

pdf enders game

pdf enders game is a highly sought-after topic among fans of science fiction and literature. This article explores the various aspects of accessing, reading, and understanding "Ender's Game" in PDF format. We'll cover the background of the novel, legal considerations for downloading PDFs, the impact of digital formats on reading experiences, and useful tips for finding quality PDF versions. You'll also learn about the benefits and drawbacks of digital books, common challenges with PDFs, and recommendations for enjoying "Ender's Game" to the fullest. Whether you're a new reader or a longtime fan, this comprehensive guide will provide valuable insights into the world of "Ender's Game" in PDF format, using relevant keywords and a reader-friendly approach.

- Understanding "Ender's Game" and Its Popularity
- Legal Considerations When Downloading PDF Ender's Game
- Benefits of Reading Ender's Game in PDF Format
- Common Challenges with PDF E-books
- Tips for Finding Quality PDF Ender's Game Versions
- Enhancing Your Reading Experience
- Conclusion

Understanding "Ender's Game" and Its Popularity

"Ender's Game" is a renowned science fiction novel written by Orson Scott Card. First published in 1985, it quickly gained worldwide recognition for its compelling narrative, unique characters, and thought-provoking themes. The story follows Andrew "Ender" Wiggin, a young prodigy recruited to save humanity from an alien threat. Known for its exploration of strategy, empathy, and the consequences of war, "Ender's Game" remains a staple in the genre and is often included in reading lists for students and enthusiasts alike.

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Interacting with other fans enhances comprehension and appreciation for the novel's themes and characters.

Explore Related Works

After finishing "Ender's Game," consider exploring sequels and companion novels by Orson Scott Card. These expand on the universe and provide additional context to Ender's journey.

Conclusion

The "pdf Ender's Game" format combines the best of modern technology and classic storytelling, offering readers flexibility, convenience, and new ways to interact with Orson Scott Card's acclaimed novel. By understanding legal considerations, recognizing the benefits and challenges of PDF reading, and utilizing quality sources, fans can fully enjoy this science fiction masterpiece in digital form. Whether you're revisiting Ender's tale or discovering it for the first time, the PDF format provides an accessible gateway to one of literature's most influential works.

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pdf enders game: Ender's Game Orson Scott Card, 1994-07-15 From New York Times bestselling author Orson Scott Card, *Ender's Game*—adapted to film in 2013 starring Asa Butterfield and Harrison Ford—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 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

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pdf enders game: A War of Gifts Orson Scott Card, 2009-07-07 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.

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pdf enders game: The Hive Orson Scott Card, Aaron Johnston, 2019-06-11 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 /

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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.

pdf enders game: *Shadow of the Hegemon* Orson Scott Card, 2009-11-30 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.

pdf enders game: *Ender's Game* Jed Alger, 2013-10-15 Based on the best-selling novel, *Ender's Game* tells the thrilling story of the fight to save the world from a devastating future. Now, in this official companion volume, the behind-the-scenes world of the film is brought into stunning focus. Following an attack by an alien race known as the Formics—narrowly countered thanks only to the efforts of legendary war hero Mazer Rackham (Ben Kingsley)—Earth has been preparing itself for the next wave in the conflict. The fate of humanity lies in finding the next Mazer from a crop of the brightest young minds on the planet. Under the watchful eye of the International Fleet, the venerated Colonel Hyrum Graff (Harrison Ford) has been tasked with overseeing their training. Before long, a standout emerges among them: Ender Wiggin (Asa Butterfield), a shy but prodigiously talented misfit. His potential discovered, Ender is promoted to Command School, where he will soon find the war with the Formics to be more complex than he could have ever imagined. Packed with in-depth interviews, removable posters and army badges, stunning concept art, unparalleled access to the visual effects archives at Digital Domain, and countless full-color images, this insightful insider's view of the making of *Ender's Game* will bring fans closer into the world of the movie, following cast and crew as it is brought to dazzling life. Also featuring Hailee Steinfeld (*True Grit*) as Petra Arkanian, Viola Davis (*The Help*) as Major Gwen Anderson, and Abigail Breslin (*Little Miss Sunshine*) as Ender's brilliant older sister, Valentine.

