

Xenocidio Orson Scott Card

Continuing the definitive space opera anthology series. Today's most popular writers produce new stories set in their most famous universes, alongside essential and seminal short fiction from past masters. The definitive collection of explorers and soldiers, charting the dark frontiers of our expanding universe. Amongst the infinite stars we find epic sagas of wars, tales of innermost humanity, and the most powerful of desires – our need to create a better world. The second volume of seminal short science fiction, featuring twenty-six new stories from series such as Wayfarers, Confederation, The Lost Fleet, Waypoint Kangaroo, Ender, Dream Park, the Polity and more. Alongside work from tomorrow's legends, revisit works by masters who helped define the genre: Arthur C. Clarke, Jack Campbell, Becky Chambers, Robert Heinlein, George R.R. Martin, Susan R. Matthews, Orson Scott Card, James Blish, E.E. "Doc" Smith, Tanya Huff, Curtis C. Chen, Seanan McGuire, Sharon Lee and Steve Miller, Larry Niven and Steven Barnes, Gardner Dozois, David Farland, Mike Shepherd, C.L. Moore, Neal Asher, Weston Ochse, Brenda Cooper, Alan Dean Foster, Kristine Kathryn Rusch, Kevin J. Anderson, David Weber and C.J. Cherryh. Infinite Stars: Dark Frontiers brings you the essential work from past, present, and future bestsellers as well as Grand Masters of science fiction.

TOGETHER THEY STAND - BUT CAN THEY PREVENT AN ATROCITY? Ender and Valentine Wiggin: brother and sister whose lives have shaped history. Valentine is 'Demosthenes', whose subversive, incendiary writings fight the monstrous power of Starways Congress, masters of the Hundred Worlds. And Ender. . . As a child, Ender commanded a warfleet that wiped out a planet. The triumph of his life could be his fight to stop it happening again. It might be his tragedy that he cannot. Congress has sent a warfleet to Lusitania, home to Ender, his family, two alien species and the deadliest virus ever known. The warfleet carries an order to destroy. To commit xenocide.

A New York Times Best Book of the Year New York Times bestselling author of Ender's Shadow The sphere is alien in origin, but has been controlled by man for millennia. A legend as old as the stars rules this constructed world: When the seventh seventh seventh human Heptarch is crowned, he will be the Kristos and will bring eternal salvation . . . or the destruction of the cosmos. Patience is the only daughter of the rightful Heptarch, but she, like her father before her, serves the usurper who has destroyed her family. For she has learned the true ruler's honor: Duty to one's race is more important than duty to one's self. But the time for prudence has passed, and that which has slept for ages has awakened. And Patience must journey to the heartsoul of this planet to confront her destiny . . . and her world's.

Collected here in one volume, the first two books in the Alvin Maker series, Seventh Son and Red Prophet. From Orson Scott Card, the New York Times bestselling author of Ender's Game, comes 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. "This beguiling book recalls Robert Penn Warren in its robust blend of folktale, history, parable, personal testimony, and pioneer narrative." --Publishers Weekly on Seventh Son "An American fantasy in the tradition of T. H. White's Sword in the Stone." --School Library Journal At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

Earth Unaware

xenocidio

En el universo de Ender

Guerra de regalos (Otras historias de Ender 2)

First Meetings

Infinite Stars: Dark Frontiers

An anthology of post-apocalyptic short fiction from some of the biggest names in science fiction and speculative fiction - including Stephen King, George R. R. Martin and Orson Scott Card *Famine, Death, War, and Pestilence: The Four Horsemen of the Apocalypse*, the harbingers of Armageddon - these are our guides through the Wastelands . . . From the Book of Revelations to *The Road Warrior*; from *A Canticle for Leibowitz* to *The Road*, storytellers have long imagined the end of the world, weaving tales of catastrophe, chaos, and calamity. Gathering together the best post-apocalyptic literature of the last two decades from many of today's most renowned authors of speculative fiction, including George R.R. Martin, Gene Wolfe, Orson Scott Card, Carol Emshwiller, Jonathan Lethem, Octavia E. Butler, and Stephen King, *Wastelands* explores the scientific, psychological, and philosophical questions of what it means to remain human in the wake of Armageddon. Praise for *Wastelands*: 'Arguably my favorite anthology of all time - just packed with speculative masterworks' - Paul Goat Allen, Barnes & Noble.com 'A first-rate anthology that quite convincingly represents the more recent SFnal view of the apocalypse' - Locus 'I can't help but give this collection the highest recommendation. I think this will be a cornerstone for most reader's shelves' - SFFWorld 'A well-chosen selection of well-crafted stories, offering something to please nearly every postapocalyptic palate' - Booklist

