

The Ships Of Earth Homecoming 3 Orson Scott Card

Fractured Futures

The Memory of Earth, The Call of Earth, The Ships of Earth, Earthfall, Earthborn

Day 21

The Complete Homecoming Saga

The Memory of Earth

Homecoming:

Earthborn

The Ships of Earth

Rachel and Leah

Earthborn

The Heretic's Guide to Homecoming

Shadows in Flight

Homecoming

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ANTONY FRIDA

Fractured Futures 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 Ender series Ender's Game / Speaker for the Dead / Xenocide / Children of the Mind /

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

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Day 21 Macmillan

The first book in the New York Times bestselling series that inspired the hit CW television show. No one has set foot on Earth in centuries -- until now. Ever since a devastating nuclear war, humanity has lived on spaceships far above Earth's radioactive surface. Now, one hundred juvenile delinquents -- considered expendable by society -- are being sent on a dangerous mission: to recolonize the planet. It could be their second chance at life...or it could be a suicide mission. CLARKE was arrested for treason, though she's haunted by the memory of what she really did. WELLS, the chancellor's son, came to Earth for the girl he loves -- but will she ever forgive him? Reckless BELLAMY fought his way onto the transport pod to protect his sister, the other half of the only pair of siblings in the universe. And GLASS managed to escape back onto the ship, only to find that life there is just as dangerous as she feared it would be on Earth. Confronted with a savage land and haunted by secrets from their pasts, the hundred must fight to survive. They were never

meant to be heroes, but they may be mankind's last hope.

The Complete Homecoming Saga St. Martin's Press

Earthfall, the fourth volume in Orson Scott Card's space opera Homecoming series The Oversoul of the colony planet Harmony selected the family of Wetchik to carry it back to long-lost Earth. Now grown to a tribe in the years of their journey to Harmony's hidden starport, they are ready at last to take a ship to the stars. But from the beginning there has been bitter dispute between Nafai and Elemak, Wetchick's youngest son and his oldest. On board the starship Bailica, the children of the tribe will become pawns in the struggle. Two factions are each making secret plans to awaken the children, and themselves, early from the cold-sleep capsules in which they will pass the long decades of the journey. Each side hopes to gain years of influence on the minds of the children, winning their loyalty in the struggle for control of reclaimed Earth. But the Oversoul is truly in control of this journey. It has downloaded a complete copy of itself to the Ship's computers. And only Nafai, who wears the Cloak of the Starmaster by the Oversoul's command, really understand what this will mean to all their plans for the future. 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 Memory of Earth Tor Books

Newly returned to the demon-infested Underdark, Drizzt Do'Urden faces his most dangerous adventure yet Drizzt is going home, but not to Mithral Hall or to Icwind Dale. He's going to Menzoberranzan, the very place he left as a young and outcast drow. Something terrible—immense—unspeakable, has come to the City of Spiders, leaving death and destruction in its wake. As the damage of the Darkening, of war, and of a demon-ravaged Underdark sends cracks out across the North, causing irreparable damage, Drizzt and his companions find their lives endangered once more. When the primordial of Gauntlgrym stirs, Catti-brie and Gromph venture to the ruins of the Host Tower of the Arcane in Luskan, seeking the only power that can keep the beast in check. Meanwhile, Jarlaxle holds the strings for them all, orchestrating a masterpiece of manipulation that brings old enemies together, and tears old friends apart. But even the wily and resourceful Jarlaxle may not realize just how narrow a path he walks. The City of Spiders might already have fallen to the demons and their wicked prince. What's to say the demons will stop there? Maestro is the second book in the Homecoming trilogy and the thirty-second book in the Legend of Drizzt series.

Homecoming: Doubleday Book & Music Clubs

Call of earth - "Teenagers are at the heart of the story featuring a sentient computer whose plans involve a return to Earth."--NoveList.

Earthborn Tor Books

As Harmony's Oversoul grows weaker, a great warrior has arisen to challenge its bans. His name is Moozh, and he has won control of an army using forbidden technology. Now he is aiming his soldiers at the city of Basilica, that strong fortress above the Plain. Basilica remains in turmoil. Wetchik and his sons are not strong enough to stop a army. Can Rasa and her allies defeat him through intrigue, or will Moozh take the city and all who are in it? Orson Scott Card's 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 Ships of Earth Penguin

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.

Rachel and Leah Simon and Schuster

In the conclusion of the Ender saga, Ender Wiggin confronts his ultimate challenge when his adopted world, Lusitania, is threatened by his old planet-destroying weapon, and his computer intelligence ally, Jane, is about to be killed off by the Starways Congress. Reprint. 20,000 first

printing.

