

orson scott card children of the mind

Orson Scott Card Children of the Mind: Exploring the Final Chapter of the Ender's Saga

orson scott card children of the mind marks the poignant conclusion to one of the most beloved science fiction series in literature—the Ender's Game saga. As the fourth and final novel in the original Ender quartet, Children of the Mind serves as a critical piece in understanding the complex universe that Orson Scott Card masterfully created. If you've journeyed through Ender's Game, Speaker for the Dead, and Xenocide, this novel ties together character arcs, philosophical questions, and interstellar conflicts in a way that is both satisfying and thought-provoking.

In this article, we'll dive deep into what makes Orson Scott Card's Children of the Mind a standout work in sci-fi literature, explore its themes, characters, and plot intricacies, and provide insights into why it remains a must-read for fans and newcomers alike.

Understanding the Place of Children of the Mind in the Ender's Saga

Before delving into Children of the Mind itself, it's important to contextualize where it sits within the broader Ender's Game series. The novel is the direct sequel to Xenocide and continues the story of Ender Wiggin, now an older and more contemplative figure, who grapples with the consequences of his past decisions and the fate of multiple sentient species.

The Continuation of a Complex Narrative

Children of the Mind picks up on the threads left hanging in Xenocide—particularly the fate of the planet Lusitania and its inhabitants, including the unique alien species called the Pequeninos (or "piggies") and the mysterious Hive Queen from the Formic race. The novel explores themes of identity, consciousness, and the ethical implications of survival and coexistence.

What makes Children of the Mind stand out is how Card uses it to delve even deeper into philosophical and existential questions. It doesn't just focus on the high-stakes sci-fi adventure; it challenges readers to think about the nature of the soul, the meaning of life, and the possibility of transcendence.

Key Themes Explored in Orson Scott Card Children of the Mind

One of the defining characteristics of Children of the Mind is its rich thematic content.

Beyond being a science fiction adventure, it's a meditation on humanity, morality, and the future.

Identity and the Self

Throughout the novel, characters face dilemmas that question their understanding of who they are. The exploration of identity is particularly pronounced with the character of Ender Wiggin, whose consciousness is split and duplicated, forcing him to reconcile multiple versions of himself.

This theme resonates strongly with readers because it taps into universal questions about what makes us who we are. Is it our memories, our physical bodies, or something more intangible? Card's storytelling invites readers to explore these questions in the context of futuristic technology and alien cultures.

Philosophy of Coexistence

Children of the Mind also tackles the challenge of peaceful coexistence between different species and cultures. The novel grapples with the ethical treatment of the Pequeninos and the Hive Queen's offspring, posing difficult questions about imperialism, colonization, and empathy.

This is particularly relevant in today's globalized world, where understanding and respecting diversity is more important than ever. Card uses the sci-fi setting as a mirror to reflect our real-world struggles with acceptance and coexistence.

Characters Who Shape the Story

A major draw of Orson Scott Card's Children of the Mind is its deep, well-crafted characters. Unlike many science fiction novels that focus heavily on technology or action, this book centers on the emotional and intellectual journeys of its protagonists.

Ender Wiggin: The Burdened Hero

Ender's character has evolved significantly since we first met him in Ender's Game. In Children of the Mind, he is a man burdened by his past actions and the immense responsibility of safeguarding multiple species. His internal conflicts add layers of depth to the story, making him relatable and compelling.

Peter Wiggin and Jane: Supporting Yet Vital

The novel also features Peter Wiggin, Ender's brother, who plays a significant role in political and strategic maneuvers. Jane, an AI with vast knowledge and a unique perspective on existence, continues to be a fascinating character, especially in her interactions with Ender.

Together, these characters create a dynamic that balances emotional storytelling with intellectual intrigue.

Plot Highlights and Narrative Style

Children of the Mind is rich with plot developments that keep readers engaged while also prompting reflection.

A Blend of Action and Thought

While the novel contains moments of suspense and action, its pacing allows for deeper philosophical discussions. This balance is part of what makes the book stand out—it's not just about what happens, but why it happens and what it means.