Tercera entrega de la «Saga de Ender», una de las mejores sagas de ciencia ficción jamás publicadas. Lusitania es único en la galaxia. Un planeta donde coexisten tres especies inteligentes: los cerdis, que evolucionaron en el mismo planeta; los humanos, que llegaron como colonizadores; y la Reina Colmena y sus Insectores, llevados por el joven Ender unos años atrás. El planeta ha sido condenado por el Consejo Estelar a causa de la descolada, un virus letal para los humanos e imprescindible para la biología de los cerdis. Jane, la inteligencia artificial aliada de Ender, ha salvado Lusitania interfiriendo con la Flota Estelar y creando un insondable misterio a escala galáctica. En el planeta Sendero, Quing-jao tiene el encargo de descubrir la desaparición de la Flota Estelar, lo que pone en peligro la existencia de Jane y la supervivencia de las tres especies inteligentes conocidas. La intervención de Ender ser hace, de nuevo, imprescindible. Reseña: «Una lectura

inesperadamente emotiva.» The Verge

Orson Scott Card offers a Christmas gift to his millions of fans with A War of Gifts, a short novel set during Ender Wiggin's first years at the Battle School where it is forbidden to celebrate religious holidays. The children come from many nations, many religions; while they are being trained for war, religious conflict between them is not on the curriculum. But Dink Meeker, one of the older students, doesn't see it that way. He thinks that giving gifts isn't exactly a religious observation, and on Sinterklaas Day he tucks a present into another student's shoe. This small act of rebellion sets off a battle royal between the students and the staff, but some surprising alliances form when Ender comes up against a new student, Zeck Morgan. The War over Santa Claus will force everyone to make a choice. 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 story progresses nimbly, with plenty of tension and excitement and Card's usual well-developed characters' - KIRKUS REVIEWS on EARTH UNAWARE 'Literate prose and superlative characterisation . . . excellent' - BOOKLIST on EARTH UNAWARE HUMANS THOUGHT THEY WERE ALONE IN THE GALAXY. UNTIL NOW. A hundred years before Ender's Game, humanity is slowly making its way out to the planets of the solar system, exploring and mining asteroids. The ship El Cavador is far from Earth, in the deeps of the Kuiper Belt, beyond Pluto. When the ship's telescopes pick up a fast-moving object coming in-system, they're unsure what to make of it. Little do they know that this object is the most important thing to happen to the human race in a million years. It's humanity's first contact with an alien race. The First Formic War is about to begin. Book one of the First Formic War - a thrilling space adventure series set in the world of bestselling science fiction classic Ender's Game Books by Orson Scott Card: Alvin Maker novels Seventh Son Red Prophet Prentice Alvin Alvin Journeyman Heartfire The Crystal City Ender Wiggin Saga Ender's Game Speaker for the Dead Xenocide Children of the Mind Ender in Exile Homecoming The Memory of the Earth The Call of the Earth The Ships of the Earth Earthfall Earthborn First Formic War (with Aaron Johnston) Earth Unaware Earth Afire Earth Awakens

Ender III

Rivers of London - Black Mould #4

The vegetable world [tr. by W.S.O.].

Book 1 of the First Formic War

Xenocide

Children Of The Mind

p.p1 {margin: 0.0px 0.0px 0.0px 0.0px; font: 12.0px Calibri} p.p2 {margin: 0.0px 0.0px 0.0px 0.0px; font: 12.0px Calibri; min-height: 14.0px} Peter Grant and Sahra Guleed are trying to contain an outbreak of vindictive black mould that seems to be going after the rich and heartless. But after a successful mission, the mould has penetrated the headquarters of London's crime-fighting magical

practitioners – The Folly – and the shitake is about to get real... An all-new and original Rivers of London comic series, written by Ben Aaronovitch and Andrew Cartmel! Set between Foxglove Summer and The Hanging Tree.

