
Site To Download The Lost Gate Mither Mages 1 Orson Scott Card

Masterpieces
Capitol
Pathfinder
The Hive
The Plot Whisperer Book of Writing Prompts
The Changed Man
The Lost Gate
Duplex
Stonefather
The Abyss
Gatefather
Lost and Found
The Treasure Box
Ender's Game
Earth Afire
Ender's Game Ultimate Collection
Rachel and Leah
Songmaster
Saints
Empire
Networking for Nerds
CPR for the Soul
Treason
Laddertop Books 1 - 2
How to Write Science Fiction & Fantasy
Unaccompanied Sonata and Other Stories
Shadows in Flight
The Gate Thief
An Open Book
Hart's Hope
The Crystal City
Magic Street
Ruins
Hidden Empire
Wyrms
The Mither Mages Trilogy
Gatefather
Ultimate Iron Man II

Enchantment
Seventh Son

MCKAYLA TRUJILLO

Masterpieces Hachette UK

From the the bestselling and world-renowned Orson Scott Card comes this collection of science fiction stories - each destined to inspire and remain with the reader for years to come. The collection includes the short story "Ender's Game", upon which the subsequent world-famous novel was based. "Ender's Game" - Why are the wars of the future fought by children? Because they alone are free from all moral restraints. "Eumedines" - What was the flipped monstrosity that had taken up residence in his WC? "Unaccompanied Sonata" - It's not easy to be a musical genius when society makes it a crime to listen to Bach! And many more . . .

Capitol Blackstone Publishing

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.

Pathfinder Tor Books

Runnel, a friendless peasant from a village so humble that money is a new concept, stumbles into a centuries-old feud when he travels to Mitherhome, the city of the wetwizards, seeking his fortune. He accepts a servant's position in the household of the sole stonemage permitted within the city walls, where his untapped magical talents and his fascination with his master's abilities are a predictably dangerous combination.

The Hive Macmillan

In *Gatefather*, the third installment in the Mithermages series, New York Times bestselling author Orson Scott Card continues his fantastic tale of the Mages of Westil who live in exile on Earth. Danny North is the first Gate Mage to be born on Earth in nearly 2000 years, or at least the first to survive to claim his power. Families of Westil in exile on Earth have had a treaty that required the death of any suspected Gate Mage. The wars between the Families had been terrible, until at last they realized it was their own survival in question. But a Gate Mage, one who could build a Great Gate back to Westil, would give his own Family a terrible advantage over all the others, and reignite the wars. So they all had to die. And if the Families didn't kill them, the Gate Thief would—that mysterious Mage who destroyed every Great Gate, and the Gate Mage, before it could be opened between Earth and Westil. But Danny survived. And Danny battled the Gate Thief, and won. What he didn't know at

the time was that the Gate Thief had a very good reason for closing the Great Gates—and Danny has now fallen into the power of that great enemy of both Earth and Westil. The Mithermages series *The Lost Gate The Gate Thief Gatefather* At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

The Plot Whisperer Book of Writing Prompts Blackstone Publishing

From the bestselling author of the Ender Universe series comes Orson Scott Card's epic historical novel *Saints* When ten-year-old Dinah Kirkham saw her father leave their Manchester home in the middle of the night, she basked when he would be back. "Soon," he replied. But he never came back. On that night in 1829, John Kirkham laid the foundation of his daughter's certainty that the only person Dinah could ever really trust was herself. From that day forward, Dinah worked to support her family, remaining devoted to their welfare even in the face of despair and grinding poverty. Then one day she heard a new message, a new purpose ignited in her heart, and new life opened up before her. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

The Changed Man Orb Books

"A modern suburban fantasy . . . There are quests 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 Lost Gate Wood Lake Publishing Inc.

Networking for Nerds provides a step-by-step guide to understanding how to access hidden professional opportunities through networking. With an emphasis on practical advice on how and why to network, you will learn how to formulate and execute a strategic networking plan that is dynamic, multidimensional, and leverages social media platforms and other networking channels. An