Language and Structure

Card's writing style in Children of the Mind is accessible yet sophisticated. He uses clear prose to tackle complex themes, making the story approachable for both seasoned sci-fi readers and those new to the genre.

Why Orson Scott Card Children of the Mind Matters Today

Even years after its publication, Children of the Mind remains relevant for several reasons.

Exploration of Ethical Dilemmas

The novel's treatment of ethical questions surrounding artificial intelligence, alien life, and the consequences of human actions resonates strongly with contemporary discussions in science and philosophy.

Influence on Science Fiction

Children of the Mind helped solidify Orson Scott Card's reputation as a writer who blends thrilling storytelling with deep intellectual inquiry. It continues to influence new generations of science fiction writers and readers.

Encouragement of Empathy and Understanding

In a world increasingly defined by diversity and complex global interactions, the novel's call for empathy and coexistence is more important than ever. It encourages readers to look beyond their own experiences and consider the perspectives of others, whether human or alien.

Tips for New Readers Approaching Children of the Mind

If you're considering diving into Orson Scott Card's Children of the Mind, here are some helpful tips to enhance your reading experience:

- **Start with Ender's Game:** The series builds upon itself, so beginning with the original novel provides essential background.
- **Reflect on the Philosophical Themes:** Take your time with the book's more contemplative moments—they are key to appreciating its depth.
- **Don't Rush the Story:** The pacing is deliberate; allow the narrative and characters to unfold naturally.
- **Explore Related Works:** The Ender saga includes several other novels and short stories that enrich the universe.

Whether you're a fan of science fiction or interested in stories that challenge how we think about identity and morality, Children of the Mind offers a memorable and meaningful journey.

Orson Scott Card's Children of the Mind stands as a testament to the power of science fiction to explore profound questions about existence, empathy, and the future. It is a fitting end to Ender Wiggin's story, offering readers not only an exciting narrative but also a space to ponder what it truly means to be human.

Frequently Asked Questions

What is 'Children of the Mind' by Orson Scott Card about?

'Children of the Mind' is the fourth novel in Orson Scott Card's Ender's Game series, continuing the story of Ender Wiggin and exploring themes of identity, consciousness, and the fate of humanity through complex characters and their interwoven destinies.

How does 'Children of the Mind' connect to the rest of the Ender's Game series?

It directly follows the events of 'Xenocide' and concludes the story arc started in 'Speaker for the Dead,' focusing on the resolution of conflicts involving the Pequeninos, the Hive Queen, and the fate of Ender's family.

Who are the main characters in 'Children of the Mind'?

The main characters include Ender Wiggin, his sister Valentine, Peter Wiggin, and the alien species such as the Pequeninos and the Hive Queen, all of whom play crucial roles in the novel's plot and themes.

What major themes are explored in 'Children of the Mind'?

Major themes include the nature of consciousness, identity, ethics of genetic engineering, the power of empathy and understanding, and the complexities of communication between different species.

Is 'Children of the Mind' suitable for readers new to the Ender's Game series?

While it can be read on its own, 'Children of the Mind' is best appreciated after reading the previous novels in the Ender's Game series, especially 'Speaker for the Dead' and 'Xenocide,' as it continues their storylines.

What role does the concept of 'aiúa' play in 'Children of the Mind'?

The 'aiúa' represents the soul or essence of a person in the novel, and it is central to the plot as characters grapple with issues of identity, consciousness transfer, and what it means to be alive.

How does Orson Scott Card address ethical dilemmas in

'Children of the Mind'?

Card explores ethical dilemmas surrounding genetic modification, the rights of sentient species, and the consequences of technological advancements, prompting readers to consider moral responsibilities in a complex universe.

What is the significance of the Pequeninos in 'Children of the Mind'?

The Pequeninos, an alien species, are vital to the narrative as they challenge human understanding of life, death, and culture, and their interactions with humans highlight themes of coexistence and respect for other life forms.