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.

After twenty-three years, Orson Scott Card returns to his acclaimed bestselling 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 academy. 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 / Xenocidio / 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 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

Catalogo dei libri in commercio

An Ender Story

Ender's World

A War of Gifts

The First Two Volumes of The Tales of Alvin Maker

Empire

Analyses by author, title and key word of books published in Italy.

There's a war coming. The same aliens who almost destroyed Earth once are coming back to get the whole job done this time. But we aren't going to just sit and die. The international military is taking our best and brightest to mold them into the finest military minds ever-and they're taking them young. 8-year-old Ender Wiggin is the best they've ever found. Can he save the Earth? Can he survive Battle School and the game that they will force him to play? The legendary sci-fi epic by New York Times Bestseller Orson Scott Card comes to comics! Join hot writer Christopher Yost (X-Force) and superstar Pasqual Ferry (Ultimate Fantastic Four, Ultimate Iron Man) as they tell one of the greatest science fiction story of all time. Collects Ender's Game: Battle School #1-5

Welcome to the Enderverse. When "Ender's Game" was first published as a novella twenty-five years ago few would have predicted that it would become one of the most successful ventures in publishing history. Expanded into a novel in 1985, Ender's Game won both the Hugo Award and the Nebula Award for Best Novel. Never out of print and translated into dozens of languages, it is the rare work of fiction that can truly be said to have transcended a genre. Ender's Game and its sequels have won dozens of prestigious awards and are as popular today among teens and young readers as adults. First Meetings is a collection of three novellas-plus the original "Ender's Game"-that journey into the origins and the destiny of one Ender Wiggin. "The Polish Boy" begins in the wake between the first two Bugger Wars when the Hegemony is desperate to recruit brilliant military commanders to repel the alien invasion. In John Paul Wiggin-the future father of Ender -they believe they may have found their man. Or boy. In "Teacher's Pest"-a novella written especially for this collection-a brilliant but insufferably arrogant John Paul Wiggin, now an American university student, matches wits with an equally brilliant graduate student named Theresa Brown. It is many years since the end of the Bugger Wars in "The Investment Counselor." Ender's reputation as a hero and savior has suffered a horrible reversal. Banished from Earth and slandered as a mass murderer, twenty-year-old Andrew Wiggin wanders incognito from planet to planet as a

fugitive. Until a blackmailing tax inspector compromises his identity and threatens to expose Ender the Xenocide. Also reprinted here is the original landmark novella, "Ender's Game," which first appeared in 1977. Fully illustrated, First Meetings is Orson Scott Card writing at the height of his considerable power about his most compelling character. 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 Sequel to: Ender's shadow. Battle school.

Xenocidio. Ender III

The Tragic Era - The Revolution After Lincoln

Ender's Shadow

A Novel

Ender III: xenocidio

Seventh Son and Red Prophet

'The characterizations are first class, and the fast-paced action features one hair-raising episode after another....Shadow of the Hegemon is so nicely integrated into the rest of the Ender canon that readers will be completely enthralled.' - Booklist **'Shadow of the Hegemon is an ideal book with which to start your science fiction year.'** - Rocky Mountain News **Orson Scott Card's award-winning Ender series is a genuine classic of science fiction. With ENDER'S SHADOW, the first book in the Shadow Saga, he took the series into fascinating new territory. For Ender Wiggin was not the only young recruit to be trained at Battle School. Ender Wiggin and his fellow pupils at Battle School have defeated the alien forces in an extraordinary military operation. Ender's destiny among the stars awaits him, but for his young army it is time to return to earth. One by one, however, they are disappearing. Earth faces a new danger, only this time the enemy is much closer to home. The second book in the new Ender series by bestselling author Orson Scott Card. Books by Orson Scott Card: Alvin Maker novels Seventh Son Red Prophet Prentice Alvin Alvin Journeyman Heartfire The Crystal City Ender Wiggin Saga Ender's Game Speaker for the Dead Xenocide Children of the Mind Ender in Exile Homecoming The Memory of the Earth The Call of the Earth The Ships of the Earth Earthfall Earthborn First Formic War (with Aaron Johnston) Earth Unaware Earth Afire Earth Awakens**

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. Many of the earliest books, particularly those dating back to the 1900s and before, are now extremely scarce and increasingly expensive. We are republishing these classic works in affordable, high quality, modern editions, using the original text and artwork.

