

ender s game book analysis

Ender's Game Book Analysis: A Deep Dive into Orson Scott Card's Masterpiece

Introduction:

Are you captivated by the intricate world of Ender Wiggin, the gifted child soldier thrust into a battle for humanity's survival? Orson Scott Card's *Ender's Game* isn't just a thrilling science fiction adventure; it's a complex tapestry woven with themes of war, morality, responsibility, and the devastating consequences of childhood trauma. This in-depth analysis will dissect the novel, exploring its key characters, plot points, underlying themes, and enduring impact on science fiction literature. We'll delve into the moral ambiguities, examine the psychological impact of war on children, and consider the lasting legacy of this literary masterpiece. Prepare to embark on a journey beyond the battle school walls and into the heart of Card's groundbreaking work.

I. Ender Wiggin: A Study in Genius and Isolation

Ender Wiggin, the protagonist, is a complex character defined by his exceptional intellect and strategic brilliance. However, his genius is nurtured in an environment of intense pressure and manipulation, creating a profound sense of isolation and alienation. His early life, marked by bullying and the constant pressure to excel, shapes his personality and his approach to combat. We witness his emotional development – his capacity for empathy alongside his ruthless efficiency on the battlefield. His relationships with his siblings, Valentine and Peter, highlight the impact of family dynamics and the role of sibling rivalry in shaping his character. Analyzing Ender's emotional journey allows us to understand his actions, his motivations, and ultimately, his fate. The constant surveillance and the pressure to conform within Battle School further contribute to his isolation, making him a compelling and tragic figure. The question of whether he was ever truly given a choice remains a crucial point of discussion throughout the book.

II. The Moral Ambiguity of War and the Justification of Violence

Ender's Game doesn't shy away from the moral complexities of war. The novel presents a chillingly realistic portrayal of a military system that trains children to kill, often without their full understanding of the consequences. The constant manipulation of Ender by the adult command structure raises crucial questions about the ethics of using children as soldiers and the justification of violence in the name of protecting humanity. The strategic

victories achieved by Ender are juxtaposed against the profound emotional cost he incurs, forcing the reader to confront the devastating human toll of war. The novel compels us to question whether the ends justify the means, even when those ends are the survival of the human race. The "game" itself becomes a microcosm of larger geopolitical conflicts, highlighting the dangers of unchecked power and the ethical dilemmas faced by those in positions of authority.

III. The Psychological Impact of Warfare on Children

The depiction of children engaged in warfare forms a core element of the novel's unsettling power. The relentless training regime at Battle School, designed to push Ender to his limits, inflicts significant psychological damage. The book explores the long-term consequences of this early exposure to violence, the suppression of emotion, and the normalization of killing. Ender's emotional detachment, his capacity for both immense empathy and cold calculation, are direct results of his experiences. His emotional vulnerability is often concealed beneath a façade of strength, highlighting the damaging effects of the system he was forced to navigate. The psychological toll on Ender serves as a cautionary tale against the dehumanizing effects of war and the ethical implications of using children as soldiers.

IV. The Role of Technology and Simulation in Warfare

The use of advanced technology and simulated environments in Ender's Game is not merely a plot device; it reflects a deeper commentary on the nature of war and its detachment from reality. The reliance on simulations removes the immediate physical consequences of violence, blurring the lines between game and reality. This detachment allows the military command to justify their actions and minimizes the emotional impact on both the commanders and the child soldiers. The sophisticated technology employed in the game highlights the ever-increasing distance between decision-makers and the actual consequences of their actions, raising concerns about the potential for catastrophic errors in judgement. The reliance on simulated environments emphasizes the complexities of modern warfare and its detachment from traditional notions of heroism and sacrifice.

V. The Lasting Legacy and Continued Relevance of Ender's Game

Ender's Game continues to resonate with readers decades after its publication. Its enduring appeal lies in its exploration of universal themes such as war, morality, and the complexities of human nature. The novel's exploration of childhood trauma, the psychological effects of war, and the ethical dilemmas of using children as soldiers remains powerfully relevant in a world still grappling with conflict. The book's intricate plot, compelling characters, and thought-provoking themes ensure its continued relevance in the literary landscape. The enduring popularity of Ender's Game serves as a

testament to its literary merit and its ability to prompt critical reflection on complex societal issues.

