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Ender In Exile (The Ender Quintet)



Synopsis

Orson Scott Card returns to his best-selling series with a new Ender novel, *Ender in Exile*. At the close of *Ender's Game*, Andrew Wiggin â called Ender by everyone â is told that he can no longer live on Earth, and he realizes that this is the truth. He has become far more than just a boy who won a game: he is the Savior of Earth, a hero, a military genius whose allegiance is sought by every nation of the newly shattered Earth Hegemony. He is offered the choice of living in isolation on Eros, at one of the Hegemony's training facilities, but instead the twelve-year-old chooses to leave his home world and begin the long relativistic journey out to the colonies. With him went his sister Valentine, and the core of the artificial intelligence that would become Jane. The story of those years has never been toldâ until now.

Book Information

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Customer Reviews

A Reading Guide for *Ender's Game*. THE ENDER UNIVERSE *Ender's Series*: Ender Wiggin: The finest general the world could hope to find or breed. The following *Ender's Series* titles are listed in order: *Ender's Game*, *Ender In Exile*, *Speaker for the Dead*, *Xenocide*, *Children of the Mind*. *Ender's Shadow Series*: Parallel storylines to *Ender's Game* from Bean: Ender's right hand, his strategist, and his friend. The following *Ender's Shadow Series* titles are listed in order: *Ender's Shadow*, *Shadow of the Hegemon*, *Shadow Puppets*, *Shadow of the Giant*, *Shadows in Flight*. The *First Formic War Series*: One hundred years before *Ender's Game*, the aliens arrived on Earth with fire and death. These are the stories of the First Formic War. *Earth Unaware*, *Earth Afire*. The

Authorized Ender Companion: A complete and in-depth encyclopedia of all the persons, places, things, and events in Orson Scott Card's Ender Universe. --This text refers to the Hardcover edition.

Set between Card's Hugo and Nebula-winning *Ender's Game* (1985) and *Speaker for the Dead* (1986), this philosophical novel covers familiar events, but puts new emphasis on their ethical ramifications. In the wake of his victory over the alien Formics, 12-year-old military genius Ender Wiggins is hailed as a hero, but governments opposed to the International Fleet, which trained him, intend to portray him as a monster. Ender winds up as titular governor of one of the new human colonies, where he struggles to adapt to civilian life and ponders his role in the deaths of thousands of humans and an entire alien species. His agonized musings aren't always sophisticated but possess a certain gravitas. Fans will find this offering illuminating, and it's also accessible to thoughtful readers new to the series. (Nov.) Copyright © Reed Business Information, a division of Reed Elsevier Inc. All rights reserved. --This text refers to the Hardcover edition.

What was Ender up to after the Formic Wars and before he emerges as *Speaker for the Dead*? This book fills in a few details. The account of his life on Shakespeare is particularly rich, some of the other pieces a bit sketchy. The idea of skimming at light speed from planet to planet both allows Ender not to age and still have various adventures. Card is an excellent writer, and he has a knack for crafting rich and subtle characters. I give this book only four stars because I believe *Ender's Game* and *Speaker for the Dead* are superior stories, more coherent tales. But this is a fine book, and readers of the series will want to read it in its order.

This series captured my heart as an 8th grader when I first read *Ender's Game*. I was happy to find out (much later on, I admit) that there was so much more to the storyline! I have to say that I like the *Ender's Shadow* saga better, as I find Bean more interesting, but this one is also a must read. They aren't hard reads, though the later novels are a bit slower. Still, the universe that Orson Scott Card has created is vast and WAY ahead of his time. Pick these up and read them over a couple of months, my favorite series of books since *Harry Potter*. But I definitely suggest you also pick up the *Ender's Shadow* saga as well. I also like that the Halo video games blatantly took a lot of their ideas from this series. I really do love those parallels.

While the scars of war persist, and Ender's effort to overcome them are doomed to failure, the

events of the attempt are engaging, thoughtful, and interesting. Mysteries are revealed, spiritual depths explored. My only caveat is that the character of Ender's sister isn't better developed. She seems too out of her depth and confused about Ender to be the sagacious historian we are led to believe. This book is perfect for older teens. I thoroughly enjoyed it in my seventies.

"A long time ago in a galaxy far, far away....," I was an avid science fiction reader. A 30-year Army career followed by 13 years as a high school history teacher put a hiatus on such reading pleasure. While teaching Military History, my students would often do book reports on "Ender's Game," and their reports piqued my interest in reading the book. When I learned that a film by the same name was soon to be released, I decided it was time to read the book. I did so and became hooked on the Ender series. However, because I like matters in chronological order, I decided to read "Ender in Exile" next. "Ender in Exile" is the last book in The Ender Quintet that Orson Card wrote, but it follows "Ender's Game" chronologically. I have not yet read the other three books in the series; so, I cannot comment on whether or not I made the correct decision. However, based on reading other reviews, "Ender in Exile" appears to fill in holes and tie up loose ends. As a retired Army colonel, I appreciated the scenarios and leadership challenges that Orson Card presented. Readers of all ages and genre will enjoy "Ender in Exile."

I read the Ender quartet straight through and then immediately picked up this book. I see all the 5 star reviews, but actually find this book to be slow, even boring, with a much less creative story line. Card seems to have written this book to appeal to a middle-school audience. It lacks the sophistication of Ender's Game and Xenocide. A pleasant enough read, but nothing that really challenges the reader.

The Ender's Game series was a beautifully and intelligently done series and I'm thankful I got to read it after all the books were released so there was no waiting. I read all five books in less than a month. I'm honestly a little nervous that any other science fiction books won't measure up to that I won't enjoy them as much as I enjoyed Ender's Game because I didn't necessarily enjoy Ender's Game for the science, although I did appreciate the heck out of it. Not only does OSC invent species, but he puts in the work to do so. The pequeninos have a completely unique method of reproduction and even death. The descolada have a completely unique method of communication. In fact, the pequeninos and the buggers each and also have their own means of communications, completely

unheard of within the human species. DNA is a different thing in an alien species. It's able to adapt and change and send messages. I have heard a couple criticisms of the sci fi genre that alien species aren't different enough, aren't varied enough, aren't thought-out enough. OSC builds the crap out of his world. I buy it and I learn from it and it speaks to my human experience and yours. I'm willing to bet. I can't imagine that many other works of sci fi will live up to my now-high expectations. Of course that's not fair and of course I'll try. Especially armed with the recommendations of readers much more sci fi familiar than myself.

I just discovered Orson Scott Card, or perhaps re-discovered, when I saw that Ender's Game was made into a soon to be released film this prompted me to begin the first book in the 5 book set. I was immediately hooked. Within the next 3 days I had read the entire set. Exile offers the same detail as the first 4 novels and a continuation of Ender's story ~ the novel is rich in philosophy and the intricacies of conscience of the boy become a man. All the sci-fi bells and whistles are there of course. The reading flows, though there is some sluggishness to the early parts but before you know it one is carried away into the rich future of Ender's reality. I had to pay the price for the novel and have no regrets. Ender's story is right up there with Frank Herbert's Dune series in its' rich creation of a reality far different from our own.

This book is a sweet revisit to old friends of Ender's Game. It's not very good as a story by itself--what little plot there is doesn't have much depth or even length. It's mostly emails and philosophical discussions by the main characters of the story. And the entire theme of the book is coping with life after your great work is done. There are some profound thoughts in there, but again, it's not really a story. Consider it a book length epilogue.

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