From the bestselling author of the Ender Universe series comes Orson Scott Card's epic historical novel Saints When ten-year-old Dinah Kirkham saw her father leave their Manchester home in the middle of the night, she basked when he would be back. "Soon," he replied. But he never came back. On that night in 1829, John Kirkham laid the foundation of his daughter's certainty that the only person Dinah could ever really trust was herself. From that day forward, Dinah worked to support her family, remaining devoted to their welfare even in the face of despair and grinding poverty. Then one day she heard a new message, a new purpose ignited in her heart, and new life opened up before her. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

In Ender's Universe

Saints

Flux

Xenocidio

Ender's Game

Fresh Perspectives on the SF Classic 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?

Achieves and delivers more than almost anything else within the science fiction genre, Ender's Game is a contemporary classic - New York Times 'Full of surprises...Intense is the word for

Orson Scott Card's ENDER'S GAME' - New York Times The planet Lusitania is home to three sentient species: the Pequeninos; a large colony of humans; and the Hive Queen, brought there by Ender. But once again the human race has grown fearful; the Starways Congress has gathered a fleet to destroy Lusitania. Jane, the evolved computer intelligence, can save the three sentient races of Lusitania. She has learned how to move ships outside the universe, and then instantly back to a different world, abolishing the light-speed limit. But it takes all the processing power available to her, and the Starways Congress is shutting down the Net, world by world. Soon Jane will not be able to move the ships. Ender's children must save her if they are to save themselves. The dazzling Ender series, which has changed the face of science fiction, concludes. Books by Orson Scott Card: Alvin Maker novels Seventh Son Red Prophet Prentice Alvin Alvin Journeyman Heartfire The Crystal City Ender Wiggin Saga Ender's Game Speaker for the Dead Xenocide Children of the Mind Ender in Exile Homecoming The Memory of the Earth The Call of the Earth The Ships of the Earth Earthfall Earthborn First Formic War (with Aaron Johnston) Earth Unaware Earth Afire Earth Awakens

Orson Scott Card's Ender's Game is the winner of the Nebula and Hugo Awards 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. 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 At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

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.

The Maker of Universes

Lovelock

Wyrms

Wastelands

Urshurak

Gatefather

No planeta Lusitânia, colonizado por brasileiros, Andrew 'Ender' Wigging encontrou um mundo em que humanos, pequeninos e a Rainha da Colméia podem viver juntos. Nesse planeta, as três espécies inteligentes podem finalmente encontrar um terreno em comum. Mas Lusitânia também sustenta o descolada, vírus que mata todos os humanos infectados por ele, mas que os pequeninos necessitam para a sua reprodução. O Congresso das Vias Estelares teme seus efeitos como arma de destruição em massa, se o vírus se espalhar pelos Cem Mundos a partir de Lusitânia. Por isso envia uma esquadra de naves equipadas com 'o Doutorzinho', uma arma de destruição planetária. A Esquadra está a caminho, e o segundo xenocídio - o genocídio de uma espécie alienígena - parece inevitável. O grande aliado de Lusitânia contra esse monstruoso ataque preventivo está na inteligência artificial chamada 'Jane'. Mas Jane tem seus dias contados, pois a cada instante que passa as autoridades do O Congresso das Vias Estelares estão mais perto de interromper a rede de comunicações que a mantém viva.

When Robert Wolff found a strange horn in an empty house he held the key to a different universe. To blow that horn would open up a door through space-time and permit entry to a cosmos whose dimensions and laws were not those known by our starry galaxy. For that other universe was a place of tiers, world upon world piled upon each other like the landings of a sky-piercing

mountain. The one to blow that horn would ascend those steps, from creation to creation, until he would come face to face with the being whose brain-child it was. But what if that maker of universes was a madman? Or an imposter? Or a super-criminal hiding from the wrath of his own superiors...?