pdf enders game: *Ender's Game Graphic Novel* , 2013-09-24 Andrew Ender Wiggin is 6 years old, bullied, resented and alone. And he might be humanity's only hope. Ender is recruited to the International Fleet's child warriors in training, to fight in defense of the planet. His promise is high, and his teachers are sure he will rise to the test - if Battle School doesn't kill him first! As young Ender rises through the ranks, he struggles to find 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 award-winning classic is brought to life! COLLECTING: Ender's Game : Battle School 1-5, Ender's Game: Comm and School 1-5

pdf enders game: Ender's Game Christopher Yost, 2010-03 There's a war coming. The same aliens who almost destroyed Earth once are coming back to get the whole job done this time. But we aren't going to just sit and die. The international military is taking our best and brightest to mold them into the finest military minds ever - and they're taking them young.

pdf enders game: Earth Afire Orson Scott Card, Aaron Johnston, 2013-06-04 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.

pdf enders game: Hidden Empire Orson Scott Card, 2010-12-28 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).

pdf enders game: a Heaven is for Real Deluxe Edition Todd Burpo, 2011-10-31 #1 New York Times bestseller with more than 11 million copies sold! When 4-year-old Colton Burpo emerges from life-saving surgery with remarkable stories of his visit to heaven, his family doesn't know what to believe. Heaven is For Real details what Colton saw and his family's journey towards accepting their young son had visited the afterlife. "Do you remember the hospital, Colton?" Sonja said. "Yes, mommy, I remember," he said. "That's where the angels sang to me." Colton told his parents he left his body during an emergency surgery--and proved that claim by describing exactly what his parents were doing in another part of the hospital during his operation. He talked of visiting heaven and described events that happened before he was born and how he spoke with family members he'd never met. Colton also astonished his parents with descriptions and obscure details about heaven that matched the Bible exactly, even though he had not yet learned to read. With disarming innocence and the plainspoken boldness of a child, Colton recounts his visit to heaven, describing: Meeting long-departed family members Jesus, the angels, how "really, really big" God is, and how much God loves us How Jesus called Todd, Colton's father, to be a pastor The Battle of Armageddon Retold by his father, but using Colton's uniquely simple words, Heaven Is for Real offers a glimpse of the world that awaits us, where as Colton says, "Nobody is old and nobody wears glasses." Heaven Is for Real will forever change the way you think of eternity, offering the chance to see, and believe, like a child. Praise for Heaven is for Real: "A beautifully written glimpse into heaven that will encourage those who doubt and thrill those who believe." —Ron Hall, coauthor of Same Kind of Different as Me

pdf enders game: The Memory of Earth Orson Scott Card, 1993-01-15 The first volume in the Homecoming saga from bestselling author Orson Scott Card, The Memory of Earth High above the planet Harmony, the Oversoul watches. Its task, programmed so many millennia ago, is to guard the human settlement on this planet--to protect this fragile remnant of Earth from all threats. To protect them, most of all, from themselves. The Oversoul has done its job well. There is no war on Harmony. There are no weapons of mass destruction. There is no technology that could lead to weapons of

war. By control of the data banks, and subtle interference in the very thoughts of the people, the artificial intelligence has fulfilled its mission. But now there is a problem. In orbit, the Oversoul realizes that it has lost access to some of its memory banks, and some of its power systems are failing. And on the planet, men are beginning to think about power, wealth, and conquest. Homecoming series The Memory of Earth The Call of Earth The Ships of Earth Earthfall Earthborn At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

pdf enders game: Laddertop Books 1 - 2 Orson Scott Card, Emily Janice Card, 2013-11-05 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 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.

pdf enders game: From One Leader to Another Combat Studies Institute Press, 2013-05 This work is a collection of observations, insights, and advice from over 50 serving and retired Senior Non-Commissioned Officers. These experienced Army leaders have provided for the reader, outstanding mentorship on leadership skills, tasks, and responsibilities relevant to our Army today. There is much wisdom and advice from one leader to another in the following pages.

