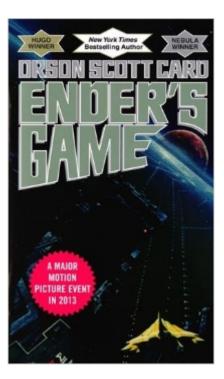
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Ender's Game (The Ender Quintet)





Synopsis

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 the world survives, that is.Winner of the Hugo and Nebula Awards.

Book Information

Series: The Ender Quintet (Book 1) Mass Market Paperback: 352 pages Publisher: Tor Science Fiction (July 15, 1994) Language: English ISBN-10: 0812550706 ISBN-13: 978-0812550702 Product Dimensions: 4.1 x 1 x 6.8 inches Shipping Weight: 5.6 ounces (View shipping rates and policies) Average Customer Review: 4.6 out of 5 stars Â See all reviews (9,713 customer reviews) Best Sellers Rank: #1,068 in Books (See Top 100 in Books) #49 in Books > Science Fiction & Fantasy > Science Fiction > Genetic Engineering #52 in Books > Science Fiction & Fantasy > Science Fiction > Space Opera #62 in Books > Science Fiction & Fantasy > Science Fiction > Military

Customer Reviews

This was a book recommended to me by a friend who also happened to tell me the ending before I

read it. Remind me to give him a nasty stare! Anyway, this book starts off with a rather long introduction which the author wrote himself about his influences and motivation for writing Ender's Game. The author has had the idea of a Battle Room since he was sixteen. Only much later did he piece together the story of Ender and his mission to save the earth. Ender Wiggin is a special boy. He is the youngest (6 yrs old when the story starts) of a family of child geniuses (Peter being the eldest, then Valentine). This story is set in the future where aliens (called Buggers because of their physical and mental traits) have tried to invade the earth twice. Twice the Earth defeated them, but at great cost. The government is scrambling to make sure this never happens again by training the next set of star fleet commanders from childhood. In this futuristic world, only the government could sanction the birth of a third child (for population control reasons). In a way, Ender was born for a purpose. Peter and Valentine were both tested for giftedness and they both possessed it; however, he was ruthless and evil, and she was too soft and kind. Ender was a perfect balance of decisiveness and innocence, and so chosen from the beginning to go through Battle School. It is in Battle School that Ender learns military strategy and the history of wars between the Earth and the Buggers. It is also in Battle School that Ender makes friends and molds the perfect platoon leaders. What's really unique about this story is that Ender is forced to grow up so quickly by the "adults." The teachers of the school and high government officials all have one thought in their minds.

My name is Rachel and I am 16 years old. I am a junior in high school and Ender's Game by Orson Scott Card was a reading requirement for my English class. I also love reading outside of school; I do it as much as I can when I have free time. I have read quite a few science-fiction books as well as many other novels from various genres. Although we were required to read Ender's Game, I enjoyed it thoroughly and found myself reading way ahead of the class and unable to put it down. Although I liked Ender's Game overall as a novel, there were a few components I did not particularly care for. The plot was somewhat split in two, one half concentrating on Ender's story in space, and the other concentrating on the simultaneous happenings on earth and the story of Valentine and Peter Wiggin. The issues on Earth, in my opinion, were not explained clearly enough. It was difficult for me to grasp which parts of the world were plotting to attack which others. Valentine and Peter talk about these issues as if they are "old news" but I seemed to be lost during these conversations. What I did like about the novel was being able to know what was going through Ender's mind at all times. Reading about Ender's struggles from home, to those from battle school, to command school and beyond and how he overcame every obstacle put in his way was enjoyable for me. I also found

myself very interested in how Ender was given no opportunity to become close with all other students, but he managed to make a few extremely close friends who learned to love Ender despite his uniqueness.Card's writing style, in general, was actually one of the main things that made me like this book.

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