Are there any adaptations of 'Children of the Mind'?

As of now, there are no official film or television adaptations of 'Children of the Mind,' though the Ender's Game universe has inspired other media, and fans continue to hope for future adaptations of the later novels.

Additional Resources

****Orson Scott Card Children of the Mind: A Deep Dive into the Final Chapter of the Ender Quintet****

orson scott card children of the mind stands as the culminating volume in the critically acclaimed Ender Quintet, a series that has fascinated science fiction readers for decades. This novel wraps up the complex narrative threads woven throughout the series, delivering both resolution and reflection on themes of identity, morality, and the consequences of power. As the fifth installment following "Ender's Game," "Speaker for the Dead," "Xenocide," and "Children of the Mind," this book has elicited diverse responses from readers and critics alike, highlighting Orson Scott Card's evolving literary style and thematic concerns.

Exploring the Narrative and Themes of Children of the Mind

Orson Scott Card's "Children of the Mind" carries the weight of concluding a saga that seamlessly blends space opera with philosophical inquiry. The story continues the journey of Ender Wiggin, now an older figure grappling with the legacy of his past actions and the fate of sentient species across the galaxy. The narrative structure intertwines multiple plotlines, encompassing political intrigue, spiritual dilemmas, and existential threats, all set against the backdrop of interstellar exploration.

One of the central themes in "Children of the Mind" is the exploration of identity and consciousness. Card delves into the metaphysical through the unique use of "aiúa," or souls, which challenges readers to reconsider notions of selfhood and the soul's

persistence beyond physical form. This philosophical underpinning distinguishes the novel from typical science fiction fare, inviting a deeper contemplation of what it means to be human, or indeed, alive.

Character Development and Continuity

Ender Wiggin's character arc reaches a poignant conclusion in "Children of the Mind." Unlike the youthful prodigy of earlier books, Ender here is introspective and burdened, offering a mature perspective on the consequences of his earlier decisions. Card deftly balances Ender's personal growth with the introduction and development of other key characters, such as Peter and Valentine – who exist as separate entities from Ender yet share a profound psychic connection.

The novel also continues to explore the complexities of the alien species, particularly the Pequeninos, whose culture and biology serve as a counterpoint to human assumptions about life and morality. Card's treatment of these species is nuanced, underscoring his commitment to creating believable and ethically challenging extraterrestrial societies.

Stylistic Elements and Writing Technique

Orson Scott Card's prose in "Children of the Mind" reflects a departure from the fast-paced action of "Ender's Game" towards a more contemplative and philosophical style. The pacing slows to accommodate heavy dialogue scenes, introspection, and ethical debates. While some readers find this shift enriching, others critique it for diminishing the novel's momentum.

The use of multiple perspectives allows Card to explore the story's moral complexity from various angles. The interplay between physical events and metaphysical discussions is a hallmark of the novel, though it can challenge readers expecting straightforward science fiction narratives. Card's skillful dialogue writing enhances character authenticity, making the philosophical content more accessible.

Comparisons within the Ender Series and Broader Sci-Fi Genre

Compared to the original "Ender's Game," which is lauded for its engaging plot and character-driven suspense, "Children of the Mind" takes a markedly different approach. It prioritizes thematic depth over action, aligning it more closely with speculative fiction that interrogates human nature and ethics. This evolution in style mirrors trends in science fiction where genre boundaries blur with philosophical and literary fiction.

In the context of the broader sci-fi genre, "Children of the Mind" shares thematic kinship with works that question consciousness and identity, such as Philip K. Dick's novels or Ursula K. Le Guin's explorations of otherness. However, Card's integration of religious

and spiritual elements adds a distinctive layer, setting his narrative apart from more secular contemporaries.

Reception and Impact of Children of the Mind

The reception of Orson Scott Card's "Children of the Mind" has been mixed but generally positive among fans of the Ender series. Readers appreciative of the series' philosophical ambitions praise the novel's depth and emotional resonance. Critiques often focus on the novel's slower pace and dense exposition, which can detract from narrative tension.