VI. Detailed Outline of Ender's Game Book Analysis:

A. Introduction: Briefly introduce Orson Scott Card's Ender's Game and the scope of the analysis.

B. Main Chapters:

Chapter 1: Character Analysis of Ender Wiggin: Explore Ender's personality, his strengths and weaknesses, and his relationships with others.

Chapter 2: Moral Ambiguity and the Ethics of War: Discuss the ethical dilemmas presented by the novel and the moral choices faced by the characters.

Chapter 3: Psychological Impact on Child Soldiers: Analyze the psychological consequences of war on children, specifically focusing on Ender.

Chapter 4: Technology and Simulation in Warfare: Examine the role of technology and simulated environments in the novel and their impact on war.

Chapter 5: Themes and Symbolism: Explore the central themes of the novel, including isolation, manipulation, responsibility, and the nature of war.

C. Conclusion: Summarize the main points of the analysis and discuss the enduring legacy of Ender's Game.

VII. Expansion on the Outline Points: (This section would expand on each point in the outline above, providing detailed analysis, incorporating textual evidence from the novel, and offering critical interpretations.) Due to length constraints, this detailed expansion is not included here, but would comprise the bulk of a 1500+ word article.

VIII. FAQs:

1. What is the main theme of Ender's Game? The central themes are the ethics of war, the manipulation and psychological damage inflicted on child soldiers, and the complex relationship between genius and isolation.
1. Is Ender a hero or a villain? Ender is a morally ambiguous character. He is a brilliant strategist who saves humanity but at a significant personal cost, leaving the reader to decide his ultimate moral standing.
1. How does the novel portray the impact of war on children? The novel

depicts the profound psychological trauma inflicted upon children forced into military service, highlighting the long-term consequences of early exposure to violence.

1. What is the significance of Battle School? Battle School serves as a microcosm of war, a place where children are trained to kill, stripped of their innocence, and manipulated for the benefit of adults.
1. What is the role of technology in the story? Technology facilitates the detachment from the realities of war, blurring the lines between game and reality and allowing for the justification of violence.
1. What is the significance of Ender's relationship with his siblings? His relationship with Valentine and Peter highlights the influence of family dynamics and sibling rivalry on his personality and actions.
1. How does the novel explore the concept of manipulation? The novel explores the pervasive manipulation of Ender by adults in power, highlighting the ethical implications of using children for strategic gain.
1. What is the ending of Ender's Game, and what does it symbolize? The ending is ambiguous, leaving the reader to contemplate the consequences of Ender's actions and the larger implications of his victory.
1. Why is Ender's Game still relevant today? The novel's themes of war, morality, and the psychological effects of violence remain powerfully relevant in contemporary society.

IX. Related Articles:

1. Ender's Game vs. Speaker for the Dead: A Comparative Analysis: Compares

and contrasts the two novels by Orson Scott Card, highlighting thematic differences and similarities.

1. The Psychological Development of Ender Wiggin: A deep dive into Ender's emotional journey throughout the novel.
1. The Ethics of Child Soldiers in Ender's Game: A focused discussion on the ethical dilemmas presented by the use of child soldiers.
1. The Role of Simulation and Virtual Reality in Ender's Game: An examination of how simulated environments shape Ender's experiences and perceptions.
1. The Impact of Orson Scott Card's Controversial Views on Ender's Game's Legacy: Discusses the author's personal beliefs and how they affect the reception of his work.
1. A Feminist Reading of Ender's Game: Examines the novel through a feminist lens, analyzing gender dynamics and representation.
1. Ender's Game and the Nature of Power: Explores the different power dynamics within Battle School and their impact on the characters.
1. The Symbolism of Games and Warfare in Ender's Game: Delves into the metaphorical significance of games and their connection to actual warfare.
1. Ender's Game and the Question of Free Will: Examines the extent to which Ender's actions are predetermined versus self-determined.

