

Speaker For The Dead

Shadow of the HegemonThe Naked GodThe Gate ThiefEarth UnawareEnder in ExileTreasonHart's HopeRobots Have No TailsForever PeaceInvasive ProceduresXenocideShadows in FlightFirst MeetingsLost and FoundOne of Those Hideous Books Where the Mother DiesSpeakers of the DeadEmpire of SilenceShadow and BoneEcclesiastesChildren of the FleetDying to Be MeAtomic HabitsEnder's ShadowThe SwarmThe Button WarEnder's GameThe Lost GateSpeaker for the DeadChildren of the MindEnder's GameThe Space Between: An Outlander NovellaEnd GameShadow PuppetsThe HiveEnder's WorldEnder's GameEarth AfireThe Authorized Ender CompanionA Thousand CutsA War of Gifts

Shadow of the Hegemon

Fifteen-year-old Ruby Milliken leaves her best friend, her boyfriend, her aunt, and her mother's grave in Boston and reluctantly flies to Los Angeles to live with her father, a famous movie star who divorced her mother before Ruby was born.

The Naked God

Orson Scott Card offers a Christmas gift to his millions of fans with *A War of Gifts*, a short novel set during Ender Wiggin's first years at the Battle School where it is forbidden to celebrate religious holidays. The children come from many nations, many religions; while they are being trained for war, religious conflict between them is not on the curriculum. But Dink Meeker, one of the older students, doesn't see it that way. He thinks that giving gifts isn't exactly a religious observation, and on Sinterklaas Day he tucks a present into another student's shoe. This small act of rebellion sets off a battle royal between the students and the staff, but some surprising alliances form when Ender comes up against a new student, Zeck Morgan. The War over Santa Claus will force everyone to make a choice. THE ENDER UNIVERSE Ender series Ender's Game / Speaker for the Dead / Xenocide / Children of the Mind / Ender in Exile / Children of the Fleet Ender's Shadow series Ender's Shadow / Shadow of the Hegemon / Shadow Puppets / Shadow of the Giant / Shadows in Flight The First Formic War (with Aaron Johnston) Earth Unaware / Earth Afire / Earth Awakens The Second Formic War (with Aaron Johnston) The Swarm / The Hive Ender novellas A War of Gifts / First Meetings At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

The Gate Thief

The next chapter in the bestselling Ender saga is here! Ender Wiggin was 12 years old when he destroyed an alien race. Burdened with guilt, he wrote *Speaker for the Dead* and created a pseudo-religion that spanned the known worlds. Now an adult, Ender is called to investigate a murder committed by a new alien species with a seemingly gruesome nature. Can he uncover the truth before another species and more human lives are lost? Based on the award-winning novel by bestselling author and science fiction legend Orson Scott Card. Collecting ORSON SCOTT CARD'S SPEAKER FOR THE DEAD #1-5.

Earth Unaware

"If you like Vince Flynn and Brad Thor, you'll love John Gilstrap."--Gayle Lynds "My favorite tough guy hero is back." --Jeffery Deaver "One of the finest thriller writers on the planet." --Tess Gerritsen Assassins have eliminated a Chechen scientist who's been working as a double agent for the U.S.

government. The feds know who to call: Jonathan Grave and his elite rescue team. Their mission: find the dead man's teenage son, who's on the run--and off the grid--with crucial information that must not fall into the wrong hands. There's one problem: the boy's bodyguard is a security specialist with unusual talents, and she's not giving up without a fight. Only by bringing them both back alive can Grave expose the traitor in the highest levels of power--and prevent an all-out nuclear war. Praise for John Gilstrap "Gilstrap pushes every thriller button."--San Francisco Chronicle "A great hero, a really exciting series."--Joseph Finder "When you pick up a Gilstrap novel, one thing is always true--you are going to be entertained at a high rate of speed."--Suspense Magazine

Ender in Exile

In the conclusion of the Ender saga, Ender Wiggin confronts his ultimate challenge when his adopted world, Lusitania, is threatened by his old planet-destroying weapon, and his computer intelligence ally, Jane, is about to be killed off by the Starways Congress. Reprint. 20,000 first printing.