invaluable resource for both established and early-career scientists and engineers (as well as networking neophytes!), *Networking for Nerds* offers concrete insight on crafting professional networks that are mutually beneficial and support the advancement of both your career goals and your scholarly ambitions. "Networking" does not mean going to one reception or speaking with a few people at one conference, and never contacting them again. Rather, "networking" involves a spectrum of activities that engages both parties, ensures everyone's value is appropriately communicated, and allows for the exploration of a win-win collaboration of some kind. Written by award-winning entrepreneur and strategic career planning expert Alaina G. Levine, *Networking for Nerds* is an essential resource for anyone working in scientific and engineering fields looking to enhance their professional planning for a truly fulfilling, exciting, and stimulating career. *Networking for Nerds* provides a step-by-step guide to understanding how to access hidden professional opportunities through networking. With an emphasis on practical advice on how and why to network, you will learn how to formulate and execute a strategic networking plan that is dynamic, multidimensional, and leverages social media platforms and other networking channels. An invaluable resource for both established and early-career scientists and engineers (as well as networking neophytes!), *Networking for Nerds* offers concrete insight on crafting professional networks that are mutually beneficial and support the advancement of both your career goals and your scholarly ambitions. "Networking" does not mean going to one reception or speaking with a few people at one conference, and never contacting them again. Rather, "networking" involves a spectrum of activities that engages both parties, ensures everyone's value is appropriately communicated, and allows for the exploration of a win-win collaboration of some kind. Written by award-winning entrepreneur and strategic career planning expert Alaina G. Levine, *Networking for Nerds* is an essential resource for anyone working in scientific and engineering fields looking to enhance their professional planning for a truly fulfilling, exciting, and stimulating career.

Duplex Marvel Enterprises

To prevent the destruction of his planet, teenager Rigg Sessamekesh, who can manipulate time, must assume more responsibility when he and others travel back 11,000 years to the arrival of human starships.

Stonefather Del Rey

Widely acclaimed, hugely successful speculative-fiction author Orson Scott Card takes another step into the mainstream with an extremely chilling, vastly engaging novel that sets the notion of family values on its head and chronicles a man's transformation from hermit to hero. When Quentin Fears was 10, his sister left this world, the victim of a car accident. Her death made him withdraw from this world too -- into books, away from people. By the time he reaches adulthood, Quentin has become a certifiable recluse, moving restlessly from town to town, investing the millions he's made as a software creator and avoiding companionship. It's odd but maybe inevitable that on a rare outing to a party he should meet his dream woman, Madeleine. She's witty and beautiful and as naive to the world's ways as he is, and they marry in a matter of weeks. Their relationship seems idyllic but for one thing -- Madeleine's multigenerational, cantankerous, eccentric family who all live in a rambling riverside mansion in upstate New York. But poor family dynamics isn't all that's wrong

with them. Beyond the squabbling, there's an ancient family secret to which Madeleine holds the key. Only Quentin can stop her from unleashing an ageless malevolence that will rule the world. But to do so, he must do what seems impossible -- step outside himself into the world he has avoided. He must learn friendship, trust, forgiveness and the courage to face down the ultimate evil. Joining Quentin in this epic confrontation is a splendidly quirky cast of heroes, villains and witches -- from a no-nonsense nurse with a dash of the romantic in her to a small-town sheriff whose affable exterior conceals a dangerous past to a 10-year-old girl named Roz whose malign powers are rivaled only by her smart mouth. *Treasure Box* introduces the most spectacularly dysfunctional family in recent fiction and a singular hero whose only weapons against them are his mind and his heart. How Quentin defuses this volatile mixture of comedy and horror makes for a viscerally unsettling, poignant and appealing tale that's sure to draw the legions of fans Card has won in other genres and new fans as well.

The Abyss Harper Collins

A New York Times Best Book of the Year New York Times bestselling author of *Ender's Shadow* The sphere is alien in origin, but has been controlled by man for millennia. A legend as old as the stars rules this constructed world: When the seventh seventh seventh human Heptarch is crowned, he will be the Kristos and will bring eternal salvation . . . or the destruction of the cosmos. Patience is the only daughter of the rightful Heptarch, but she, like her father before her, serves the usurper who has destroyed her family. For she has learned the true ruler's honor: Duty to one's race is more important than duty to one's self. But the time for prudence has passed, and that which has slept for ages has awakened. And Patience must journey to the heartsoul of this planet to confront her destiny . . . and her world's.

Gatefather Penguin

Learn to write science fiction and fantasy from a master You've always dreamed of writing science fiction and fantasy tales that pull readers into extraordinary new worlds and fantastic conflicts. Best-selling author Orson Scott Card shows you how it's done, distilling years of writing experience and publishing success into concise, no-nonsense advice. You'll learn how to: • utilize story elements that define the science fiction and fantasy genres • build, populate, and dramatize a credible, inviting world your readers will want to explore • develop the "rules" of time, space and magic that affect your world and its inhabitants • construct a compelling story by developing ideas, characters, and events that keep readers turning pages • find the markets for speculative fiction, reach them, and get published • submit queries, write cover letters, find an agent, and live the life of a writer The boundaries of your imagination are infinite. Explore them with Orson Scott Card and create fiction that casts a spell over agents, publishers, and readers from every world.