ender s game book analysis: *Ender's Game* Orson Scott Card, 2017-10-17 This engaging, collectible, miniature hardcover of the Orson Scott Card classic and worldwide bestselling novel, *Ender's Game*, makes an excellent gift for anyone's science fiction library. *Ender's Game* is an affecting novel.--New York Times Book Review Once again, Earth is under attack. An alien species is poised for a final assault. The survival of humanity depends on a military genius who can defeat the aliens. But who? Ender Wiggin. Brilliant. Ruthless. Cunning. A tactical and strategic master. And a child. Recruited for military training by the world government, Ender's childhood ends the moment he enters his new home: Battle School. Among the elite recruits Ender proves himself to be a genius among geniuses. He excels in simulated war games. But is the pressure and loneliness taking its toll on Ender? Simulations are one thing. How will Ender perform in real combat conditions? After all, Battle School is just a game. Isn't it? THE ENDER UNIVERSE *Ender series* *Ender's Game* / *Ender in Exile* / *Speaker for the Dead* / *Xenocide* / *Children of the Mind* *Ender's Shadow series* *Ender's Shadow* / *Shadow of the Hegemon* / *Shadow Puppets* / *Shadow of the Giant* / *Shadows in Flight* *Children of the Fleet* *The First Formic War* (with Aaron Johnston) *Earth Unaware* / *Earth Afire* / *Earth Awakens* *The Second Formic War* (with Aaron Johnston) *The Swarm* / *The Hive* *Ender novellas* *A War of Gifts* / *First Meetings*

ender s game book analysis: *Ender in Exile* Orson Scott Card, 2008-11-11 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 book analysis: *Ender's World* Orson Scott Card, 2013-04-02 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

ender s game book analysis: Ender's Game Jed Alger, 2013-10-15 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.

ender s game book analysis: Speaker for the Dead Orson Scott Card, 2013 A FALLEN HERO - HAUNTED BY HIS PAST, BUT CAN HE CHANGE THE FUTURE? Ender Wiggin was once considered a great military leader, a saviour for mankind. But now history judges his destruction of an alien race as monstrous rather than heroic. In the aftermath of the war, Ender disappeared, and a powerful voice arose: The Speaker for the Dead, who told the true story behind the battle with the aliens. Now, years later, a second alien race has been discovered. But again they are strange and frightening - and again, humans are dying. It is only the Speaker for the Dead, secretly Ender Wiggin, who has the courage to confront the mystery . . . and the truth.

ender s game book analysis: Xenocide Orson Scott Card, 2009-11-30 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.

ender s game book analysis: Songmaster Orson Scott Card, 2002-12-06 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.

ender s game book analysis: Earth Unaware Orson Scott Card, Aaron Johnston, 2013-04-30 Before Ender Wiggin was born, before the Battle School was built, the aliens brought war to Earth.

ender s game book analysis: Ender's Game Orson Scott Card, 1994-07-15 From New York Times bestselling author Orson Scott Card, *Ender's Game*—adapted to film in 2013 starring Asa Butterfield and Harrison Ford—is the classic Hugo and Nebula award-winning science fiction novel of a young boy's recruitment into the midst of an interstellar war. In order to develop a secure defense against a hostile alien race's next attack, government agencies breed child geniuses and train them as soldiers. A brilliant young boy, Andrew Ender Wiggin lives with his kind but distant parents, his sadistic brother Peter, and the person he loves more than anyone else, his sister Valentine. Peter and Valentine were candidates for the soldier-training program but didn't make the cut—young Ender is the Wiggin drafted to the orbiting Battle School for rigorous military training. Ender's skills make him a leader in school and respected in the Battle Room, where children play at mock battles in zero gravity. Yet growing up in an artificial community of young soldiers Ender suffers greatly from isolation, rivalry from his peers, pressure from the adult teachers, and an unsettling fear of the alien invaders. His psychological battles include loneliness, fear that he is becoming like the cruel brother he remembers, and fanning the flames of devotion to his beloved sister. Is Ender the general Earth needs? But Ender is not the only result of the genetic experiments. The war with the Buggers has been raging for a hundred years, and the quest for the perfect general has been underway for almost as long. Ender's two older siblings are every bit as unusual as he is, but in very different ways. Between the three of them lie the abilities to remake a world. If, that is, the world survives. Orson Scott Card's *Ender's Game* is the winner of the 1985 Nebula Award for Best Novel and the 1986 Hugo Award for Best Novel. THE ENDER UNIVERSE Ender series Ender's Game / Ender in Exile / Speaker for the Dead / Xenocide / Children of the Mind Ender's Shadow series Ender's Shadow / Shadow of the Hegemon / Shadow Puppets / Shadow of the Giant / Shadows in Flight Children of the Fleet The First Formic War (with Aaron Johnston) Earth Unaware / Earth Afire / Earth Awakens The Second Formic War (with Aaron Johnston) The Swarm /The Hive Ender novellas A War of Gifts /First Meetings

ender s game book analysis: The Last Shadow Orson Scott Card, 2021-11-16 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 s game book analysis: The Lost Gate Orson Scott Card, 2011-01-04 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.

