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## Pathfinder 1 Orson Scott Card

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**Ruins** Margaret K. McElderry Books  
Orson Scott Card's *The Last Shadow* is the long-awaited conclusion to both the original *Ender* series and the *Ender's Shadow* series, as the children of Ender and Bean solve the great problem of the Ender Universe—the deadly virus they call the *descolada*, which is incurable and will kill all of humanity if it is allowed to escape from Lusitania. One planet. Three sapient species living peacefully together. And one deadly virus that could wipe out every world in the *Starways* Congress, killing billions. Is the only answer another great

*Xenocide*? At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

Visitors Macmillan

From the internationally bestselling author of *Ender's Game* comes a boxed collection of all three riveting books in the *Pathfinder* Trilogy! A powerful secret. A deadly path. In *Pathfinder*, Rigg—a teenager who possesses a secret talent that allows him to see the paths of people's pasts—joins forces with another teen with special talents on a quest to find Rigg's sister and discover the true significance of their powers. Then Rigg's story continues in *Ruins*, when he must decipher the paths of the past before the arrival of a destructive force that threatens the future of his entire world. And the series comes to an epic and explosive ending in *Visitors*, as everything that has been building up finally comes to pass and Rigg is forced to put his powers to the test in order to save his world and end the war once and for all.

**The Folk of the Fringe** Simon and Schuster

“A modern suburban fantasy . . . There are quests

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and complications, conflicts and charms. . . . Card's back in top form, doing as well as or better than any of his fantasy work so far."—The San Diego Union-Tribune In a prosperous African American neighborhood in Los Angeles, infant Mack Street is found abandoned in an overgrown park and taken in by a blunt-speaking single woman. Growing up, Mack senses that he is different from most, and knows that he has strange powers. Yet he cannot possibly understand how unusual he is until the day he discovers, beyond a mysterious narrow house no one else can see, an entryway into a magical world. Passing through, Mack is plunged into a realm where time and reality are skewed, a place where his actions seem to have disturbing effects in the "real world." Whether he likes it or not, Mack has become a player in an epic drama. His reward, if he can survive the trip, is discovering not only who he really is . . . but why he exists. Praise for *Magic Street* "A great read . . . Card's take on his characters [is] as sure as ever, his narrative rock solid, his dialogue crackling and authentic."—Los Angeles Times Book Review "[Card] is a master at creating a sense of urgency that keeps you turning pages."—The Charlotte Observer "Mind-bending . . . Card's clever tale comes with sharp writing and crisp dialogue."—The Tampa Tribune "Compelling . . . By the time the ultimate conflict comes into focus, the novel is propelling the reader forward like a bullet."—Deseret Morning News "A suspenseful fantasy thriller that, during the race to the last page, has one mulling over myth, morals, salvation, and will."—Booklist

The Treasure Box HarperCollins

"Perfect to be read late into the night." —Stefan Bachmann, internationally bestselling author of *The Peculiar* "A spooky sisterhood mystery that is sure to be a hit with readers." —School Library Journal (starred review) "Grab a flashlight and stay up late with this one." —Kirkus Reviews Once there were two sisters who did everything together. But only one of them disappeared. New York Times – bestselling author Jacqueline West's *Long Lost* is an atmospheric, eerie mystery brimming with suspense. Fans of Katherine Arden's *Small Spaces* and Victoria Schwab's *City of Ghosts*

series will lose themselves in this mesmerizing and century-spanning tale. Eleven-year-old Fiona has just read a book that doesn't exist. When Fiona's family moves to a new town to be closer to her older sister's figure skating club—and far from Fiona's close-knit group of friends—nobody seems to notice Fiona's unhappiness. Alone and out of place, Fiona ventures to the town's library, a rambling mansion donated by a long-dead heiress. And there she finds a gripping mystery novel about a small town, family secrets, and a tragic disappearance. Soon Fiona begins to notice strange similarities that blur the lines between the novel and her new town. With a little help from a few odd Lost Lake locals, Fiona uncovers the book's strange history. Lost Lake is a town of restless spirits, and Fiona will learn that both help and danger come from unexpected places—maybe even from the sister she thinks doesn't care about her anymore. New York Times – bestselling and acclaimed author Jacqueline West weaves a heart-pounding, intense, and imaginative mystery that builds anticipation on every page, while centering on the strong and often tumultuous bond between sisters. Laced with suspense, *Long Lost* will fascinate readers of Trenton Lee Stewart's *The Secret Keepers* and fans of ghost stories.