From an SEO perspective, "orson scott card children of the mind" remains a highly searched term, especially among science fiction enthusiasts and literary scholars examining Card's oeuvre. The novel's exploration of metaphysical themes combined with its placement as the series finale ensures its continued relevance in discussions about science fiction's capacity to engage with profound human questions.

Pros and Cons of Children of the Mind

- **Pros:** Deep philosophical exploration, complex character development, rich world-building, satisfying conclusion to the Ender saga.
- **Cons:** Slow pacing, dense dialogue, occasionally inaccessible metaphysical concepts for casual readers.

The Legacy of Orson Scott Card Children of the Mind

"Children of the Mind" not only completes the Ender Quintet but also leaves a lasting impression on science fiction literature. Orson Scott Card's willingness to tackle spirituality and identity through a sci-fi lens challenges genre conventions and expands the thematic possibilities of futuristic storytelling. The novel's enduring discussion points—such as the nature of the soul, the ethics of intervention, and the search for meaning—continue to resonate with readers and critics.

In conclusion, "orson scott card children of the mind" is a novel that demands thoughtful engagement. It rewards readers who appreciate layered narratives and philosophical inquiry, standing as a testament to Card's imaginative and intellectual ambitions within the science fiction genre.

Orson Scott Card Children Of The Mind

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orson scott card children of the mind: *Children of the Mind* Orson Scott Card, 2002-08-24
The planet Lusitania is threatened with destruction by Starways Congress. With the help of the computer intelligence Jane, Ender must save the planet and its three species.

orson scott card children of the mind: *Children of the Mind* Orson Scott Card, 1996

orson scott card children of the mind: *Children of the Mind* Orson Scott Card, 1996 Orson Scott Card returns at last to the story of Ender Wiggin, the child hero of the Hugo and Nebula award winner *Ender's Game*, who as a man found a way to redeem the Xenocide of his youth and restore the Hive Queen to life. Now his adopted world, Lusitania, is threatened by the same planet-destroying weapon that he himself used so many thousands of years before. Lusitania is home to three sentient species: the Pequeninos, a strange race native to Lusitania; a large colony of humans; and the Hive Queen, brought there by Ender. But the Starways Congress fears Lusitania and a strange virus that it harbors, and they have gathered a fleet to destroy the planet. Ender's oldest friend, Jane, the computer intelligence that has evolved with him over three thousand years, allowed the Starways Congress to discover her existence when she tried to stop the fleet. Now they are trying to kill her as well, by shutting down the network of computers and ansibles in which she lives. They are afraid of her, and of her control over all human communications. Jane can save the three sentient races of Lusitania. She has learned how to move ships outside the universe, and then instantly back to a different world, abolishing the light-speed limit. But it takes all the processing power available to her, and the Starways Congress is shutting down the Net world by world. Soon she will not be able to move the ships. But there is hope: during the first trip outside, Ender's mind briefly took control and created two new beings - replicas of his brother Peter, who was the Hegemon, and his sister Valentine. These two children of Ender's mind, together with his adopted children from Lusitania, are racing against time to discover new worlds, to influence the Starways Congress to recall the fleet, and to save Jane by finding a home for her disembodied intelligence once the Human Network is closed off to her.

orson scott card children of the mind: Children of the Mind Orson Scott Card, 1996
Fantasy-roman.

orson scott card children of the mind: Ender's Game, Speaker for the Dead, Xenocide, Children of the Mind Orson Scott Card, 2008-09-30 Child-hero Ender Wiggin must fight a desperate battle against a deadly alien race if mankind is to survive.

