

young navigator on a distant mining ship saw something moving too fast, heading directly for our sun. When the alien ship screamed through the solar system, it disrupted communications between the far-flung human mining ships and supply stations, and between them and Earth. So Earth and Luna were unaware that they had been invaded until the ship pulled into Earth orbit, and began landing terra-forming crews in China. Politics and pride slowed the response on Earth, and on Luna, corporate power struggles seemed more urgent than distant deaths. But there are a few men and women who see that if Earth doesn't wake up and pull together, the planet could be lost. 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.

Feeling itself to be failing, the Oversoul realises that it needs the technology of the Lost Earth to achieve its aims. It has already caused Nafai, a teenage boy, to commit murder ... Nafai, his father and his brothers have left Basilica, but the rest of his family remain there, including his mother, the influential Lady Rasa. However, Rasa has other things on her mind, such as the 'friendly' invasion of troops under the leadership of General Vozmuzhalnoy Vozmozhno of Gorayni, who does not believe in any Gods, including the Oversoul - although he may still be its unknowing instrument. More information on this book and others can be found on the Orbit website at www.orbitbooks.co.uk

Orson Scott Card and Aaron Johnston return to their Ender's Game prequel series with this first volume of an all-new trilogy about the Second Formic War in The Swarm. The first invasion of Earth was beaten back by a coalition of corporate and international military forces, and the Chinese army. China has been devastated by the Formic's initial efforts to eradicate Earth life forms and prepare the ground for their own settlement. The Scouring of China struck fear into the other nations of the planet; that fear blossomed into drastic action when scientists determined that the single ship that wreaked such damage was merely a scout ship. There is a mothership out beyond the Solar System's Kuiper Belt, and it's heading into the system, unstoppable by any weapons that Earth can muster. Earth has been reorganized for defense. There is now a Hegemon, a planetary official responsible for keeping all the formerly warring nations in line. There's a Polemarch, responsible for organizing all the military forces of the planet into the new International Fleet. But there is an enemy within, an enemy as old as human warfare: ambition and politics. Greed and self-interest. Will Bingwen, Mazer Rackam, Victor Delgado and Lem Juke be able to divert those very human enemies in time to create a weapon that can effectively defend humanity in the inexorable Second Formic War? The Second Formic War #1 The Swarm

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 hundreds 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 those who followed Nafai or Elemak. But in all the long years of searching, the Oversoul has not found the thing it sought. It has not found the Keeper of Earth, the central intelligence that alone can repair the Oversoul's damaged programming. More information on this book and others can be found on the Orbit website at www.orbitbooks.co.uk

Based on the fantasy computer game from BioWare.

Winner of the Hugo and Nebula Awards For the perfect holiday gift for the reader on your list, pick up Orson Scott Card's Ender's Game in this specially bound edition of the author's preferred text. Andrew "Ender" Wiggin thinks he is playing computer simulated war games at the Battle School; he is, in fact, engaged in something far more desperate. Ender is the most talented result of Earth's desperate quest to create the military genius that the planet needs in its all-out war with an alien enemy. Is Ender the general Earth needs? The only way to find out is to throw the child into ever harsher training, to chip away and find the diamond inside, or destroy him utterly. Ender Wiggin is six years old when it begins. He will grow up fast. But Ender is not the only result of the experiment. The war with the Formics 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, Peter and Valentine, 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.

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

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 New York Times bestselling authors Orson Scott Card and Aaron Johnston return to the prequels to Ender's Game following The Swarm with The Hive, book two in the Second Formic War. Card and Johnston continue the fast-paced hard science fiction history of the Formic Wars—the alien invasions of Earth's Solar System that ultimately led to Ender Wiggin's total victory in Ender's Game. A coalition of Earth's nations barely fought off the Formics' first scout ship. Now it's clear that there's a mother-ship out on edge of the system, and the aliens are prepared to take Earth by force. Can Earth's warring nations and corporations put aside their differences and mount an effective defense? Ender's Game is one of the most popular and bestselling science fiction novels of all time. The Formic War series (The First Formic War and The Second Formic War) are the prequels to Ender's story. THE ENDER UNIVERSE Ender series Ender's Game / Speaker for the Dead / Xenocide / Children of the Mind / Ender in Exile / Children of the Fleet Ender's Shadow series Ender's Shadow / Shadow of the Hegemon / Shadow Puppets / Shadow of the Giant / Shadows in Flight The First Formic War (with Aaron Johnston) Earth Unaware / Earth Afire / Earth Awakens The Second Formic War (with Aaron Johnston) The Swarm / The Hive Ender novellas A War of Gifts / First Meetings Bestselling author Orson Scott Card brings to life a new chapter in the saga of Ender's Earth and The Shadow Series. Earth and its society have been changed irrevocably in the aftermath of Ender Wiggin's victory over the Formics. The unity forced upon the warring nations by an alien enemy has shattered. Nations are rising again, seeking territory and influence, and most of all, seeking to control the skills and loyalty of the children from the Battle School. But one person has a better idea. Peter Wiggin, Ender's older, more ruthless, brother, sees that any hope for the future of Earth lies in restoring a sense of unity and purpose. And he has an irresistible call on the loyalty of Earth's young warriors. With Bean at his side, the two will reshape our future. Shadow Puppets is the continuing story of Bean and Petra, and the rest of Ender's Dragon Army, as they take their places in the new government of Earth. 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 Falling instantly in love and marrying Dora, overworked lawyer Rafael believes his life is perfect except for his cantankerous in-laws, who participate in vicious infighting beyond his worst suspicions. 50,000 first printing. \$50,000 ad/promo. Tour.