Elements of Fiction Writing - Characters & Viewpoint Macmillan

The Tales of Alvin Maker continue in *The Crystal City*, the sixth book in the historical fantasy series from the Hugo and Nebula award-winning and New York Times bestselling author of *Ender's Game*. Using the lore and the folk-magic of the men and women who settled North America, Orson Scott Card has created an alternate world where magic works, and where that magic has colored the entire history of the colonies. Charms and beseechings, hexes and potions, all have a place in the lives of the people of this world. Dowsers find water, the second sight warns of dangers to come, and a

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torch can read a person's future--or their heart. In this world where "knacks" abound, Alvin, the seventh son of a seventh son, is a very special man indeed. He's a Maker; he has the knack of understanding how things are put together, how to create them, repair them, keep them whole, or tear them down. He can heal hearts as well as bones, he build a house, he can calm the waters or blow up a storm. And he can teach his knack to others, to the measure of their own talent. Alvin has been trying to avert the terrible war that his wife, Peggy, a torch of extraordinary power, has seen down the life-lines of every American. Now she has sent him down the Mizzippy to the city of New Orleans, or Nueva Barcelona as they call it under Spanish occupation. Alvin doesn't know exactly why he's there, but when he and his brother-in-law, Arthur Stuart, find lodgings with a family of abolitionists who know Peggy, he suspects he'll find out soon. But Nueva Barcelona is about to experience a plague, and Alvin's efforts to protect his friends by keeping them healthy will create more danger than he could ever have suspected. And in saving the poor people of the city, Alvin will be put to the greatest test of his life--a test that will draw on all his power. For the time has come for him to turn to his old friend Tenskwa-Tawa, the Red Prophet who controls the lands to the west of the Mizzippy. Now Alvin must take the first steps on the road to the Crystal City that was shown to him in a vision so long ago. 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.

Orson Scott Card's Pathfinder & Ruins Orb Books Patience, the young daughter of one of the king's slaves is asked to be an interpreter on a special diplomatic mission.

The Mither Mages Trilogy Tor/Seven Seas This stand-alone sequel to Card's "New York Times"-bestselling novel "Empire" continues the author's message about the dangers of

extreme political polarization and the need to reassert moderation and mutual citizenship ("Booklist").

The Worthing Saga Tor Books Fantasy-roman.

Maps in a Mirror Harper Collins

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.

The Changed Man Forge Books

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

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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.

Pastwatch Penguin

From the creator of Ender's Game comes a new sf series of hope, survival, and second chances. In a universe at war, the long-extinct human race may be the only hope for victory, in Orson Scott Card's Extinct, the first book in a new trilogy. Four hundred years after the extinction of the human race in a battle between alien civilizations at war, a devastated Earth lies nearly uninhabited. But one of the alien combatants left something behind, a weapon that they believe can win their war once and for all. Reborn on a planet they can barely recognize, a small group of human beings finds themselves with a mission they barely understand, on a world they can barely recognize. Other Series by Orson Scott Card Ender's Game The Tales of Alvin Maker Women of Genesis Mithermages Empire

Writing Fantasy & Science Fiction Penguin

Do you envision celestial cities in distant, fantastic worlds? Do you dream of mythical beasts and gallant quests in exotic kingdoms? If you have ever wanted to write the next great fantasy or science fiction story, this all-in-one comprehensive book will show you how.