ender s game book analysis: Alvin Journeyman Orson Scott Card, 1996-09-15 Fantasy-roman.

ender s game book analysis: *The Long List Anthology Volume 2* Ann Leckie, Ursula Vernon, 2016-12-10 This is the second annual edition of the Long List Anthology. Every year, supporting members of WorldCon nominate their favorite stories first published during the previous year to determine the top five in each category for the final Hugo Award ballot. Between the announcement of the ballot and the Hugo Award ceremony at WorldCon, these works often become the center of much attention (and contention) across fandom. But there are more stories loved by the Hugo voters, stories on the longer nomination list that WSFS publishes after the Hugo Award ceremony at WorldCon. The Long List Anthology Volume 2 collects 18 fiction stories from that nomination list, along with 2 essays from the book *Letters to Tiptree* that was also on the nomination list, totaling over 500 pages of fiction by writers from all corners of the world. Within these pages you will find a mix of science fiction and fantasy and horror, the dramatic and the lighthearted, from android caretakers to Lovecraftian romances, from adventures to quests and more. There is a wide variety of styles and types of stories here, and something for everyone. The stories included are: *Damage* by David D. Levine *Pockets* by Amal El-Mohtar *Today I Am Paul* by Martin L. Shoemaker *The Women You Didn't See* by Nicola Griffith (a letter from *Letters to Tiptree*) *Tuesdays With Molakesh the Destroyer* by Megan Grey *Wooden Feathers* by Ursula Vernon *Three Cups of Grief*, *By Starlight* by Aliette de Bodard *Madeleine* by Amal El-Mohtar *Neat Things* by Seanan McGuire (a letter from *Letters To Tiptree*) *Pocosin* by Ursula Vernon *Hungry Daughters of Starving Mothers* by Alyssa Wong *So Much Cooking* by Naomi Kritzer *The Deepwater Bride* by Tamsyn Muir *The Heart's Filthy Lesson* by Elizabeth Bear *Grandmother-nai-Leylit's Cloth of Winds* by Rose Lemberg *Another Word For World* by Ann Leckie *The Long Goodnight of Violet Wild* by Catherynne M. Valente *Our Lady of the Open Road* by Sarah Pinsker *The Pauper Prince and the Eucalyptus Jinn* by Usman T. Malik *The Sorcerer of the Wildeeps* by Kai Ashante Wilson

ender s game book analysis: *Beasts of Burden: Animal Rites* Evan Dorkin, 2018-05-22

Welcome to Burden Hill — a picturesque little town adorned with white picket fences and green, green grass, home to a unique team of paranormal investigators. Beneath this shiny exterior, Burden Hill harbors dark and sinister secrets, and it's up to a heroic gang of dogs — and one cat — to protect the town from the evil forces at work. These are the *Beasts of Burden Hill* — Pugs, Ace, Jack, Whitey, Red and the Orphan — whose early experiences with the paranormal (including a haunted doghouse, a witches' coven, and a pack of canine zombies) have led them to become members of the Wise Dog Society, official animal agents sworn to protect their town from evil. This turns out to be no easy task, as they soon encounter demonic cannibal frogs, tortured spirits, a secret rat society, and a bizarre and deadly resurrection in the Burden Hill cemetery — events which lead to fear and heartbreak as our four-legged heroes discover that the evil within Burden Hill is growing and on the move. Can our heroes overcome these supernatural menaces? Can evil be bested by a paranormal team that doesn't have hands? And even more importantly, will Pugs ever shut the hell up? Adventure, mystery, horror, and humor thrive on every page of *Beasts of Burden* — a comic-book series that will capture readers' hearts and haunt their dreams. Award-winning comics creators Evan Dorkin (*Milk and Cheese*) and Jill Thompson (*Scary Godmother*) first introduced these very special investigators in *The Dark Horse Book of Hauntings* and the other *Dark Horse Book of . . .* anthologies, for which they won coveted Eisner Awards for Best Short Story and Best Painter. Those first tales are collected here, along with the comic series *Beasts of Burden* issues #1-#4.