Orson Scott Card and Aaron Johnston return to their Ender's Game prequel series with this first volume of an all-new trilogy about the Second Formic War in The Swarm. The first invasion of Earth was beaten back by a coalition of corporate and international military forces, and the Chinese army. China has been devastated by the Formic's initial efforts to eradicate Earth life forms and prepare the ground for their own settlement. The Scouring of China struck fear into the other nations of the planet; that fear blossomed into drastic action when scientists determined that the single ship that wreaked such damage was merely a scout ship. There is a mothership out beyond the Solar System's Kuiper Belt, and it's heading into the system, unstoppable by any weapons that Earth can muster. Earth has been reorganized for defense. There is now a Hegemon, a planetary official responsible for keeping all the formerly warring nations in line. There's a Polemarch, responsible for organizing all the military forces of the planet into the new International Fleet. But there is an enemy within, an enemy as old as human warfare: ambition and politics. Greed and self-interest. Will Bingwen, Mazer Rackam, Victor Delgado and Lem Juke be able to divert those very human enemies in time to create a weapon that can effectively defend humanity in the inexorable Second Formic War? 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

Aliens have attacked Earth twice and have nearly destroyed the human species. To make sure humans win the next encounter, the world government has begun breeding military geniuses and training them in the arts of war. Early soldier training takes the form of 'games,' and Ender Wiggin is a genius among geniuses; he outmaneuvers each opponent he encounters. He is smart enough to know that time is running out, but he has not yet played a game as intricate as trying to save the planet. La Tierra se ve amenazada por una raza extraterrestre que se comunica telepáticamente y considera no tener nada en común con los humanos, a los que quiere destruir. Para vencerles es necesario un genio militar y por ello se ha permitido el nacimiento de Ender. Ender es un genio y puede ganar todos los juegos usados por el gobierno para entrenar al ejército a proteger la Tierra. Pero salvar la planeta va a ser el juego más complicado que Ender ha jugado en su vida.

While the dwindling human population battles for survival against a society of robot warriors, Caps searches to uncover his past and create a future for himself and his people.

From New York Times bestselling author Orson Scott Card, Ender's Game 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 Quintet 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 'A standout tale of SF adventure that gives Ender series fans fascinating backstory to the classic Ender's Game' Library Journal on Earth Unaware THE FUTURE OF HUMANITY HANGS IN THE BALANCE 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 sceptical 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 . . . Following Earth Unaware comes this thrilling second novel in the First Formic War - a 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 Four novellas set in the world of the acclaimed and hugely successful Ender series, by bestselling author Orson Scott

Card.

As civilization reels from the scouring of China by the Formics and the threat of war still looms, Mazer Rackham's squad endeavors to create a weapon that will defend humanity in the next conflict.

Confronting his brother Elemak while on board the starship Basilica, Nafai, the chosen ship's Master, begins a generations-long struggle that will culminate in a return to planet Earth. 50,000 first printing. \$50,000 ad/promo.

Traces the events of the First Formic War a century before the events of Ender's Game, following the unsuccessful attempt of Victor Delgado to warn skeptical Earth governments of an imminent alien invasion and the efforts of Mazer Rackham and the Mobile Operations Police to meet unprecedented threats.

The story of The First Formic War continues in Earth Awakens, nearly 100 years before the events of Orson Scott Card's bestselling novel Ender's Game... When the alien ship screamed through the solar system, it disrupted communications between the far-flung human mining ships and Earth. So Earth and Luna were unaware that they had been invaded until the ship dropped into Earth orbit, and began landing terraforming crews in China. Politics slowed the response on Earth, and on Luna, corporate power struggles seemed more urgent than distant deaths. But millions of people were dying, and the planet could be lost. It's up to Mazer Rackham's squad in China, who have developed a method to destroy the alien landers one by one; and Lem Jukes and his crew on the Moon, who may have the key to destroying the Formic mother ship in orbit.

From the #1 New York Times bestseller At the Battle School, there is only one course of study: the strategy and tactics of war. Humanity is fighting an alien race, and we fight as one. Students are drawn from all nations, all races, all religions, taken from their families as children. There is no room for cultural differences, no room for religious observances, and there is certainly no room for Santa Claus. But the young warriors disagree. When Dink Meeker leaves a Sinterklaas Day gift in another Dutch student's shoe, that quiet act of rebellion becomes the first shot in a war of wills that the staff of the Battle School never bargained for. Orson Scott Card's novel Ender's Game is the basis of the hit movie of the same name.

