

The Ships Of Earth Homecoming Saga

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Homecoming Orson Scott Card 1995

Dragons of Darkness Orson Scott Card 1988-07-01 A collection of original tales dealing with dragons and other great beasts includes works by such award-winning authors as Orson Scott Card, Ben Bova, and Joan D. Vinge

Halo: The Flood William C. Dietz 2019-01-01 The bestselling adaptation of the iconic video game Halo: Combat Evolved featuring the Master Chief—part of the expanded universe based on the award-winning video game series! 2552. Having barely escaped the final battle for Reach against the vast alien alliance known as the Covenant, the crew of the Pillar of Autumn, including Spartan John-117—the Master Chief—and his AI companion Cortana, is forced to make a desperate escape into slipspace. But their destination brings them to an ancient mystery and an even greater struggle. In this far-flung corner of the universe floats a magnificently massive, artificial ringworld. The crew's only hope of survival is to crash-land on its surface and take the battle opposing the Covenant to the ground. But they soon discover that this enigmatic ringworld is much more than it seems. Built one hundred thousand years ago by a long-lost civilization known as the Forerunners, this "Halo" is worshipped by the Covenant—a sacred artifact they hope will complete their religious quest for supposed transcendence, and they will stop at nothing to control it. Engaging in fierce combat, Master Chief and Cortana will go deep into the Halo construct and uncover its dark secret and true purpose—even as a monstrous and far more vicious enemy than the Covenant emerges to threaten all sentient life on Halo and the galaxy beyond...

A Fire Upon The Deep Vernor Vinge 2010-04-01 Now with a new introduction for the Tor Essentials line, *A Fire Upon the Deep* is sure to bring a new generation of SF fans to Vinge's award-winning works. A Hugo Award-winning Novel! "Vinge is one of the best visionary writers of SF today."—David Brin Thousands of years in the future, humanity is no longer alone in a universe where a mind's potential is determined by its location in space, from superintelligent entities in the Transcend, to the limited minds of the Unthinking Depths, where only simple creatures, and technology, can function. Nobody knows what strange force partitioned space into these "regions of thought," but when the warring Straumli realm use an ancient Transcendent artifact as a weapon, they unwittingly unleash an awesome power that destroys thousands of worlds and enslaves all natural and artificial intelligence. Fleeing this galactic threat, Ravna crash lands on a strange world with a ship-hold full of cryogenically frozen children, the only survivors from a destroyed space-lab. They are taken captive by the Tines, an alien race with a harsh medieval culture, and used as pawns in a ruthless power struggle. Tor books by Vernor Vinge Zones of Thought Series *A Fire Upon The Deep* A Deepness In The Sky The Children of The Sky Realtime/Bobble Series The Peace War Marooned in Realtime Other Novels The Witling Tatja Grimm's World Rainbows End Collections Collected Stories of Vernor Vinge True Names At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

The Three-Body Problem Series Cixin Liu 2017-03-14 This discounted ebundle of the Three-Body Trilogy includes: *The Three-Body Problem*, *The Dark Forest*, *Death's End* "Wildly imaginative, really interesting." —President Barack Obama *The Three-Body* trilogy by New York Times bestseller Cixin Liu keeps you riveted with high-octane action, political intrigue, and unexpected twists in this saga of first contact with the extraterrestrial Trisolaris. *The Three-Body Problem* — An alien civilization on the brink of destruction captures the signal and plans to invade Earth. Meanwhile, on Earth, different camps start forming, planning to either welcome the superior beings and help them take over a world seen as corrupt, or to fight against the invasion. *The Dark Forest* — In *The Dark Forest*, the aliens' human collaborators may have been defeated, but the presence of the sophons, the subatomic particles that allow Trisolaris instant access to all human information remains. Humanity responds with the Wallfacer Project, a daring plan that grants four men enormous resources to design secret strategies, hidden through deceit and misdirection from Earth and Trisolaris alike. Three of the Wallfacers are influential statesmen and scientists, but the fourth is a total unknown. Luo Ji, an unambitious Chinese astronomer and sociologist, is baffled by his new status. All he knows is that he's the one Wallfacer that Trisolaris wants dead. *Death's End* — Half a century after the Doomsday Battle, Cheng Xin, an aerospace engineer from the early 21st century, awakens from hibernation in this new age. She brings with her knowledge of a long-forgotten program dating from the beginning of the Trisolar Crisis, and her very presence may upset the delicate balance between two worlds. Will humanity reach for the stars or die in its cradle? Other Books by Cixin Liu (Translated to English) *The Remembrance of Earth's Past* *The Three-Body Problem* *The Dark Forest* *Death's End* Other Books *Ball Lightning* At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