ender s game book analysis: For All We Have & are Rudyard Kipling, 1914

ender s game book analysis: *The Nest* Kenneth Oppel, 2015-10-06 "The Nest leaves a lasting mark on the memory." —The New York Times Book Review Steve just wants to save his baby brother—but what will he lose in the bargain? Kenneth Oppel's (Silverwing, The Boundless) haunting gothic tale for fans of Coraline, is one of the most acclaimed books of the year, receiving six starred reviews. Illustrations from Caldecott Medalist Jon Klassen. For some kids summer is a sun-soaked season of fun. But for Steve, it's just another season of worries. Worries about his sick newborn baby brother who is fighting to survive, worries about his parents who are struggling to cope, even worries about the wasp's nest looming ominously from the eaves. So when a mysterious wasp queen invades his dreams, offering to "fix" the baby, Steve thinks his prayers have been answered. All he has to do is say "Yes." But "yes" is a powerful word. It is also a dangerous one. And once it is uttered, can it be taken back? Celebrated author Kenneth Oppel creates an eerie masterpiece in this compelling story that explores disability and diversity, fears and dreams, and what ultimately makes a family. Includes illustrations from celebrated artist Jon Klassen.

ender s game book analysis: *Last Man Out* Mike Lupica, 2017-08-01 From the #1 bestselling author of Heat, Travel Team and Fantasy League comes a story of heroes, family, the thrills of skateboarding, and football. When the Brighton Bears suit up on game day, 12-year-old Tommy Gallagher is the toughest kid on the football field. And the bravest. After all, his father Patrick is a Boston firefighter—one of Boston's bravest. Tommy's dad taught him everything he knows about football—and life. Yet even Tommy isn't strong enough for what happens when the sirens ring and, for the first time, they're racing away from the fire. First man in; last man out had always been his dad's motto . . . yet he never said anything about leaving in an ambulance. Now Tommy's biggest battle has nothing to do with football. And the kid who always had such respect for risk on the gridiron finds himself drawn to it off the field. Set in New England, home of the Patriots' football dynasty, Mike Lupica shows off his trademark knack for spinning a tale that's equal parts sports action and heart. Last Man Out is a thoughtful tribute to the bravery of firefighters and the need we all have to live up to the level of our heroes. As is characteristic of Lupica's books, the sports segments, most particularly the football portions, are exceptionally well written. —VOYA In the best traditions of sports writing, this will leave readers both breathless and thoughtful. —Booklist

ender s game book analysis: *The Christmas Rat* Avi, 2015-03-17 He is one weird Christmas visitor -- his hair and moustache an unearthly white-blond, his voice a gruff rumble. He fills the apartment doorway. From two metal cases he produces what a boy would expect from an exterminator: Toxic roach powders and poisonous fog bombs. But a crossbow? Eric is fascinated at first. He's been bored this snowbound vacation, and has already zapped about a zillion Zergs. Antsy, he's even sneaked a look at the Christmas presents hidden beneath his parents' bed. Then Anje Gabrail, this exterminator, appears, talking a little madly about his war against rats -- about killing them. The worst, Anje says. And if Eric sees one in the Eden Apartments, he is to call Anje's twenty-four-hour cell phone immediately. Later that Monday, the fourth day before Christmas, a rat does appear in the building's basement -- and Eric finds himself suddenly, frighteningly swept into Anje's vengeful army. As either partner...or victim. With only a flashlight.

ender s game book analysis: *Treason* Hedi Kaddour, 2010-04-06 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.

ender s game book analysis: Children of the Fleet Orson Scott Card, 2017-10-10 Return to the universe of Ender's game--Jacket.

ender s game book analysis: Seventh Son Orson Scott Card, 2003-09-15 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.

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2009-11-30 Orson Scott Card and Aaron Johnston's taut thriller *Invasive Procedures* takes readers a few years into the future, and shows the promise and danger of new genetic medicine techniques. George Galen is a brilliant scientist, a pioneer in gene therapy. But Galen is dangerously insane – he has created a method to alter human DNA, not just to heal diseases, but to improve people – make them stronger, make them able to heal more quickly, and make them compliant to his will. Frank Hartman is also a brilliant virologist, working for the government's ultra-secret bio-hazard agency. He has discovered how to neutralize Galen's DNA-changing virus, making him the one man who stands in the way of Galen's plan to improve the entire human race. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

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Rugolo seeks power and riches on the fringes of this insane realm.

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