Primeros encuentros es la novena entrega de la aclamadísima «Saga de Ender» y funciona como guía definitiva para entrar, o profundizar, en El juego de Ender y en el conjunto de la saga. Una antología de historias que incluye el relato del mismo título que en 1977 fue publicado en la revista Analog, y que más tarde dio origen a El juego de Ender, la obra más emblemática de Orson Scott Card. Ahora, de la mano del autor, descubriremos la historia de cómo se conocieron y enamoraron los padres de Ender o de cómo el padre luchó para sacar a su familia de Polonia. El resultado es una inmersión en el universo de Ender que seducirá tanto a los fans de su creador como a los lectores que se acercan por primera vez al género. Reseñas: «Este libro no solo impresionará a los lectores que no son aficionados a la ciencia ficción, sino que constituye una herramienta imprescindible para los devotos de la "Saga de Ender".» Publishers Weekly «Una antología de cuentos atractiva y entretenida. Este libro da en el clavo y abre el apetito para más.» School Library Journal «Estos relatos demuestran el suspense y la preocupación moral que distingue a toda la "Saga de Ender".» Booklist

On the distant planet of Krull, two warring empires join together in a deadly battle against the forces of evil

Krull

Dizionario dei personaggi fantastici

Book 2 of The Shadow Saga

Ender in Exile

Lecture

Shadow Of The Hegemon

Seven tales of possible fates for the human race by one of science fiction's most revered authors portrays the inner struggles of characters exploring their hidden selves. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

Una apasionante novela que nos lleva de nuevo a la Escuela de Batalla, donde empezó la brillante «Saga de Ender» y que explora temas como la tolerancia o la compasión. Cuando Zeck Morgan, el hijo de un ministro puritano que lo ha educado en el pacifismo, resulta seleccionado para asistir a la Escuela de Batalla, todo son problemas. Por su pacifismo, Zeck se

niega a participar en cualquier simulación de juegos de guerra, y sus compañeros lo aíslan. Zeck denuncia que un estudiante holandés ha infringido las reglas de la Escuela de Batalla sobre las prácticas religiosas, lo que desencadena un duro enfrentamiento en torno a la libertad religiosa y la ética. Zeck acaba convertido en un paria para todos hasta que la prodigiosa capacidad de liderazgo de Ender logra reconducir la situación.

The Starways Congress decides that the deadly virus on Lusitania must be wiped out and sends a fleet to destroy it. After the fleet disappears, Gloriously Bright is selected to solve the mystery.

Bestselling author Orson Scott Card teams up with the talented Kathryn H. Kidd to create a startling look at the ethics of bioengineering Lovelock is a capuchin monkey engineered to be the perfect servant--intelligent, agile, pliant, and devoted to his owner. He is a Witness--privileged to spend his days and nights observing the life of one of Earth's most brilliant scientists through digital recording devices behind his eyes. In his heart is the desire to please, not just to avoid the pain his owner can inflict with a word, but because he loves her. Lovelock is on a voyage he did not choose. What human would consider the feelings of a capuchin monkey, no matter how enhanced? But Lovelock is something special among Witnesses--he's a little smarter than most humans; smart enough to break through some of his conditioning. Smart enough to feel the bonds of slavery, and want freedom. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

Command School

Book 4 of the Ender Saga

L'Informazione bibliografica

Battle School

Primeros encuentros (Otras historias de Ender 1)

The Lavalite World

The lavalite world is a world of slow but constant change. Here mountains rise from plains, or sink into rifts; new oceans form as vast hollows collapse and seas rush in. There is only one escape from this world where the very landscape moves. The one gateway to other universes is in the palace of the Lord Urthona. Paul Janus Finnegan - also known as Kickaha - must reach it if he is to survive. And he must do so despite the Lords Urthone and Red Orc, the hired thug McKay, flesh-eating vegetation on the run, beasts of prey and planetary pseudopods.

Homebody

A Novel of the Mithermages

Stories of the Apocalypse

No 2 (ENDER)

Ender el xenocida (Saga de Ender 3)