Earthborn Simon and Schuster

From Orson Scott Card, the internationally bestselling author of Ender's Game, comes the first novel in the Pathfinder trilogy, the riveting story of Rigg, a teenager who possesses a special power that allows him to see the paths of people's pasts. 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.

The Heretic's Guide to Homecoming Fandemonium Limited

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.

Shadows in Flight Macmillan

When an unstoppable Borg plague breaks out upon Earth, blame quickly falls on the newly returned crew of the Starship Voyage™. Did Kathryn Janeway and the others unknowingly carry this insidious infection back with them? Many in Starfleet think so, and Seven of Nine, in particular, falls under a cloud of suspicion. Now, with a little help from the Starship Enterprise™, Admiral Janeway must reunite her crew in a desperate, last-ditch attempt to discover the true source of the contagion and save Earth itself from total assimilation into a voracious new Borg Collective. But time is running out. Has Voyager come home only to witness humanity's end?

Homecoming The Ships of EarthHomecoming: Volume 3

Malfunctioning due to its own failing system, the Oversoul, an artificial intelligence caring for the colonists on the planet Harmony, could bring about catastrophic war on the planet unless someone repairs it

Earth Wizards of the Coast

In this first installment in a six book series set after the end of Stargate Atlantis's final season, Atlantis returns to the Pegasus Galaxy where the Wraith are now under the new and powerful Queen of Death who desperately needs Dr. Rodney McKay--the only one who can lead them to Earth. Original.

The Epic Voyages of the Polar Adventurer Fram Forge Books

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.

The 100 Tor Science Fiction

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.

The Treasure Box Macmillan

In the golden age of polar exploration (from the mid-1800s to the early 1900s), many an expedition set out to answer the big question—was the Arctic a continent, an open ocean beyond a barrier of ice, or an ocean covered with ice? No one knew, for the ice had kept its secret well; ships trying to penetrate it all failed, often catastrophically. Norway’s charismatic scientist-explorer Fridtjof Nansen, convinced that it was a frozen ocean, intended to prove it in a novel if risky way: by building a ship capable of withstanding the ice, joining others on an expedition, then drifting wherever it took them, on a relentless one-way journey into discovery and fame . . . or oblivion. Ice Ship is the story of that extraordinary ship, the Fram, from conception to construction, through twenty years of three epic expeditions, to its final resting place as a museum. It is also the story of the extraordinary men who steered the Fram over the course of 84,000 miles: on a three-year, ice-bound drift, finding out what the Arctic really was; in a remarkable four-year exploration of unmapped lands in the vast Canadian Arctic; and on a two-year voyage to Antarctica, where another famous Norwegian explorer, Roald Amundsen, claimed the South Pole. Ice Ship will appeal to all those fascinated with polar exploration, maritime adventure, and wooden ships, and will captivate readers of such books as The Endurance, In the Heart of the Sea, and The Last Place on Earth. With more than 100 original photographs, the book brings the Fram to life and light.

The Ships of Earth Turtleback Books

It's been 21 days since the hundred landed on Earth. They're the only humans to set foot on the planet in centuries... or so they thought. Book 2 in The 100 series, now a popular show on the CW network. Facing an unknown enemy, Wells attempts to keep the group together. Clarke strikes out for Mount Weather, in search of other colonists, while Bellamy is determined to rescue his sister, no matter the cost. And back on the ship, Glass faces an unthinkable choice between the love of her life and life itself. In this pulse-pounding sequel to The 100, secrets are revealed, beliefs are challenged, and relationships are tested. And the hundred will struggle to survive the only way they can--together.

Earthfall Macmillan

This discounted ebundle includes: The Memory of Earth, The Call of Earth, The Ships of Earth, Earthfall, Earthborn "As always, Mr. Card writes with energy and conviction." --The New York Times Book Review In this science fiction epic from the author of Ender's Game, it is 40 million years in the future, and humanity long ago abandoned Earth, rendered uninhabitable by their destructive wars. Now, mankind survives on the planet of Harmony, where the Oversoul--an artificial intelligence--protects them from their own worst impulses. There are no wars, no dangerous technologies or weapons of mass destruction. But after so many millennia, the Oversoul is beginning to fail. Now, a group of humans must return to Earth and seek advice from the entity on which the Oversoul is modeled--the mysterious Keeper of the Earth. Tor books by Orson Scott Card

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First Meetings Other Tor Books Series The Mither Mages Tales of Alvin Maker Women of Genesis At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

Homecoming: Volume 1 Tor Books

A vivid coming-of-age story that explores the struggles of chronic anxiety and self-doubt within a richly-detailed fantasy setting. Ronoah Genoveffa despairs of fulfilling his spiritual identity, until he begins a cross-continental pilgrimage with an otherworldly mentor. Immersive worldbuilding and mythology meet visceral emotional case study.

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