Sarah Orson Scott Card 2018-03-20 The first book of bestselling author Orson Scott Card's *Women of Genesis* series—a unique re-imagining of the biblical tale Sarai was a child of ten years, wise for her age but not yet a woman, when she first met Abram. He appeared before her in her father's house, filthy from the desert, tired and thirsty. But as the dirt of travel was washed from his body, the sight of him filled her heart. And when Abram promises Sarai to return in ten years to take her for his wife, her fate was sealed. Abram kept his promise, and Sarai kept hers. They were wed, and so joined the royal house of Ur with the high priesthood of the Hebrews. So began a lifetime of great joy together, and greater peril: and with the blessing of their God, a great nation would be built around the core of their love. Bestselling author Orson Scott Card uses his fertile imagination, and uncanny insight into human nature, to tell the story of a unique woman—one who is beautiful, tough, smart, and resourceful in an era when women had little power, and are scarce in the historical record. Sarah, child of the desert, wife of Abraham, takes on vivid reality as a woman desirable to kings, a devoted wife, and a faithful follower of the God of Abraham, chosen to experience an incomparable miracle. *Women of Genesis* Sarah Rebekah Rachel and Leah At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

The Treasure Box Orson Scott Card 2013-03-26 Widely acclaimed, hugely successful speculative-fiction author Orson Scott Card takes another step into the mainstream with an extremely chilling, vastly engaging novel that sets the notion of family values on its head and chronicles a man's transformation from hermit to hero. When Quentin Fears was 10, his sister left this world, the victim of a car accident. Her death made him withdraw from this world too -- into books, away from people.

By the time he reaches adulthood, Quentin has become a certifiable recluse, moving restlessly from town to town, investing the millions he's made as a software creator and avoiding companionship. It's odd but maybe inevitable that on a rare outing to a party he should meet his dream woman, Madeleine. She's witty and beautiful and as naive to the world's ways as he is, and they marry in a matter of weeks. Their relationship seems idyllic but for one thing -- Madeleine's multigenerational, cantankerous, eccentric family who all live in a rambling riverside mansion in upstate New York. But poor family dynamics isn't all that's wrong with them. Beyond the squabbling, there's an ancient family secret to which Madeleine holds the key. Only Quentin can stop her from unleashing an ageless malevolence that will rule the world. But to do so, he must do what seems impossible -- step outside himself into the world he has avoided. He must learn friendship, trust, forgiveness and the courage to face down the ultimate evil. Joining Quentin in this epic confrontation is a splendidly quirky cast of heroes, villains and witches -- from a no-nonsense nurse with a dash of the romantic in her to a small-town sheriff whose affable exterior conceals a dangerous past to a 10-year-old girl named Roz whose malign powers are rivaled only by her smart mouth. *Treasure Box* introduces the most spectacularly dysfunctional family in recent fiction and a singular hero whose only weapons against them are his mind and his heart. How Quentin defuses this volatile mixture of comedy and horror makes for a viscerally unsettling, poignant and appealing tale that's sure to draw the legions of fans Card has won in other genres and new fans as well.

Chanur's Homecoming C. J. Cherryh 1991-03-05 The fourth volume of the Chanur saga, set in the Alliance-Union universe, featuring the alien spaceship captain Pyanfar Chanur and her human crewmate Tully. When those strange entities called "humans" sent their first exploration ship into Compact space, the delicate power balances of the seven alien races of the Compact were catastrophically disrupted. And by giving shelter to Tully, the only human survivor of his mission, Captain Pyanfar of *The Pride of Chanur* jeopardized the safety of her ship and her crew by placing them at the center of a deadly political maelstrom. Now, with a new fleet of human ships approaching Compact space and with the Meetpoint and other Compact stations nearly destroyed by rival factions, Pyanfar and her crew face the ultimate threat to their species. For their home planet lies in the path of an impending space battle which could wipe their world off the galactic maps. Will Pyanfar be able to avert disaster for her homeworld and win herself the ultimate reward—a treasure beyond measuring—an exclusive trade contract with Earth?

Pathfinder Orson Scott Card 2011-10-04 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.

Ep.#1 - Aurora Ryk Brown 2012-12-31 In the first book of the *Frontiers Saga*, the crew members of the "UES Aurora" discover that what destiny has in store for them is far greater than anyone could have ever imagined.