pdf enders game: Children of the Fleet Orson Scott Card, 2017-10-10 Return to the universe of Ender's game--Jacket.

pdf enders game: Ray Bradbury's Fahrenheit 451 Harold Bloom, 2007 Comprehensive reading and study guides provide concise critical excerpts that offer a scholarly overview of each work, The Story Behind the Story that details the conditions under which the work was written, a biographical sketch of the author, a descriptive list of characters, and more.

pdf enders game: First Meetings Orson Scott Card, 2002 In July 1977, Ender's Game appeared as a novelette in Analog magazine. The science fiction community immediately embraced it, nominating it for a Hugo award. Twenty-five years later, First Meetings celebrates Ender's Game by re-releasing that original short story along with three others.

pdf enders game: Ignition! John Drury Clark, 2018-05-23 This newly reissued debut book in the Rutgers University Press Classics Imprint is the story of the search for a rocket propellant which could be trusted to take man into space. This search was a hazardous enterprise carried out by rival labs who worked against the known laws of nature, with no guarantee of success or safety. Acclaimed scientist and sci-fi author John Drury Clark writes with irreverent and eyewitness immediacy about the development of the explosive fuels strong enough to negate the relentless restraints of gravity. The resulting volume is as much a memoir as a work of history, sharing a behind-the-scenes view of an enterprise which eventually took men to the moon, missiles to the planets, and satellites to outer space. A classic work in the history of science, and described as "a good book on rocket stuff...that's a really fun one" by SpaceX founder Elon Musk, readers will want to get their hands on this influential classic, available for the first time in decades.

pdf enders game: Governing the Commons Elinor Ostrom, 2015-09-23 Tackles one of the most enduring and contentious issues of positive political economy: common pool resource

management.

pdf enders game: Arctic Rising Tobias S. Buckell, 2012-12-24 Global warming has transformed the Earth, and it's about to get even hotter. The Arctic Ice Cap has all but melted, and the international community is racing desperately to claim the massive amounts of oil beneath the newly accessible ocean. Enter the Gaia Corporation. Its two founders have come up with a plan to roll back global warming. Thousands of tiny mirrors floating in the air can create a giant sunshade, capable of redirecting heat and cooling the earth's surface. They plan to terraform Earth to save it from itself - but in doing so, they have created a superweapon the likes of which the world has never seen. Anika Duncan is an airship pilot for the underfunded United Nations Polar Guard. She's intent on capturing a smuggled nuclear weapon that has made it into the Polar Circle and bringing the smugglers to justice. Anika finds herself caught up in a plot by a cabal of military agencies and corporations who want Gaia Corporation stopped. But when Gaia Corp loses control of their superweapon, it will be Anika who has to decide the future of the world. The nuclear weapon she has risked her life to find is the only thing that can stop the floating sunshade after it falls into the wrong hands.--Publisher's description.

pdf enders game: Shadow Puppets Orson Scott Card, 2003-06-16 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.

pdf enders game: Treason Orson Scott Card, 2009-11-30 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.

pdf enders game: Showdown Larry Elder, 2013-04-26 The Ten Things You Can't Say in America struck a chord with eager readers across the country, exposing truths others have been too afraid to address. In his new book, Elder is out to slay entrenched and enmeshed special interest groups, government agencies with the capacity to meddle in Americans' lives and businesses, lawmakers who continue a pattern of outrageous overtaxation, and those who would hamstring this country with good intentions. Showdown demonstrates how the nation would be better, stronger and safer with less government intervention and how individuals would not only cope but thrive without the so-called safety net. Showdown is a call to arms for a truly free society. Elder discusses: - What a Republican-led government means for progress - Where a responsible government would put its

citizens' tax dollars - Why racial and sex discrimination are non-issues in the 21st century. Larry Elders straight talk and common-sense solutions spare no one and will inspire his passionate and growing audience.

pdf enders game: Wyrms Orson Scott Card, 1992-03-15 Patience, the young daughter of one of the king's slaves is asked to be an interpreter on a special diplomatic mission.