Treason

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

Hart's Hope

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.

Robots Have No Tails

Newbery Medalist Avi delivers a stark, unflinching account of the boys of a tiny Polish village during the Great War who are determined to prove themselves with a simple dare that spins disastrously out of control.

Forever Peace

The war for survival of the planet Lusitania will be fought in the heart of a child named Gloriously Bright. On Lusitania, Ender found a world where humans and pequininos and the Hive Queen could all live together; where three very different intelligent species could find common ground at last. Or so he thought. Lusitania also harbors the descolada, a virus that kills all humans it infects, but which the pequininos require in order to become adults. The Starways Congress so fears the effects of the descolada, should it escape from Lusitania, that they have ordered the destruction of the entire planet, and all who live there. The Fleet is on its way, a second xenocide seems inevitable. Xenocide is the third novel in Orson Scott Card's Ender Quintet. 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.

Invasive Procedures

From Orson Scott Card, award-winning and bestselling author of Ender's Game, his first solo Enderverse novel in years. 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. Ender Wiggin won the Third Formic war, ending the alien threat to Earth. Afterwards, all 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. 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.

Xenocide

"Are you really a thief?" That's the question that has haunted fourteen-year-old Ezekiel Blast all his life. But he's not a thief, he just has a talent for finding things. Not a superpower—a micropower. Because what good is finding lost bicycles and hair scrunchies, especially when you return them to their owners and everyone thinks you must have stolen them in the first place? If only there were some way to use Ezekiel's micropower for good, to turn a curse into a blessing. His friend Beth thinks there must be,

and so does a police detective investigating the disappearance of a little girl. When tragedy strikes, it's up to Ezekiel to use his talent to find what matters most. Master storyteller Orson Scott Card delivers a touching and funny, compelling and smart novel about growing up, harnessing your potential, and finding your place in the world, no matter how old you are.

Shadows in Flight

George Galen is a brilliant scientist, a pioneer in gene therapy. But Galen is dangerously insane – he has created a method to alter human DNA, not just to heal diseases, but to "improve" people – make them stronger, make them able to heal more quickly, and make them compliant to his will. Frank Hartman is also a brilliant virologist, working for the government's ultra-secret bio-hazard agency. He has discovered how to neutralize Galen's DNA-changing virus, making him the one man who stands in the way of Galen's plan to "improve" the entire human race. This taut thriller takes the reader a few years into the future, and shows the promise and danger of new genetic medicine techniques.

First Meetings

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

Lost and Found

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*

One of Those Hideous Books Where the Mother Dies

NEW YORK TIMES BESTSELLER • Diana Gabaldon returns to her *Outlander* universe in “The Space Between,” an irresistible novella brimming with adventure, history, and suspense. Features a preview of the much-anticipated new *Outlander* novel, *Written in My Own Heart's Blood!* Joan MacKimmie is on her way to Paris to take up her vocation as a nun. Yet her decision is less a matter of faith than fear, for Joan is plagued by mysterious voices that speak of the future, and by visions that mark those about to die. The sanctuary of the nunnery promises respite from these unwanted visitations . . . or so she prays. Her chaperone is Michael Murray, a young widower who, though he still mourns the death of his wife, finds himself powerfully drawn to his charge. But when the time-traveling Comte St. Germain learns of Joan's presence in Paris, and of her link to Claire Fraser—*La Dame Blanche*—Murray is drawn into a battle whose stakes are not merely the life but the very soul of the Scotswoman who, without even trying, has won his heart. Praise for Diana Gabaldon's *Outlander* series “A grand adventure written on a canvas that probes the heart, weighs the soul and measures the human spirit across [centuries].”—CNN, on *The Fiery Cross* “History comes deliciously alive on the page.”—*New York Daily News*, on *Outlander* “Abounds with Gabaldon's sexy combination of humor, wild adventure and, underlying it all, the redemptive power of true love.”—*The Dallas Morning News*, on *The Fiery Cross* “Gabaldon is a born storyteller. . . . The pages practically turn themselves.”—*The Arizona Republic*, on *Dragonfly in Amber* “Wonderful . . . This is escapist historical fiction at its best.”—*San Antonio Express-News*, on *Drums of Autumn*

