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# Children Of The Mind (Ender)



## Synopsis

FOR USE IN SCHOOLS AND LIBRARIES ONLY. In the conclusion of the Ender saga, Ender Wiggin confronts his ultimate challenge when his adopted world, Lusitania, is threatened by his old planet-destroying weapon. --This text refers to the School & Library Binding edition.

## 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 School & Library Binding edition.

Children of the Mind, fourth in the Ender series, is the conclusion of the story begun in the third book, Xenocide. The author unravels Ender's life and reweaves the threads into unexpected new patterns, including an apparent reincarnation of his threatening older brother, Peter, not to mention another "sister" Valentine. Multiple storylines entwine, as the threat of the Lusitania-bound fleet looms ever nearer. The self-aware computer, Jane, who has always been more than she seemed,

faces death at human hands even as she approaches godhood. At the same time, the characters hurry to investigate the origins of the descolada virus before they lose their ability to travel instantaneously between the stars. There is plenty of action and romance to season the text's analyses of Japanese culture and the flux and ebb of civilizations. But does the author really mean to imply that Ender's wife literally bores him to death? --Brooks Peck --This text refers to the School & Library Binding edition.

While reading *Speaker*, I read some short reviews on the books of the rest of the series, and I tried to imagine what the rest of the series would look like, given the titles and these reviews. I have to say, I was very surprised by the plot twists in *Xenocide* and *Children*, and this book gives the resolution that *Xenocide* withheld. It is not as dense in terms of philosophy as *Xenocide* was, but it gives a good response to those questions that were raised and fretted over in it. There are a few typos as there are in *Xenocide*, but they are not very troublesome. The characters of this book atone, and grow from the flaws that we see in the previous book, and the ending has a great climax like we see in *Ender* and *Speaker*. It's masterfully written, as are all of the books in the series and for all the same reasons, and despite its flaws, it's a truly great book. As a whole, you cannot really judge *Children* without the previous books - whereas *Speaker* or *Ender* could be read without having read any of the other books, you can't really enjoy *Xenocide* or *Children* without the previous two books, and you certainly can't appreciate either *Xenocide* or *Children* to the full intended effect without getting to the end of this particular book. I am sure if you truly loved the characters of *Speaker*, then you will come to full satisfaction by the end of this book. Just consider *Xenocide* and *Children* as one very large novel, and I think you'll find you love them both on an even greater level.

Deep into the clever plot, finding the story fascinating, sad about it coming to the end of the series, I was disappointed when Card slowed momentum by doing one annoying thing: he delved repetitiously into the thoughts and motivations of each and every character until this reader no longer cared what anyone thought. Pages and pages of characters thinking their thoughts out loud, instead of being enlightening, deepening and expanding the character, became tedious, while the action went into a dead stop. In one case, action that was supposedly crucial to the survival of major characters, stopped while the characters verbalized their feelings for pages, and two of the main characters actually left the main room of the space ship, so they could talk alone, all while time was possibly running out. The timing is faulty here, and more than once I wished Card had a better editor. But I am glad I read the series, because it did come to an end, and I had the pleasure of

reading an ingenious imaginative tale.

This chapter of the series covers a lot of ground, what is xenocide, reman, varelse? Card attempts to add new words to the disaster of war are marked heavily within this series. I found myself struggling with his vocabulary for destroyer of a race of beings and protectors of the human race. He does cause one to reconsider his/ hers outlook of humanity. Do we survive regardless of the cost to another species? What should we attempt before assuming the worst of another species? How important is communication during first contact? This is powerful look at what the cognitive thinker must consider before attacking another race? The philosophy isn't sound but it is provocative.

"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 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 Quintet 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 then read "Speaker for the Dead" followed by "Xenocide" and then finally "Children of the Mind." "Children of the Mind" is a much different book from the others in the series but equals them in keeping the reader's interest. One matter continues to trouble me in all the books. I still have some difficulty understanding why Ender continued to be vilified for having destroyed the buggers' world. The explanation given appears to be a bit thin. After all, he did save the human race. So, why should he continue to be so maligned? Perhaps, I should go back and read "Ender's Game." The mutiny by Admiral Lands and his decision to launch the M.D. Device against Lusitania was not handled as well as it could have been. I have difficulty in imagining an X.O. allowing his commander to flagrantly disobey orders and kill millions without putting up a physical struggle. As presented, the X.O. quietly put his hands on his head and allowed Lands to put a docility patch on his neck. It would have been more credible if Lands had knocked the X.O. unconscious or at least held him under gun point. As a retired Army colonel, I appreciate the scenarios and leadership challenges that Orson Card presents. Tours of duty in Vietnam and India, visits to Burma, Thailand, and Sri Lanka, and teaching world religions while a high school history teacher following my Army career was of great benefit to assist my understanding of the various philosophies Card presents in his series. In "Children of the Mind," Card brings the Ender Quintet to

a graceful, satisfying conclusion with closure. Readers of all ages and genre will enjoy "Children of the Mind."

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