pdf enders game: Ender's Game Joyce Friedland, 2011-01-01 Use Novel-Ties ® study guides as your total guided reading program. Reproducible pages in chapter-by-chapter format provide you with the right questions to ask, the important issues to discuss, and the organizational aids that help students get the most out of each book they read.

pdf enders game: The Worthing Chronicle Orson Scott Card, 2018 From the award-winning, bestselling author of Ender's Game, comes The Worthing Chronicle No one saw the brief flare in the star named Argos; it would be years before astronomers would connect the Day of Pain with the End of Worthing. And by then the change was done, the worlds were broken, and the golden age was over. If you would be a God, you must pay the price. Jason Worthing was a telepath, and the best of the ark captains sent to conquer and seed humankind anew on a hundred new worlds. He vowed that his new-world would be different from the stagnant one he had fled. He established his colonists and his descendants; and when he was sure that they would survive, he sealed himself in the last somec chamber in all the galaxy, triggered to awaken him when his world had built a new civilization. But using somec to disturb and manipulate the natural course of life cultivated dangers of its own. Worthing slept for fifteen thousand years. And when he awoke from his frozen slumber, it was to a future he had never dreamed of. Corrupt forces had emerged and a strange form of mind reading had been carried down to other generations. In a profound tale that spans thousands of years and barren lands, Jason tries to reconcile the past with the present, amidst those who lost their memories entirely and dreams that bring strange, disturbing visions of the past. Reflecting on the arrival and purpose of pain and sorrow, The Worthing Chronicle is a gripping science fiction tale that considers communal experiences of joy emerging from suffering in deconstructed worlds. Praise for Orson Scott Card's Ender's Game: '... A major sf novel by any reasonable standards.' - Booklist 'Every volume of the Ender saga...comprises some of the most hauntingly brilliant writing of the decade' - Interzone '... knocks you sideways' - Sunday Express 'Almost impossible to put down' - LOCUS

pdf enders game: Earth Awakens Orson Scott Card, 2015-05-05

pdf enders game: Liddle Bit Alex Wheatle, 2015-03-05 What's worse than hiding a secret? Liddle Bit's about to find out... Venetia King is the hottest girl at school. Too bad Lemar is the second shortest guy in his year. Everyone calls him Liddle Bit, and his two best friends, McKay and Jonah, never tire of telling him he has no chance with girls. Things aren't much better at home. His mum is permanently hassled, his sister a frustrated single mum and his dad moved out years ago. Liddle Bit wishes he could do something - anything! - to make life better. A new phone would be a start... When Venetia starts paying Liddle Bit attention, he secretly hopes he's on a fast track to a first date. Unfortunately, as a new gang war breaks out, he finds himself on a fast track to something much more sinister. South Crongton's notorious gang leader has taken an interest in Liddle Bit. Before he knows what's happening, he finds himself running errands. But when he hears about a killing on the estate, Liddle Bit is forced to question his choices. How can he possibly put things right?

pdf enders game: Elements of Fiction Writing - Characters & Viewpoint Orson Scott Card, 1999-03-15 Vivid and memorable characters aren't born: they have to be made. –––This book is a set of tools: literary crowbars, chisels, mallets, pliers and tongs. Use them to pry, chip, yank and sift good characters out of the place where they live in your memory, your imagination and your soul. –––Award-winning author Orson Scott Card explains in depth the techniques of inventing, developing and presenting characters, plus handling viewpoint in novels and short stories. With specific examples, he spells out your narrative options-the choices you'll make in creating fictional people so real that readers will feel they know them like members of their own families. –––You'll learn how to: –––draw the characters from a variety of sources,

including a story's basic idea, real life—even a character's social circumstances&break; make characters show who they are by the things they do and say, and by their individual style&break; develop characters readers will love—or love to hate&break; distinguish among major characters, minor characters and walk-ons, and develop each one appropriately&break; choose the most effective viewpoint to reveal the characters and move the storytelling&break; decide how deeply you should explore your characters' thoughts, emotions and attitudes

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