

Five years have passed since the events in The Deaths of Tao. The world is split into pro-Prophus and pro-Genjix factions, and is poised on the edge of a devastating new World War. A Gengix scientist who defects to the other side holds the key to preventing bloodshed on an almost unimaginable scale. With the might of the Gengix in active pursuit, Roen is the only person who can help him save the world, and the Quasing race, too. And you thought you were having a stressful day

File Under: Science Fiction [Father & Son | The Final Program | The Hero's Path | The Circles of Life] From the Paperback edition.

Treason

It began with a quarrel over which newborn should be the baby Jesus in the town's Christmas pageant. Decades later, two scientists arrive to study small-town genetic patterns, only to run up against the invisible walls that split the leading citizens into two congregations that can only be joined by love and forgiveness. And maybe a little deception, because there might be some things that people just don't need to know.

Homebody

From the internationally bestselling author of Ender's Game comes a boxed collection of all three riveting books in the Pathfinder Trilogy! A powerful secret. A

deadly path. In *Pathfinder*, Rigg—a teenager who possesses a secret talent that allows him to see the paths of people’s pasts—joins forces with another teen with special talents on a quest to find Rigg’s sister and discover the true significance of their powers. Then Rigg’s story continues in *Ruins*, when he must decipher the paths of the past before the arrival of a destructive force that threatens the future of his entire world. And the series comes to an epic and explosive ending in *Visitors*, as everything that has been building up finally comes to pass and Rigg is forced to put his powers to the test in order to save his world and end the war once and for all.

The Gate Thief

Patience is the only daughter of the rightful Heptarch, but she, like her father, serves the usurper who has destroyed her family. But the time for prudence has passed, and that which has slept has awakened. And Patience must journey to the heartsoul of the planet to confront her destiny--and the world's. Also available: *Seventh Son* and *Speaker for the Dead* (see Science Fiction/Fantasy reissue section).

Magic Street

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

A Town Divided by Christmas

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.

Ender's Game

Damaged Houses A master craftsman, Don Lark could fix everything except what mattered, his own soul. After tragedy claimed the one thing he loved, he began looking for dilapidated houses to buy, renovate, and resell at a profit--giving these empty shells the second chance at life he denied himself. Damaged Souls Then in a quiet Southern town, Lark finds his biggest challenge: a squalid yet sturdy mansion that has suffered decades of abuse at the hands of greedy landlords and transient tenants. While two charming old neighbor ladies ply him with delicious cooking, they offer dire warnings about the house's evil past. But there is something about this building that pushes Lark on, even as its enchantments grow increasingly ominous. Will finishing the house offer Lark redemption, or unleash the darkest forces of damnation upon him?

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