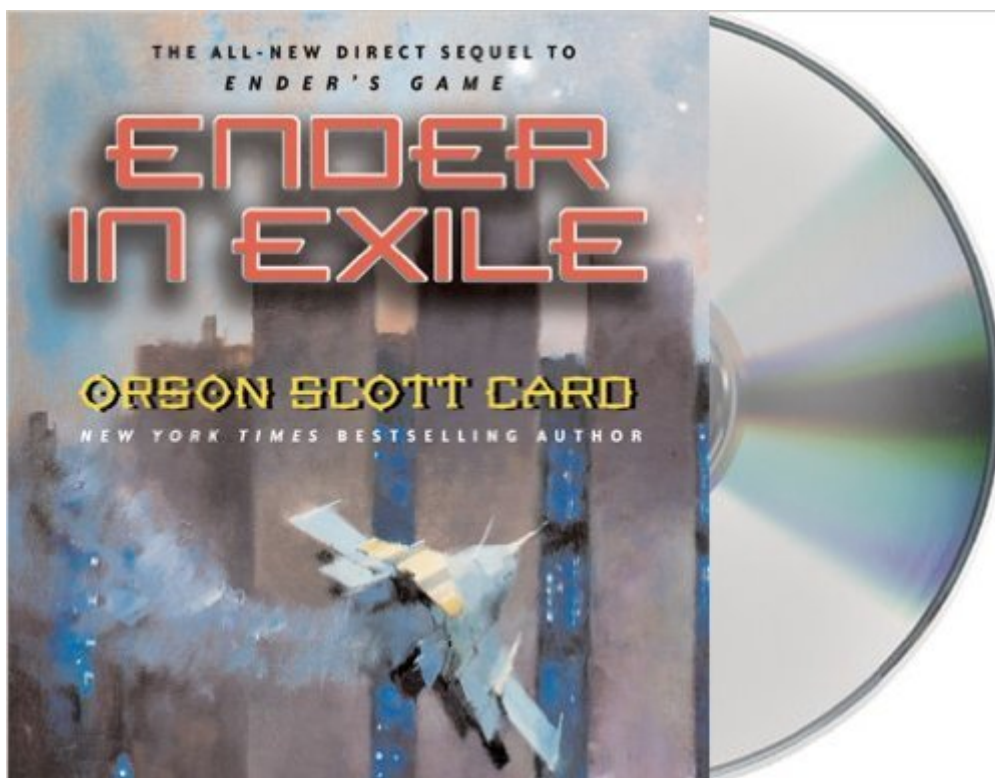


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# Ender In Exile (The Ender Quintet)



## 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

Series: The Ender Quintet (Book 5)

Audio CD

Publisher: Macmillan Audio; Unabridged edition (November 11, 2008)

Language: English

ISBN-10: 1427205124

ISBN-13: 978-1427205124

Product Dimensions: 5.2 x 1.6 x 5.8 inches

Shipping Weight: 11.4 ounces (View shipping rates and policies)

Average Customer Review: 4.2 out of 5 starsâ€” See all reviewsâ€” (544 customer reviews)

Best Sellers Rank: #1,298,014 in Books (See Top 100 in Books) #14 inâ€” Books > Books on CD > Authors, A-Z > ( C ) > Card, Orson Scott #626 inâ€” Books > Books on CD > Science Fiction & Fantasy > Science Fiction #739 inâ€” Books > Books on CD > Science Fiction & Fantasy > Fantasy

## Customer Reviews

This book is more properly considered part of the *Ender's Shadow* series, rather than a sequel to *Ender's Game*. It is stylistically like the *Shadow* series, features many of the same characters, and ties up loose ends from those books. Card has found a clever way to do that, while centering the story on Ender and Valentine. Readers of *Ender's Game* will recall that Ender and Valentine left on the first colony ship because there were some good reasons Ender could not return to Earth. This book picks up just before that voyage begins. However, that voyage takes decades because of time dilation. So the events of the *Ender's Shadow* series all unfold during the voyage. That allows a different slant on those happenings, while also resolving much of what happened to Ender during

that period. Ender still has some life issues to face, and this novel shows us how he faces them. I don't recommend this as anyone's introduction to the world of Ender. Read *Ender's Game* for sure before this. I'd also recommend at least the first couple of books of the *Ender's Shadow* series as prerequisites. The more of the series you've read the better you'll like this, though I don't think you needed to read all the way through that series to enjoy this book. (By the way, it's unnecessary to read *Speaker for the Dead* and its sequels.

*Ender's Game* is my favorite novel, so read this review with that understanding. *Ender's Game* is not the best novel ever written, but the one I enjoyed the most because I could relate viscerally to Ender. This book doesn't reach anything close to that standard, but I found myself reading it in one day until 1 a.m., unable to sleep without finishing it. But then again, I'm an Ender lifer. For starters, don't bother reading this if you haven't read *Ender's Game* and at least *Ender's Shadow* and *Speaker for the Dead*. Those are the three essential books in the *Ender's Game* pantheon, with the rest tending to get progressively lame. (*Children of the Mind* ending up in bigtime lame-o territory, sadly. Card talks in the afterward of this book about how he didn't bother to reread his old books, and I can see why! PLEASE, rewrite *Xenocide* and *Children of the Mind*! Or pay another writer to redo them.) Back to the review: For Ender fans, *Ender in Exile* is a must read -- there are simply too many expository tidbits and loose ends getting tied. But the plotline is very thin. The new characters are garden variety Card staples -- young girl dealing with overbearing mother, adult who underestimates Ender (ENDER!) even after he's saved humanity, yada yada yada. Ender himself is always interesting, and keeps you reading for more. But Valentine is relegated to a bit part after a promising start. Graff makes several appearances as a sort of Father of Humanity Demigod which proves a convenient way for Card to chew through pages and adds some convenient act of god/act of Graff plot twists. But all of the characters seem like chess pieces in a puzzle of the Enderverse rather than having much in the way of depth or resonance.

I really wanted to like this book. Really. I couldn't do it. Let me start at the beginning. *Ender's Game* is my favorite book. I have read the book and the sequels numerous times. The other books in the series create a universe wherein all of the stories take place. Call me a purist, but once the rules of the universe are setup, you don't go back and change them. I know that it is Card's prerogative, but Ender has grown from the story and far too many readers feel a kinship to have the author now change things. First off, Ender refers to the "Buggers" as the Formix through out the whole book. This is not from the Ender series. It is Bean who refers to the Formix by their formal name. Ender

never did it and Card never did it in any of the Ender's series. I don't think I ever heard the term Formix until the Ender's Shadow book. Card changes details from Ender's Game. He changes the way Ender and Valentine meet, who pilots the ship...just to name a few. These details bother me some, but the real insult is in Card's narrative at the end (of the audiobook) where he basically says: I was wrong before, I got the details right now, so get over it. Wait a minute!?! Ender's game is a classic, you created the universe, but then you unleashed it on your readers...it is ours now too. You don't change the details when it messes with your ability to sell more books. You have to work within the confines in this previously created world. Last complaint, the story just doesn't live up to any Card books. It is slow and the whole confrontation at the ends feels like an after thought. I kept waiting for the plot to begin just to find out that Ender had a really boring trip to the first colony.

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