Writing Fantasy & Science Fiction is full of advice from master authors offering definitive instructions on world building, character creation, and storytelling in the many styles and possibilities available to writers of speculative fiction. Combining two Writer's Digest classics, Orson Scott Card's How to Write Science

Fiction & Fantasy and The Writer's Complete Fantasy Reference, along with two new selections from award-winning science fiction and fantasy authors Philip Athans and Jay Lake, this new book provides the best of all worlds. You'll discover:

- How to build, populate, and dramatize fantastic new worlds.
- How to develop dynamic and meaningful themes that will expand the cannon of sci-fi and fantasy storytelling.
- Exciting subgenres such as steampunk, as well as new developments in the sci-fi and fantasy genres.
- How to imbue your tales with historically accurate information about world cultures, legends, folklore, and religions.
- Detailed descriptions of magic rituals, fantastic weapons of war, clothing and armor, and otherworldly beasts such as orcs, giants, elves, and more.
- How societies, villages, and castles were constructed and operate on a day-to-day basis.
- Astounding methods of interstellar travel, the rules of starflight, and the realities and myths of scientific exploration.
- How to generate new ideas and graft them to the most popular themes and plot devices in sci-fi and fantasy writing. The boundaries of your imagination are infinite, but to create credible and thrilling fiction, you must ground your stories in rules, facts, and accurate ideas. Writing Fantasy & Science Fiction will guide you through the complex and compelling universe of fantasy and science fiction writing and help you unleash your stories on the next generation of readers and fans.

Wyrms Simon and Schuster

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

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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.

The Crystal City Macmillan

Orson Scott Card's *The Lost Gate* is the first book in the Mithermages series from the New York Times bestselling author of *Ender's Game*. Danny North knew from early childhood that his family was different, and that he was different from them. While his cousins were learning how to create the things that commoners called fairies, ghosts, golems, trolls, werewolves, and other such miracles that were the heritage of the North family, Danny worried that he would never show a talent, never form an outself. He grew up in the rambling old house, filled with dozens of

cousins, and aunts and uncles, all ruled by his father. Their home was isolated in the mountains of western Virginia, far from town, far from schools, far from other people. There are many secrets in the House, and many rules that Danny must follow. There is a secret library with only a few dozen books, and none of them in English — but Danny and his cousins are expected to become fluent in the language of the books. While Danny's cousins are free to create magic whenever they like, they must never do it where outsiders might see. Unfortunately, there are some secrets kept from Danny as well. And that will lead to disaster for the North family. The Mithermages series *The Lost Gate* *The Gate Thief* *Gatefather* At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

[Ender's Game Ultimate Collection](#) Tor Books

From Orson Scott Card, the bestselling author of *Ender's Game*, and his daughter Emily Janice Card, comes a 384-page omnibus edition containing the first two books of an all-ages manga series! Out of deep space, a mysterious alien race known as "The Givers" came to Earth. They gave the human race the greatest technology ever seen—four giant towers known as Ladders that rose 36,000 miles into space. Each tower culminated in a space station that harnessed the energy of the Sun to power the entire planet. As suddenly as the Givers arrived, they vanished, leaving the human race with one solemn instruction: maintain and preserve the Ladders at all costs. Due to the unique alien construction of the Laddertop space stations, however, only a skilled crew of children could perform the maintenance necessary to keep the stations running. Twenty-five years later, back on Earth, competition is fierce to enter Laddertop Academy. Robbi and Azure, two eleven-year-old girls who are best friends, are among those vying for a spot at the prestigious academy. While one is rejected, the other takes off into

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space for the adventure of a lifetime. Yet soon, their destinies will collide, as they must decipher an alien message and solve an ancient mystery that could either save the Earth from invasion...or trigger its imminent destruction. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

#### Enchantment Blackstone Publishing

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.

#### Wakers Tor Books

The sea holds many mysteries . . . but one is truly out of this world! When divers attempt to retrieve a sunken U.S. submarine, they discover a powerful force lurking deep beneath the sea, ready to unleash war, chaos and destruction! Ties in to the sensational summer movie.