Homecoming Kass Morgan 2015-02-24 Humanity is coming home. Weeks after landing on Earth, the Hundred have managed to create a sense of order amidst their wild, chaotic surroundings. But their delicate balance comes crashing down with the arrival of new dropships from space. These new arrivals are the lucky ones—back on the Colony, the oxygen is almost gone—but after making it safely to Earth, GLASS's luck seems to be running out. CLARKE leads a rescue party to the crash site, ready to treat the wounded, but she can't stop thinking about her parents who may still be alive. Meanwhile, WELLS struggles to maintain his authority despite the presence of the Vice Chancellor and his armed guards, and BELLAMY must decide whether to face or flee the crimes he thought he'd left behind. It's time for the Hundred to come together and fight for the freedom they've found on Earth, or risk losing everything--and everyone--they love.

The Worthing Saga Orson Scott Card 1992-12-15 Orson Scott Card is "a master of the art of storytelling" (Booklist), and *The Worthing Saga* is a story that only he could have written. It was a miracle of science that permitted human beings to live, if not forever, then for a long, long time. Some people, anyway. The rich, the powerful--they lived their lives at the rate of one year every ten. Some created two societies: that of people who lived out their normal span and died, and those who slept away the decades, skipping over the intervening years and events. It allowed great plans to be put in motion. It allowed interstellar Empires to be built. It came near to destroying humanity. After a long, long time of decadence and stagnation, a few seed ships were sent out to save our species. They carried human embryos and supplies, and teaching robots, and one man. *The Worthing Saga* is the story of one of these men, Jason Worthing, and the world he found for the seed he carried. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

The Memory of Earth Orson Scott Card 1993-01-15 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.

Novels by Orson Scott Card Source Wikipedia 2013-09 Please note that the content of this book primarily consists of articles available from Wikipedia or other free sources online. Commentary (novels not included). Pages: 44. Chapters: *Ender's Game*, *Speaker for the Dead*, *Shadow Puppets*, *The Memory of Earth*, *Xenocide*, *Empire*, *Homecoming Saga*, *Pastwatch: The Redemption of Christopher Columbus*, *Songmaster*, *Ender in Exile*, *Wyrms*, *Lost Boys*, *Shadow of the Hegemon*, *Hart's Hope*, *Ender's Shadow*, *A Planet Called Treason*, *The Tales of Alvin Maker*, *A War of Gifts: An Ender Story*, *Shadow of the Giant*, *The Call of Earth*, *Red Prophet*, *The Crystal City*, *Seventh Son*, *Invasive Procedures*, *Saints*, *Enchantment*, *Alvin Journeyman*, *Children of the Mind*, *Heartfire*, *Lovelock*, *Hot Sleep*, *Prentice Alvin*, *Earthfall*, *Earthborn*, *The Ships of Earth*, *Hidden Empire*, *The Worthing Saga*, *The Lost Gate*, *Shadows in Flight*, *The Worthing Chronicle*, *Sarah*, *Pastwatch* series, *Magic Street*,

Rasputin, Stone Tables, Rachel and Leah, Treasure Box, Rebekah, The Abyss, Bully and the Beast, Homebody, The Wives of Israel, Master Alvin, The Women of Genesis series, The Empire Duet, The Worthing series, The Mayflower Trilogy. Excerpt: Ender's Game (1985) is a science fiction novel by American author Orson Scott Card. The book originated as the short story "Ender's Game," published in the August 1977 issue of Analog Science Fiction and Fact. Elaborating on characters and plot lines depicted in the novel, Card later wrote additional books to form the Ender's Game series. Card released an updated version of Ender's Game in 1991, changing some political facts to accurately reflect the times. Set in Earth's future, the novel presents an imperiled humankind who have barely survived two conflicts with the Formics (an insectoid alien species also known as the "Buggers"). In preparation for an anticipated third invasion, an international fleet maintains a school to find and train future fleet commanders. The world's most talented children, including the novel's...