Speakers of the Dead

The publication of the King James version of the Bible, translated between 1603 and 1611, coincided with an extraordinary flowering of English literature and is universally acknowledged as the greatest influence on English-language literature in history. Now, world-class literary writers introduce the book of the King James Bible in a series of beautifully designed, small-format volumes. The introducers' passionate, provocative, and personal engagements with the spirituality and the language of the text make the Bible come alive as a stunning work of literature and remind us of its overwhelming contemporary relevance.

Empire of Silence

The *Authorized Ender Companion* is a complete and in-depth encyclopedia of all the persons, places, things and events in Orson Scott Card's *Ender Universe*. Written by Jake Black under the editorial supervision of Card himself, *The Authorized Ender Companion* will be an invaluable resource for readers of the series. If you ever wondered where Ender went after he left Earth, before he arrived at Lusitania, you'll find the answer here. If you ever wondered how the battle room worked, you'll find the

answer here. If you forgot the names of the people were who discovered the descolada, the answer is here. The history of Gloriously Bright's world? Here. The Authorized Ender Companion contains all that and more. There are character biographies, time-lines, colony histories, and family trees. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

Shadow and Bone

The Confederation is starting to collapse politically and economically, allowing the `possessed' to infiltrate more worlds. Quinn Dexter is loose on Earth, destroying the giant arcologies one at a time. As Louise Kavanagh tries to track him down, she manages to acquire some strange and powerful allies whose goal doesn't quite match her own. The campaign to liberate Mortonridge from the possessed degenerates into a horrendous land battle, the kind which hasn't been seen by humankind for six hundred years; then some of the protagonists escape in a very unexpected direction. Joshua Calvert and Syrinx fly their starships on a mission to find the Sleeping God -- which an alien race believes holds the key to overthrowing the possessed. THE NAKED GOD is the brilliant climax to Peter F. Hamilton's awe-inspiring Night's Dawn Trilogy.

Ecclesiastes

Hadrian Marlowe, a man revered as a hero and despised as a murderer, chronicles his tale in the galaxy-spanning debut of the Sun Eater series, merging the best of space opera and epic fantasy. It was not his war. The galaxy remembers him as a hero: the man who burned every last alien Cielcin from the sky. They remember him as a monster: the devil who destroyed a sun, casually annihilating four billion human lives—even the Emperor himself—against Imperial orders. But Hadrian was not a hero. He was not a monster. He was not even a soldier. On the wrong planet, at the right time, for the best reasons, Hadrian Marlowe starts down a path that can only end in fire. He flees his father and a future as a torturer only to be left stranded on a strange, backwater world. Forced to fight as a gladiator and navigate the intrigues of a foreign planetary court, Hadrian must fight a war he did not start, for an Empire he does not love, against an enemy he will never understand.

Children of the Fleet

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.

Dying to Be Me

A dark and powerful fantasy from Orson Scott Card, the bestselling author of Ender's Shadow. Enter the city of Hart's Hope, ruled by gods both powerful and indifferent, riddled with sorcery and revenge. The city was captured by a rebellious lord, Palicrovol, who overthrew the cruel king, Nasilee, hated by his people. Palicrovol, too, was cruel, as befitted a king. He took the true mantle of kingship by forcing Asineth, now Queen by her father's death, to marry him, raping her to consummate the marriage. [But he was not cruel enough to rule.] He let her live after her humiliation; live to bear a daughter; live to return from exile and retake the throne of Hart's Hope. But she, in turn, sent Palicrovol into exile to breed a son who would, in the name of the God, take back the kingdom from its cruel Queen. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

Atomic Habits

"The classic of modern science fiction"--Front cover.