#### Long Lost Simon and Schuster

A collection of the best science fiction short stories of the 20th century as selected and evaluated by critically-acclaimed author Orson Scott Card. Featuring stories from the genre's greatest authors: Isaac Asimov • Arthur C. Clarke • Robert A. Heinlein • Ursula K. Le Guin • Ray Bradbury • Frederik Pohl • Harlan Ellison • George Alec Effinger • Brian W. Aldiss • William Gibson & Michael Swanwick • Theodore Sturgeon • Larry Niven • Robert Silverberg • Harry Turtledove • James Blish • George R. R. Martin • James Patrick Kelly • Karen Joy Fowler • Lloyd Biggle, Jr. • Terry Bisson • Poul Anderson • John Kessel • R.A. Lafferty • C.J. Cherryh • Lisa Goldstein • Edmond Hamilton In much of the science fiction of the past, the twenty-first century existed only in the writers' imaginations. Now that it's here, it's time to take a look back at the last one hundred years in science fiction through the works of the most celebrated and acclaimed

authors of the century—to see where we've been and just how far we've come. Along with a critical essay by Orson Scott Card reassessing science fiction in the twentieth century, Masterpieces includes short fiction by writers who have forged a permanent place for science fiction in the popular culture of today...and tomorrow. It offers a glimpse of the greatest works that mixed science with fiction in trying to figure out humanity's place in the universe. Featuring bold, brave, and breathtaking stories, this definitive collection will stand the test of time in both this century and those to come.

#### Masterpieces Marvel Comics Group

Andrew "Ender" Wiggin is only 6 years old. His peers bully him, his parents are aloof, and his older brother is violently resentful of him. He might also be humanity's only hope. Ender is recruited to join the International Fleet's legion of child warriors in training, to report for duty in defense of the planet. Leaving behind the only person who ever understood him--his kind-hearted sister Valentine--he takes on the challenge of becoming a commander in Earth's defenses. His promise is high, and his teachers are sure he will rise to the test--that is, if Battle School doesn't kill him first. Ender struggles to find a place within his soul for tranquility, humanity and a connection with something greater than the brutal mechanics of war and strategy. But when he is thrust into Command School at a vastly accelerated pace, will he crack up on the road to becoming the hero that the human race so desperately needs? Sci-fi legend Orson Scott Card's Hugo and Nebula-Award winning classic is brought to vivid life by writer Christopher Yost (X-Force) and artist Pasqual Ferry (Ultimate Iron Man II).

#### COLLECTING: ENDER'S GAME: BATTLE SCHOOL 1-5; ENDER'S GAME: COMMAND SCHOOL 1-5

#### Lost and Found Tor Books

Ender's Shadow explores the stars in this all-new novel... At the end of Shadow of the Giant, Bean flees to the stars with three of

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his children--the three who share the engineered genes that gave him both hyper-intelligence and a short, cruel physical life. The time dilation granted by the speed of their travel gives Earth's scientists generations to seek a cure, to no avail. In time, they are forgotten--a fading ansible signal speaking of events lost to Earth's history. But the Delphikis are about to make a discovery that will let them save themselves, and perhaps all of humanity in days to come. For there in space before them lies a derelict Formic colony ship. Aboard it, they will find both death and wonders--the life support that is failing on their own ship, room to grow, and labs in which to explore their own genetic anomaly and the mysterious disease that killed the ship's colony. Shadows in Flight is the fifth novel in Orson Scott Card's Shadow Series.

THE ENDER UNIVERSE Ender series  
Ender ' s Game / Speaker for the Dead / Xenocide / Children of the Mind / Ender in Exile / Children of the Fleet Ender ' s Shadow series Ender ' s Shadow / Shadow of the Hegemon / Shadow Puppets / Shadow of the Giant / Shadows in Flight  
The First Formic War (with Aaron Johnston)  
Earth Unaware / Earth Afire / Earth Awakens The Second Formic War (with Aaron Johnston) The Swarm / The Hive  
Ender novellas A War of Gifts / First Meetings

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