The Origins of Tolkien's Middle-earth For Dummies Greg Harvey 2011-04-27 J.R.R. Tolkien's novels of Middle-earth – The Hobbit, The Lord of the Rings trilogy, and The Silmarillion – have become some of the most famous, and most beloved, literary works of the twentieth century. And the Lord of the Rings films by director Peter Jackson have re-ignited interest in Tolkien and his works, as well as introduced his stories to a new generation of fans. Even if you've never read the novels and have only seen the films, you know that the world of Middle-earth is a complicated one. Tolkien took great care in representing this world, from creating new languages to including very particular cultural details that add to the richness of the world's fabric. Many other books have been written about Tolkien and his works, but none have come close to providing the kind of reference needed to comprehend the world of Middle-earth. That's what veteran Dummies author and unabashed Tolkien fan Greg Harvey attempts to do in The Origins of Tolkien's Middle-earth For Dummies. As the author says in his introduction to the book, this is not an encyclopedia or quick guide to all the diverse beings, languages, and history that make up Tolkien's Middle-earth. Nor is it a set of plot outlines for the novels. Rather, what you'll find in The Origins of Tolkien's Middle-earth For Dummies is a basic guide to some of the possible linguistic and mythological origins of Middle-earth, plus a rudimentary analysis of its many themes and lessons for our world. This book can help enrich your reading (or re-reading) of Tolkien's novels, and it will challenge you to think about the themes inherent in Tolkien's Middle-earth and their implications in your own life. Here's just a sampling of the topics you'll find covered in The Origins of Tolkien's Middle-earth For Dummies: Exploring the main themes in Tolkien's works, including immortality and death; the heroic quest; love; fate and free will; and faith and redemption Investigating the diverse lands of Middle-earth – including the Shire, Gondor, and Mordor – and their significance Examining the different cultures of Middle-earth, such as Hobbits, Elves, Men, and those wily Wizards Touring the history of Middle-earth Understanding Tolkien's creation of new languages to enrich the story of Middle-earth Top Ten lists on the battles in the War of the Ring, online resources, and the ways the films differ from the novels So, whether you're reading Tolkien's novels or watching the films for the first time, or you've been a fan for many years and are looking for a new take on Tolkien's works, The Origins of Tolkien's Middle-earth For Dummies can help you enhance your reading or viewing experience for years to come.

Earthborn Orson Scott Card 1996-05-15 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.

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.

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.

Earth Afire Orson Scott Card 2013-06-04 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.

The Worthing Chronicle Orson Scott Card 2018 From the award-winning, bestselling author of Ender's Game, comes The Worthing Chronicle "No one saw the brief flare in the star named Argos; it would be years before astronomers would connect the Day of Pain with the End of Worthing. And by then the change was done, the worlds were broken, and the golden age was over." If you would be a God, you must pay the price. Jason Worthing was a telepath, and the best of the ark captains sent to conquer and seed humankind anew on a hundred new worlds. He vowed that his new-world would be different from the stagnant one he had fled. He established his colonists and his descendants; and when he was sure that they would survive, he sealed himself in the last some chamber in all the galaxy, triggered to awaken him when his world had built a new civilization. But using somec to disturb and manipulate the natural course of life cultivated dangers of its own. Worthing slept for fifteen thousand years. And when he awoke from his frozen slumber, it was to a future he had never dreamed of. Corrupt forces had emerged and a strange form of mind reading had been carried down to other generations. In a profound tale that spans thousands of years and barren lands, Jason tries to reconcile the past with the present, amidst those who lost their memories entirely and dreams that bring strange, disturbing visions of the past. Reflecting on the arrival and purpose of pain and sorrow, The Worthing Chronicle is a gripping science fiction tale that considers communal experiences of joy emerging from suffering in deconstructed worlds. Praise for Orson Scott Card's Ender's Game: '... A major sf novel by any reasonable standards.' - Booklist 'Every volume of the Ender saga...comprises some of the most hauntingly brilliant writing of the decade' - Interzone '... knocks you sideways' - Sunday Express 'Almost impossible to put down' - LOCUS

Empire Orson Scott Card 2009-11-30 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.

Ender's Game Orson Scott Card 2011-09-22 'Delivers more than almost anything else within the science fiction genre, Ender's Game is a contemporary classic' - New York Times 'An affecting novel full of surprises.' - The New York Times Book Review on Ender's Game THE HUMAN RACE FACES ANNIHILATION An alien threat is on the horizon, ready to strike. And if humanity is to be defended, the government must create the greatest military commander in history. The brilliant young Ender Wiggin is their last hope. But first he must survive the rigours of a brutal military training program - to prove that he can be the leader of all leaders. A saviour for mankind must be produced, through whatever means possible. But are they creating a hero or a monster? Discover the bestselling, multiple award-winning classic - a groundbreaking tale of war, strategy and survival. 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 Duplex Orson Scott Card 2021-09-07 New York Times bestselling author Hugo and Nebula Award-winning author Ryan wakes up to find his contractor dad building walls to turn their big old house into a duplex. The family that moves into the other side includes Bizzy Horvat, the pretty girl he has a crush on at school. Bizzy claims her mother is a witch with the power to curse people with clumsiness or, in Bizzy's case, astonishing beauty. When a bee gets caught in Bizzy's hair, Ryan acts so quickly and radically to save her from getting stung that he attracts the attention of a group of micropotents--people with micropowers. He soon realizes that Bizzy and her mother also have such powers. It becomes Ryan's job, with the help of the other micropotents, to protect the Horvats from a group of witch hunters from their native country, who are determined to kill Bizzy, her mother, and all the other "witches"--micropotents--who have gathered to protect them.