orson scott card children of the mind: *Children of the Mind: Book Four of the Ender's Game Series* BookCaps Study Guides Staff, 2012 *Ender's Game* is one of the greatest science fiction series of all time! But it spans across many planets and features dozens of major characters and plots. In short: It gets complex! The perfect companion to Orson Scott Card's *Children of the Mind*, this study guide contains a chapter by chapter analysis of the book, a summary of the plot, and a guide to major characters and themes. This guide only covers the fourth book in the original series; additional guides are available for subsequent books. BookCap™ Study Guides do not contain text from the actual book, and are not meant to be purchased as alternatives to reading the book. We all need refreshers every now and then. Whether you are a student trying to cram for that big final, or someone just trying to understand a book more, BookCaps can help. We are a small, but growing company, and are adding titles every month.

orson scott card children of the mind: Book-a-minute SF/F David J. Parker, Samuel

Stoddard, 1999

orson scott card children of the mind: 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.

orson scott card children of the mind: Children of the Fleet Orson Scott Card, 2017-10-10

From Orson Scott Card, award-winning and bestselling author of Ender's Game, his first solo Enderverse novel in years. Children of the Fleet is a new angle on Card's bestselling series, telling the story of the Fleet in space, parallel to the story on Earth told in the Ender's Shadow series. Ender Wiggin won the Third Formic war, ending the alien threat to Earth. Afterwards, all the terraformed Formic worlds were open to settlement by humans, and the International Fleet became the arm of the Ministry of Colonization, run by Hiram Graff. MinCol now runs Fleet School on the old Battle School station, and still recruits very smart kids to train as leaders of colony ships, and colonies. Dabeet Ochoa is a very smart kid. Top of his class in every school. But he doesn't think he has a chance at Fleet School, because he has no connections to the Fleet. That he knows of. At least until the day that Colonel Graff arrives at his school for an interview. 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.

orson scott card children of the mind: The Ender Quartet Boxed Set Orson Scott Card,

2021-08-24 With millions of copies sold in the US and Canada, and translated into more than 34 languages, The Ender series is one of the best science fiction series ever written. Now repackaged and collected in a box set, The Ender Saga #1 is perfect for new readers and collectors alike. This box set contains five volumes: Ender's Game / Speaker for the Dead / Xenocide / Children of the Mind / Ender in Exile

orson scott card children of the mind: The Gospel according to Science Fiction Gabriel

McKee, 2007-01-02 In this thorough and engaging book, Gabriel McKee explores the inherent theological nature of science fiction, using illustrations from television shows, literature, and films. Science fiction, he believes, helps us understand not only who we are but who we will become. McKee organizes his chapters around theological themes, using illustrations from authors such as Isaac Asimov and H. G. Wells, television shows such as Star Trek and The Twilight Zone, and films such as The Matrix and Star Wars. With its extensive bibliography and index, this is a book that all serious science fiction fans--not just those with a theological interest--will appreciate.

orson scott card children of the mind: An Informal History of the Hugos Jo Walton,

2018-08-07 Engaged, passionate, and consistently entertaining, An Informal History of the Hugos is

a book about the renowned science fiction award for the many who enjoyed Jo Walton's previous collection of writing from Tor.com, the Locus Award-winning *What Makes This Book So Great*. The Hugo Awards, named after pioneer science-fiction publisher Hugo Gernsback, and voted on by members of the World Science Fiction Society, have been presented since 1953. They are widely considered the most prestigious awards in science fiction. Between 2010 and 2013, Jo Walton wrote a series of posts for Tor.com, surveying the Hugo finalists and winners from the award's inception up to the year 2000. Her contention was that each year's full set of finalists generally tells a meaningful story about the state of science fiction at that time. Walton's cheerfully opinionated and vastly well-informed posts provoked valuable conversation among the field's historians. Now these posts, lightly revised, have been gathered into this book, along with a small selection of the comments posted by SF luminaries such as Rich Horton, Gardner Dozois, and David G. Hartwell. A remarkable guided tour through the field—a kind of nonfiction companion to *Among Others*. It's very good. It's great. —New York Times–bestselling author Cory Doctorow, *Boing Boing* on *What Makes This Book So Great*