Follow the fates of Ender's fellow pupils from Battle School - now facing terrible new challenges, both personal and political. Manoeuvring through international politics and war, Peter Wiggin and Achilles are each determined to defeat the other and become Hegemon.

After the Third Formic war was won by Ender Wiggin, the alien threat to Earth was over. The terraformed Formic worlds were open to settlement by humans and the International Fleet became the arm of the Ministry of Colonization, run by Hiram Graff. MinCol now runs Fleet School on the old Battle School station, and still recruits very smart kids to train as leaders of colony ships and colonies. Dabeet Ochoa is a very smart kid. Top of his class in every school. But he doesn't think he has a chance at Fleet School, because he has no connections to the Fleet. That he knows of. At least until the day that Colonel Graff arrives at his school for an interview. Children of the Fleet is a new angle on Card's bestselling series, telling the story of the Fleet in space, parallel to the

story on Earth told in the Ender's Shadow series.

Bean, Ender Wiggins' former right-hand man, has shed his reputation as the smallest student at Battle School. He has completed his military service for the Hegemon, acting as strategist and general in the terrible wars that followed Ender's defeat of the alien empire that attacked Earth. Now he and his wife, Petra, yearn for a safe place to build a family - something he has never known. Yet no such place exists on Earth, a world riddled with Bean's enemies from the past. Once again he must follow in Ender's footsteps and look to the stars.

Children of the Mind is the fourth book in New York Times bestselling author Orson Scott Card's classic science fiction Ender Quintet--newly repackaged. 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 ENDER UNIVERSE Ender Quintet Ender's Game / Speaker for the Dead / Xenocide / Children of the Mind / Ender in Exile 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

In the not-too-distant future, after a scientific innovation allows researchers to open a window on the past, a young woman meddles to send an individual onto a slightly different path in life, interference that has unexpected repercussions for the present and future. 50,000 first printing.

The all-new prequel to Orson Scott Card's science-fiction classic Ender's Game returns! With 44 million people killed by the toxic gas that the alien Formics unleashed in China, the only hope of a counter-agent lies with Mazer Rackham and the Mobile Operations Police safely retrieving a sample. Meanwhile, young asteroid miner Victor Delgado has snuck aboard the Formic mother ship in hopes of taking it down alone ... and boy is he is for a big disappointment. COLLECTING: FORMIC WARS: SILENT STRIKE 1-5

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

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This discounted ebundle includes The First Formic War Trilogy by bestselling authors Orson Scott Card and Aaron Johnston: Earth Unaware, Earth Afire, Earth Awakens One hundred years before Ender Wiggin decisively defeated the alien formics in Ender's Game. A pulse-pounding tale of first contact gone horribly wrong. Ender's Game opens in the last desperate days of Earth's war against the implacable insectoid aliens. We are told early on that the Battle School is training generals for the Third Formic War — the war that will end the war; will save the Earth; will finally defeat the Buggers. This is the story of the First Formic Wars, back when humans thought they were alone in the galaxy. Humanity was slowly making their way out from Earth to the planets and asteroids of the Solar System, exploring and mining and founding colonies. Then a ship's telescopes pick up a fast-moving object coming in-system... Earth Unaware — When mining ship El Cavador's telescopes pick up a fast-moving object coming in-system, it's hard to know what to make of it. It's massive and moving at a significant fraction of the speed of light. But the ship has other problems. Their systems are old and failing. Worrying about a distant object that might or might not be an alien ship seems...not important. Earth Afire — Victor Delgado beat the alien ship to Earth, but not soon enough to convince skeptical governments that there was a threat. That is, 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 organize in time to meet the threat. Earth Awakens — Politics slowed the response on Earth, and on Luna, corporate power struggles seemed more urgent than distant deaths. It's up to Mazer Rackham's squad in China, who have developed a method to destroy the alien landers one by one; and Lem Jukes and his crew on the Moon, who may have the key to destroying the Formic mother ship in orbit. Books by Orson Scott Card The Ender Universe The Ender Saga #1 Ender's Game #2 Ender in Exile #3 Speaker for the Dead #4 Xenodice #5 Children of the Mind Ender's Shadow Quintet #1 Ender's Shadow #2 Shadow of the Hegemon #3 Shadow Puppets #4 Shadow of the Giant #5 Shadows in Flight The Second Formic War (With Aaron Johnston) #1 The Swarm Other Books in the Ender Universe Children of the Fleet A War of Gifts (novella) First Meetings (novella) Other Series Homecoming The Mithermages The Tales of Alvin Maker At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

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.

On a distant planet in the far future, the evolution of alien life forms and human society have intersected to produce an extraordinary crisis

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