Ender's Shadow

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 Swarm

Orson Scott Card brings us back to the very beginning of his brilliant Ender Quartet, with the novel that begins The Shadow Series and allows us to reenter Ender's world anew. With all the power of his original creation, Ender's Shadow is Card's parallel volume to Ender's Game, a book that expands and complements the first, enhancing its power, illuminating its events and its powerful conclusion. The human race is at War with the "Buggers", an insect-like alien race. The first battles went badly, and now as Earth prepares to defend itself against the imminent threat of total destruction at the hands of an inscrutable alien enemy, all focus is on the development and training of military geniuses who can fight such a war, and win. The long distances of interstellar space have given hope to the defenders of Earth--they have time to train these future commanders up from childhood, forging them into an

irresistible force in the high orbital facility called the Battle School. Andrew "Ender" Wiggin was not the only child in the Battle School; he was just the best of the best. In this new book, Card tells the story of another of those precocious generals, the one they called Bean--the one who became Ender's right hand, part of his team, in the final battle against the Buggers. Bean's past was a battle just to survive. He first appeared on the streets of Rotterdam, a tiny child with a mind leagues beyond anyone else's. He knew he could not survive through strength; he used his tactical genius to gain acceptance into a children's gang, and then to help make that gang a template for success for all the others. He civilized them, and lived to grow older. Bean's desperate struggle to live, and his success, brought him to the attention of the Battle School's recruiters, those people scouring the planet for leaders, tacticians, and generals to save Earth from the threat of alien invasion. Bean was sent into orbit, to the Battle School. And there he met Ender.

THE ENDER UNIVERSE Ender series Ender's Game / Ender in Exile / Speaker for the Dead / Xenocide / Children of the Mind Ender's Shadow series Ender's Shadow / Shadow of the Hegemon / Shadow Puppets / Shadow of the Giant / Shadows in Flight Children of the Fleet The First Formic War (with Aaron Johnston) Earth Unaware / Earth Afire / Earth Awakens The Second Formic War (with Aaron Johnston) The Swarm /The Hive Ender novellas A War of Gifts /First Meetings At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

The Button War

Four novellas set in the world of the acclaimed and hugely successful Ender series, by bestselling author Orson Scott Card.

Ender's Game

Orphaned by the Border Wars, Alina Starkov is taken to become the protégée of the mysterious Darkling, who trains her to join the magical elite in the belief that she is the Sun Summoner, who can destroy the monsters of the Fold.

The Lost Gate

Struggling with outdated systems and claim-jumping corporate interests in the deeps of the Kuiper Belt, a family on board the mining ship El Cavadador spots an object moving toward the solar system that triggers a catastrophic war.

Speaker for the Dead

In this sequel to *The Lost Gate*, bestselling author Orson Scott Card continues his fantastic tale of the Mages of Westil who live in exile on Earth in *The Gate Thief*, a novel of the Mither Mages. Here on Earth, Danny North is still in high school, yet he holds in his heart and mind all the stolen outselves of thirteen centuries of gatemails. The Families still want to kill him if they can't control him and they can't control him. He is far too powerful. And on Westil, Wad is now nearly powerless—he lost everything to Danny in their struggle. Even if he can survive the revenge of his enemies, he still must somehow make peace with the Gatemail Daniel North. For when Danny took that power from Loki, he also took the responsibility for the Great Gates. And when he comes face-to-face with the mages who call themselves Bel and Ishtoreth, he will come to understand just why Loki closed the gates all those centuries ago. 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.