orson scott card children of the mind: *The Ender's Game Series: The Unofficial Reference* BookCaps Study Guides Staff, 2012 *Ender's Game* is one of the greatest science fiction series of all time! But it spans across many planets and features dozens of major characters and plots. In short: It gets complex! The perfect companion to Orson Scott Card's *Ender's Game Series*, this study guide contains a chapter by chapter analysis of the book, a summary of the plot, and a guide to major characters and themes. This guide covers the *Ender's Game*, *Speaker for the Dead*, *Xenocide*, and *Children of the Mind*. BookCap™ Study Guides do not contain text from the actual book, and are not meant to be purchased as alternatives to reading the book. We all need refreshers every now and then. Whether you are a student trying to cram for that big final, or someone just trying to understand a book more, BookCaps can help. We are a small, but growing company, and are adding titles every month.

orson scott card children of the mind: Mature Sexual Intimacy Maryann Karinch, 2019-07-08 Roughly 40 percent of the female population in the United States is in those middle years when perimenopausal symptoms have already taken hold, or they are in the throes of menopause. Another 15 percent are defined medically as post-menopausal. In other words, the root word menopause sticks around as a descriptor for more than half a woman's life and it currently is "stuck" to about 65 percent of the female population. That's 102 million people. Menopause has long been a branding category used by everyone from physicians to *People* magazine. A normal human event such as maturing is talked about as a medical condition with warning signs of ill health. But it does come with some natural side effects, and those can cause problems with sexuality and intimacy surrounding it. Here, seasoned author Maryann Karinch tackles the subject head-on through real life stories, interviews with experts in the area, and common sense practices that will help readers enhance both the way they view themselves sexually and how they engage with romantic partners, both physically and emotionally.

orson scott card children of the mind: *Ender in Exile* Orson Scott Card, 2008-11-11 After twenty-three years, Orson Scott Card returns to his acclaimed best-selling series with the first true, direct sequel to the classic *Ender's Game*. In *Ender's Game*, the world's most gifted children were taken from their families and sent to an elite training school. At Battle School, they learned combat, strategy, and secret intelligence to fight a dangerous war on behalf of those left on Earth. But they also learned some important and less definable lessons about life. After the life-changing events of those years, these children—now teenagers—must leave the school and readapt to life in the outside world. Having not seen their families or interacted with other people for years—where do they go now? What can they do? Ender fought for humanity, but he is now reviled as a ruthless assassin. No longer allowed to live on Earth, he enters into exile. With his sister Valentine, he chooses to leave the only home he's ever known to begin a relativistic—and revelatory—journey beyond the stars. What happened during the years between *Ender's Game* and *Speaker for the Dead*? What did Ender go through from the ages of 12 through 35? The story of those years has never been told. Taking

place 3000 years before Ender finally receives his chance at redemption in *Speaker for the Dead*, this is the long-lost story of Ender. For twenty-three years, millions of readers have wondered and now they will receive the answers. *Ender in Exile* is Orson Scott Card's moving return to all the action and the adventure, the profound exploration of war and society, and the characters one never forgot. On one of these ships, there is a baby that just may share the same special gifts as Ender's old friend Bean... 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.

orson scott card children of the mind: Beyond Ender Boxed Set Orson Scott Card, 2001-10-14 *Beyond Ender Boxed Set* Contains three mass market novels from Orson Scott Card: *Speaker for the Dead*, *Xenocide* and *Children of the Mind* *Speaker for the Dead*: In the aftermath of his terrible war, Ender Wiggin disappeared, and a powerful voice arose: The *Speaker for the Dead*, who told the true story of the Bugger War. Now, long years later, a second alien race has been discovered, but again the aliens' ways are strange and frightening...again, humans die. And it is only the *Speaker for the Dead*, who is also Ender Wiggin the *Xenocide*, who has the courage to confront the mystery...and the truth. *Xenocide*: The war for survival of the planet Lusitania will be fought in the hearts of a child named *Gloriously Bright*. On Lusitania, Ender found a world where humans and pequininos and the Hive Queen could all live together; where three very different intelligent species could find common ground at last. Or so he thought. Lusitania also harbors the *descolada*, a virus that kills all humans it infects, but which the pequininos require in order to become adults. The *Starways Congress* so fears the effects of the *descolada*, should it escape from Lusitania, that they have ordered the destruction of the entire planet, and all who live there. The Fleet is on its way, a second *xenocide* seems inevitable. *Children of the Mind*: The planet Lusitania is home to three sentient species: the *Pequeninos*; a large colony of humans; and the Hive Queen, brought there by Ender. But once against the human race has grown fearful; the *Starways Congress* has gathered a fleet to destroy Lusitania. Jane, the evolved computer intelligence, can save the three sentient races of Lusitania. She has learned how to move ships outside the universe, and then instantly back to a different world, abolishing the light-speed limit. But it takes all the processing power available to her, and the *Starways Congress* is shutting down the Net, world by world. Soon Jane will not be able to move the ships. Ender's children must save her if they are to save themselves.