Earthfall Orson Scott Card 1996-01-15 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, Wetchik'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.

Homecoming Orson Scott Card 1994 Call of earth - "Teenagers are at the heart of the story featuring a sentient computer whose plans involve a return to Earth."--Novelist.

Earthborn Orson Scott Card 1995

Black Mist and Other Japanese Futures Orson Scott Card 1997 Five novellas that imagine the future of Japanese influence--on Earth, in space, and in cyberspace--include the story of an artist living on an asteroid that has become a haven for those escaping the strictures of Japanese society. Original.

The Complete Homecoming Saga Orson Scott Card 2019-02-12 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 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 The Hive 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 Tales of Alvin Maker Women of Genesis At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

Hidden Empire Orson Scott Card 2010-12-28 A sequel to the best-selling Empire finds Captain Cole becoming increasingly concerned about new U.S. President Averell Torrent's tough-handed foreign policy stance, a perspective that causes him to be targeted and prompts his investigation into the president's role in an assassination plot. Reprint.

Gatefather Orson Scott Card 2015-10-20 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.

Enchantment Orson Scott Card 2005-05-31 In Enchantment, Orson Scott 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.

Children of the Mind Orson Scott Card 1997 The author of Ender's Game presents the conclusion of his popular series, The Ender Quartet, which pits an evolved computer intelligence against the Starways Congress in a fight to save the planet Lusitania. Reprint.

Ep. #1 - Escalation Ryk Brown 2016-06-07 A cease-fire that has lasted seven years... Worlds half-destroyed that have been rebuilt anew... Friends and crewmates scattered light-years apart... New leaders that would be kings... The Jung threat has been renewed, in ways not imagined. It will take a new savior to

inspire the masses, and once again lead those willing to fight against oppression. But who will the new savior be?

The Ships of Earth Orson Scott Card 1995-01-01 Journeying across the desert when the City of Basilica falls, Wetchik, Nafai, and their families seek the hidden Harmony spaceport, finding their greatest hardship in the anger of their own people who are rebelling against a forced exile

Hot Sleep Orson Scott Card 1979

The Ships of Earth Orson Scott Card 1995-01-15 The City of Basilica has fallen. Now Wetchik, Nafai, and all their family must brave the desert wastes, and cross the wide continents to where Harmony's hidden spaceport lies silent, abandoned, waiting for the command to make the great interstellar ships ready for flight again. But of these sixteen people, only a few have chosen their exile. The others, Rasa's spiteful daughters and their husbands; Wetchik's oldest son, Elemak, have been forced against their will. Their anger and hatreds will make the difficult journey harder. 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 Memory of Earth Orson Scott Card 1993-01 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

The Heretic's Guide to Homecoming Sienna Tristen 2018-04-25 A vivid coming-of-age story that explores the struggles of chronic anxiety and self-doubt within a richly-detailed fantasy setting. Ronoh 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.

The Fall of The Kings Ellen Kushner 2007-12-18 This stunning follow-up to Ellen Kushner's cult-classic novel, Swordspoint, is set in the same world of labyrinthine intrigue, where sharp swords and even sharper wits rule. Against a rich tapestry of artists and aristocrats, students, strumpets, and spies, a gentleman and a scholar will find themselves playing out an ancient drama destined to explode their society's smug view of itself—and reveal that sometimes the best price of uncovering history is being forced to repeat it... The Fall of the Kings Generations ago the last king fell, taking with him the final truths about a race of wizards who ruled at his side. But the blood of the kings runs deep in the land and its people, waiting for the coming together of two unusual men, Theron Campion, a young nobleman of royal lineage, is heir to an ancient house and a modern scandal. Tormented by his twin duties to his family and his own bright spirit, he seeks solace in the University. There he meets Basil St. Cloud, a brilliant and charismatic teacher ruled by a passion for knowledge—and a passion for the ancient kings. Of course, everyone now knows that the wizards were charlatans and the kings their dupes and puppets. Only Basil ins not convinced—nor is he convinced that the city has seen its last king...

The Call of Earth Orson Scott Card 2009-11-30 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 an 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.