Lost and Found Forge Books

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 [The Treasure Box](#) Tor Books

Rachel and Leah is book three in New York Times bestselling author Orson Scott Card's Women of Genesis series—a unique reimagining of the biblical tale. Tracing their lives from childhood to maturity, Card shows how the women of Genesis change each other—and are changed again by the holy books that Jacob brings with him. Leah, the oldest daughter of Laban, whose "tender eyes" prevent her from fully participating in the daily work of her nomadic family, and Rachel, the spoiled younger daughter, the petted and privileged beauty of the family—or so it seems to Leah. There is also Bilhah, an orphan who is not quite a slave but not really a family member, a young woman desperately searching to fit in, and Zilpah, who knows only how to use her beauty to manipulate men as she strives to secure for herself something better than the life of drudgery and servitude into which she has been born. Into the desert camp comes Jacob, a handsome and charismatic kinsman who is clearly destined to be Rachel's husband. But that doesn't prevent the other women from vying for his attention. Ambition, jealousy, fear, and love motivate them as they vie for the attention of Jacob, heir to the spiritual birthright of Abraham and Isaac. Women of Genesis #1 Sarah #2 Rebekah #3 Rachel and Leah At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

Ender's Game Simon and Schuster

This discounted ebundle from New York Times bestselling author Orson Scott Card includes: *The Lost Gate*, *The Gate Thief*, *Gatefather* The mage-families of Westil are in exile on Earth. The magical gates have been closed, and for good reason. Unfortunately, Danny North's magically-inclined family has been keeping secrets from him, secrets that may lead to disaster for them all. *The Lost Gate* — 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. *Gate Thief* — Here on Earth, Danny North is still in high school, yet he holds in his heart and mind all the stolen outelves of thirteen centuries of gatemages. The Families still want to kill him if they can't control him...and they can't control him. Danny will come to understand just why Loki closed the gates all those centuries ago. *Gatefather* — Danny North is the first Gate Mage to be born on Earth in nearly 2000 years, or at least the first to survive to claim his power. What he didn't know at the time was that the *Gate Thief* had a very good reason for closing the Great Gates, and Danny has now fallen into the power of that great enemy of both Earth and Westil. Tor books by Orson Scott Card *Ender Universe* *Ender Quintet* *Ender's Game* *Ender in Exile* *Speaker for the Dead* *Xenodice* *Children of the Mind* *Ender's Shadow Quintet* *Ender's Shadow* *Shadow of the Hegemon* *Shadow Puppets* *Shadow of the Giant* *Shadows in Flight* *The Second Formic War* (With Aaron Johnston) *The Swarm* *Other Books*

in the *Ender Universe* *Children of the Fleet* *Ender Novellas* *A War of Gifts* *First Meetings* *Other* *Tor Books Series* *The Mither Mages* *The Tales of Alvin Maker* *Homecoming* *Women of Genesis* At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

Earth Afire Forge Books

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.

Ender's Game Ultimate Collection Subterranean

Eleven stories of dread, introductions and afterwords from "Maps in a mirror."

[Rachel and Leah](#) 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.

[Songmaster](#) Penguin

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.

Saints Yale University Press

Hédi Kaddour's poetry arises from observation, from situations both ordinary and emblematic—of contemporary life, of human stubbornness, human invention, or human cruelty. With *Treason*, the award-winning poet and translator Marilyn Hacker presents an English-speaking audience with the first selected volume of his work. The poetries of several languages and literary traditions are lively and constant presences in the work of Hédi Kaddour, a Parisian as well as a Germanist and an Arabist. A walker's, a watcher's, and a listener's poems, his sonnet-shaped vignettes often include a line or two of dialogue that turns his observations and each poem itself into a kind of miniature theater piece. Favoring compact, classical models over long verse forms, Kaddour questions the structures of syntax and the limits of poetic form, combining elements of both international

modernism and postmodernism with great sophistication. Capturing Kaddour's full range of diction, as well as his speed, momentum, and tone, Marilyn Hacker's translations brilliantly bring these poems alive.

Empire Tor Books

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.