Children of the Mind

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

Ender's Game

A complete collection of Galloway Gallegher stories from "one of the major names in science fiction" (The New York Times). In this comprehensive collection, Henry Kuttner is back with Galloway Gallegher, his most beloved character in the stories that helped make him famous. Gallegher is a binge-drinking scientist who's a genius when drunk and totally clueless sober. Hounded by creditors and government officials, he wakes from each bender to discover a new invention designed to solve all his problems—if only he knew how it worked . . . Add in a vain and uncooperative robot assistant, a heckling grandfather, and a host of uninvited guests—from rabbit-like aliens to time-traveling mafia lawyers to his own future corpse—and Gallegher has more on his hands than even he can handle. Time for a drink! "[A] pomegranate writer: popping with seeds—full of ideas." —Ray Bradbury

The Space Between: An Outlander Novella

The #1 New York Times bestseller. Over 1 million copies sold! *Tiny Changes, Remarkable Results* No matter your goals, *Atomic Habits* offers a proven framework for improving—every day. James Clear, one of the world's leading experts on habit formation, reveals practical strategies that will teach you exactly how to form good habits, break bad ones, and master the tiny behaviors that lead to remarkable results. If you're having trouble changing your habits, the problem isn't you. The problem is your system. Bad habits repeat themselves again and again not because you don't want to change, but because you have the wrong system for change. You do not rise to the level of your goals. You fall to the level of your systems. Here, you'll get a proven system that can take you to new heights. Clear is known for his ability to distill complex topics into simple behaviors that can be easily applied to daily life and work. Here, he draws on the most proven ideas from biology, psychology, and neuroscience to create an easy-to-understand guide for making good habits inevitable and bad habits impossible. Along the way, readers will be inspired and entertained with true stories from Olympic gold medalists, award-winning artists, business leaders, life-saving physicians, and star comedians who have used the science of small habits to master their craft and vault to the top of their field. Learn how to:

- make time for new habits (even

when life gets crazy); • overcome a lack of motivation and willpower; • design your environment to make success easier; • get back on track when you fall off course; and much more. Atomic Habits will reshape the way you think about progress and success, and give you the tools and strategies you need to transform your habits--whether you are a team looking to win a championship, an organization hoping to redefine an industry, or simply an individual who wishes to quit smoking, lose weight, reduce stress, or achieve any other goal.

End Game

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

Shadow Puppets

Ender Wiggin, the young military genius, discovers that a second alien war is inevitable and that he must dismiss his fears to make peace with humanity's strange new brothers.

The Hive

Experience the thrill of reading *Ender's Game* all over again Go deeper into the complexities of Orson Scott Card's classic novel with science fiction and fantasy writers, YA authors, military strategists, including: *Ender* prequel series coauthor Aaron Johnston on Ender and the evolution of the child hero *Burn Notice* creator Matt Nix on *Ender's Game* as a guide to life Hugo award-winning writer Mary Robinette Kowal on how *Ender's Game* gets away with breaking all the (literary) rules Retired US Air Force Colonel Tom Ruby on what the military could learn from Ender about leadership Bestselling YA author Neal Shusterman on the ambivalence toward survival that lies at the heart of Ender's story Plus pieces by: Hilari Bell John Brown Mette Ivie Harrison Janis Ian Alethea Kontis David Lubar and Alison S. Myers John F. Schmitt Ken Scholes Eric James Stone Also includes never-before-seen content from Orson Scott Card on the writing and evolution of the events in *Ender's Game*, from the design of Battle School to the mindset of the pilots who sacrificed themselves in humanity's fight against the formics

Ender's World

From the bestselling author of the *Ender Universe* novels comes Orson Scott Card's *Treason* Lanik Mueller's birthright as heir to planet *Treason*'s most powerful rulership will never be realized. He is a "rad"--radical regenerative. A freak among people who can regenerate injured flesh and trade extra body

parts to the Offworld oppressors for iron. For, on a planet without hard metals--or the means of escape--iron is power in the race to build a spacecraft. Iron is the promise of freedom, which may never be fulfilled as Lanik uncovers a treacherous conspiracy beyond his imagination. Now charged with a mission of conquest--and exile--Lanik devises a bold and dangerous plan a quest that may finally break the vicious chain of rivalry and bloodshed that enslaves the people of Treason as the Offworld never could. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

