

Pathfinder Trilogy Ruins Visitors Orson Scott

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From traveling on your hoverbike (yes, you have a hoverbike), to climbing ruins, or walking on foot ... the mother-daughter duo journeys to visit old abandoned family properties to learn more ...

New games of 2021 (and beyond) to get excited about

The new games arriving in 2021 and beyond are very exciting indeed, especially as we got a whole host of new announcements and reveals at E3 2021. We make sure that this list of upcoming games is ...

From the internationally bestselling author of Ender's Game comes a boxed collection of all three riveting books in the Pathfinder Trilogy! A powerful secret. A deadly path. In Pathfinder, Rigg—a teenager who possesses a secret talent that allows him to see the paths of people's pasts—joins forces with another teen with special talents on a quest to find Rigg's sister and discover the true significance of their powers. Then Rigg's story continues in Ruins, when he must decipher the paths of the past before the arrival of a destructive force that threatens the future of his entire world. And the series comes to an epic and explosive ending in Visitors, as everything that has been building up finally comes to pass and Rigg is forced to put his powers to the test in order to save his world and end the war once and for all.

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.

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.

From Orson Scott Card, the internationally bestselling author of Ender's Game, comes the riveting finale to the story of Rigg, a teenager who possesses a special power that allows him to see the paths of people's pasts. In Pathfinder, Rigg joined forces with another teen with special talents on a quest to find Rigg's sister and discover the true significance of their powers. Then Rigg's story continued in Ruins as he was tasked to decipher the paths of the past before the arrival of a destructive force with deadly intentions. Now, in Visitors, Rigg's journey comes to an epic and explosive conclusion as everything that has been building up finally comes to pass, and Rigg is forced to put his powers to the ultimate test in order to save his world and end the war once and for all.

Orson Scott Card is "a master of the art of storytelling" (Booklist), and The Worthing Saga is a story that only he could have written. It was a miracle of science that permitted human beings to live, if not forever, then for a long, long time. Some people, anyway. The rich, the powerful—they lived their lives at the rate of one year every ten. Some created two societies: that of people who lived out their normal span and died, and those who slept away the decades, skipping over the intervening years and events. It allowed great plans to be put in motion. It allowed interstellar Empires to be built. It came near to destroying humanity. After a long, long time of decadence and stagnation, a few seed ships were sent out to save our species. They carried human embryos and supplies, and teaching robots, and one man. The Worthing Saga is the story of one of these men, Jason Worthing, and the world he found for the seed he carried. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

From the New York Times bestselling author of Enders Game comes a brand-new series following a teen who wakes up on an abandoned Earth to discover that he's a clone! Laz is a side-stepper: a teen with the incredible power to jump his consciousness to alternate versions of himself in parallel worlds. All his life, there was no mistake that a little side-stepping couldn't fix. Until Laz wakes up one day in a cloning facility on a seemingly abandoned Earth. Laz finds himself surrounded by hundreds of other clones, all dead, and quickly realizes that he too must be a clone of his original self. Laz has no idea what happened to the world he remembers as vibrant and bustling only yesterday, and he struggles to survive in the barren wasteland he's now trapped in. But the question that haunts him isn't why was he created, but instead, who woke him up...and why? There's only a single bright spot in Laz's new life: one other clone appears to still be alive, although she remains asleep. Deep down, Laz believes that this girl holds the key to the mysteries plaguing him, but if he wakes her up, she'll be trapped in this hellscape with him. This is one problem that Laz can't just side-step his way out of.

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.

Teenager Mack Street apparently suffers from strange spells when he simply freezes and stares off into space, but what those around him do not realize is that Mack possesses the ability to see into other people's dreams.

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.

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.

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