orson scott card children of the mind: Biology and Christian Ethics Stephen R. L. Clark, 2000-09-18 This stimulating and wide-ranging book mounts a profound enquiry into some of the most pressing questions of our age, by examining the relationship between biological science and Christianity. The history of biological discovery is explored from the point of view of a leading philosopher and ethicist. What effect should modern biological theory and practice have on Christian understanding of ethics? How much of that theory and practice should Christians endorse? Can Christians, for example, agree that biological changes are not governed by transcendent values, or that there are no clear or essential boundaries between species? To what extent can 'Nature' set our standards? Professor Clark takes a reasoned look at biological theory since Darwin and argues that an orthodox Christian philosophy is better able to accommodate the truth of such theory than is the sort of progressive, meliorist interpretation of Christian doctrine which is usually offered as the properly 'modern' option.

orson scott card children of the mind: Orson Scott Card Edith S. Tyson, 2003 An appreciation of the works of Orson Scott Card (author of *Ender's Game*) in science fiction, fantasy, Biblical fiction, mystery, and other works, both shorter and long, down to the year 2003. Card's faith and his ethical orientation are emphasized.

orson scott card children of the mind: Science Fiction Literature through History Gary

Westfahl, 2021-07-19 This book provides students and other interested readers with a comprehensive survey of science fiction history and numerous essays addressing major science fiction topics, authors, works, and subgenres written by a distinguished scholar. This encyclopedia deals with written science fiction in all of its forms, not only novels and short stories but also mediums often ignored in other reference books, such as plays, poems, comic books, and graphic novels. Some science fiction films, television programs, and video games are also mentioned, particularly when they are relevant to written texts. Its focus is on science fiction in the English language, though due attention is given to international authors whose works have been frequently translated into English. Since science fiction became a recognized genre and greatly expanded in the 20th century, works published in the 20th and 21st centuries are most frequently discussed, though important earlier works are not neglected. The texts are designed to be helpful to numerous readers, ranging from students first encountering science fiction to experienced scholars in the field.

orson scott card children of the mind: Out of Eden Paul W. Kahn, 2024-11-01 In *Out of Eden*, Paul W. Kahn offers a philosophical meditation on the problem of evil. He uses the Genesis story of the Fall as the starting point for a profound articulation of the human condition. Kahn shows us that evil expresses the rage of a subject who knows both that he is an image of an infinite God and that he must die. Kahn's interpretation of Genesis leads him to inquiries into a variety of modern forms of evil, including slavery, torture, and genocide. Kahn takes issue with Hannah Arendt's theory of the banality of evil, arguing that her view is an instance of the modern world's lost capacity to speak of evil. Psychological, social, and political accounts do not explain evil as much as explain it away. Focusing on the existential roots of evil rather than on the occasions for its appearance, Kahn argues that evil originates in man's flight from death. He urges us to see that the opposite of evil is not good, but love: while evil would master death, love would transcend it. Offering a unique perspective that combines political and cultural theory, law, and philosophy, Kahn here continues his project of advancing a political theology of modernity.

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