Ender's Game

A stunning debut novel that unravels the hidden story behind a school shooting It should be an open-and-shut case. Samuel Szajkowski, a recently hired history teacher, walked into a school assembly with a gun and murdered three students and a colleague before turning the weapon on himself. It was a tragedy that could not have been predicted. Szajkowski, it seems clear, was a psychopath beyond help. Yet as Detective Inspector Lucia May- the only woman in her high-testosterone office in the Criminal Investigations Department-begins to piece together the testimonies of the various witnesses, an uglier and more complex picture emerges, calling into question the innocence of others. But no one, including Lucia's boss, is interested. As the pressure to close the case builds and her colleagues' sexism takes a sinister turn, Lucia begins to realize that she has more in common with the killer than she could have imagined, and she becomes determined to expose the truth. Brilliantly interweaving the witnesses' accounts with Lucia's own perspective, *A Thousand Cuts* is a narrative tour de force from a formidable new voice in fiction.

Earth Afire

Speakers of the Dead is a mystery novel centering around the investigative exploits of a young Walt Whitman, in which the reporter-cum-poet navigates the seedy underbelly of New York City's body-snatching industry in an attempt to exonerate his friend of a wrongful murder charge. The year is 1843; the place: New York City. Aurora reporter Walt Whitman arrives at the Tombs prison yard where his friend Lena Stowe is scheduled to hang for the murder of her husband, Abraham. Walt intends to present evidence on Lena's behalf, but Sheriff Harris turns him away. Lena drops to her death, and Walt vows to posthumously exonerate her. Walt's estranged boyfriend, Henry Saunders, returns to New York, and the two men uncover a link between body-snatching and Abraham's murder: a man named Samuel Clement. To get to Clement, Walt and Henry descend into a dangerous underworld where resurrection men steal the bodies of the recently deceased and sell them to medical colleges. With no legal means to acquire cadavers, medical students rely on these criminals, and Abraham's involvement with the Bone Bill—legislation that would put the resurrection men out of business—seems to have led to his and Lena's deaths. Fast-paced and gripping, *Speakers of the Dead* is a vibrant reimagining of one of America's most beloved literary figures. From the Trade Paperback edition.

The Authorized Ender Companion

The War is over, won by Ender Wiggin and his team of brilliant child-warriors. The enemy is destroyed, the human race is saved. Ender himself refuses to return to the planet, but his crew has gone home to their families, scattered across the globe. The battle school is no more. But with the external threat gone, the Earth has become a battlefield once more. The children of the Battle School are more than heroes; they are potential weapons that can bring power to the countries that control them. One by one, all of Ender's Dragon Army are kidnapped. Only Bean escapes; and he turns for help to Ender's brother Peter. Peter Wiggin, Ender's older brother, has already been manipulating the politics of Earth from behind the

scenes. With Bean's help, he will eventually rule the world. Shadow of the Hegemon is the second novel in Orson Scott Card's Shadow Series. 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.

A Thousand Cuts

In this truly inspirational memoir, Anita Moorjani relates how, after fighting cancer for almost four years, her body began shutting down--overwhelmed by the malignant cells spreading throughout her system. As her organs failed, she entered into an extraordinary near-death experience where she realized her inherent worth . . . and the actual cause of her disease. Upon regaining consciousness, Anita found that her condition had improved so rapidly that she was released from the hospital within weeks--without a trace of cancer in her body! Within these pages, Anita recounts stories of her childhood in Hong Kong, her challenge to establish her career and find true love, as well as how she eventually ended up in that hospital bed where she defied all medical knowledge. As part of a traditional Hindu family residing in a largely Chinese and British society, Anita had been pushed and pulled by cultural and religious customs since she was a little girl. After years of struggling to forge her own path while trying to meet everyone else's expectations, she had the realization, as a result of her epiphany on the other side, that she had the power to heal herself . . . and that there are miracles in the Universe that she'd never even imagined. In *Dying to Be Me*, Anita freely shares all she has learned about illness, healing, fear, "being love," and the true magnificence of each and every human being! This is a book that definitely makes the case that we are spiritual beings having a human experience . . . and that we are all One!

A War of Gifts

2043 A.D.: The Ngumi War rages. A burned-out soldier and his scientist lover discover a secret that could put the universe back to square one. And it is not terrifying. It is tempting

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