



The Ender Quintet

Orson Scott Card

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This set contains Orson Scott Card's *Ender's Game*, *Speaker for the Dead*, *Xenocide*, *Children of the Mind*, and *Ender in Exile*.

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The Ender Quintet Details

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From Reader Review The Ender Quintet for online ebook

Lisa Washington says

Not just for kids.

I was skeptical when I first opened this series, but I shouldn't have been. The subject matter discussed in each book was interesting and deep. I couldn't put it down and I cried over and over at the beauty of it. sooooooo good!!

Dindy says

I finished Ender's Game and for the most part, I liked it. I did not like the subplot involving Valentine and Peter-- I didn't see the sense in it, but I enjoyed the storyline about Ender. An interesting take on a military so intent on winning that it loses all sense of boundaries and what is and isn't appropriate. In some ways it reminded me of Starship Troopers.

I'm about halfway through Speaker for the Dead and am not enjoying it as much. It's slower than Ender's Game. I'll be interested to see how he wraps it up.

I finished reading Speaker for the Dead and ended up really enjoying the last half. I still think the beginning was too slow, but I guess it had to be as the story is complex. It just doesn't seem to fit with Ender's Game.

Finished! There were times when I was reading this, particularly during Children of the Mind, when I was in awe at the writing, when I stopped and pumped my fist in the air and said, "Yes! This is what turns science fiction into great literature! In Children of the Mind, I finally saw true emotion that had been missing before. Ender worked so hard to keep his feelings hidden that it wasn't until he split into the Val and Peter personalities that I had a real sense of the emotion behind the character.

I didn't really care for Ender in Exile. It was the book I thought Speaker for the Dead was going to be, and I probably would have liked it more if I had read it directly after Ender's Game.

Some things I particularly liked about the Quintet:

I liked the concept of a Speaker for the Dead. Wouldn't we all like to have someone explain the truth about our lives, about our motivations, disappointments and joys?

I loved the alien life form of the piggies. Their life cycle is one of the few unique life cycles I've seen in science fiction.

I loved the Ender character, his external calm hiding his internal turmoil.

Jane as a sentient being.

Some things I didn't really like:

The Hive Queen concept. Why are insectoid aliens so often depicted as gestalt beings in science fiction?

The concept of souls fluttering around in mindscape waiting for a body.

The instantaneous transfer via Jane's mind. It smacked too much of *deus ex machina*.

The Demosthenes and Locke storyline. I didn't see that it added anything.

I would recommend this quintet for anybody who enjoys good science fiction. I would even say that it is a must read for any science fiction fan. I'm surprised that I have not read it before; a happenstance I attribute to the fact that I did not like Card's Alvin Maker series.

Will it become one of my favorites of science fiction? I doubt it. I might read Ender's Game again, but I doubt I would read any of the other books in the series again. They made me think a lot, but I also had to work to read them. It wasn't effortless reading. However, I am glad I read them and strongly recommend them to others.

Balázs Kis says

This is one of the most fascinating sci-fi sagas I've ever read, and it was a total surprise. Ender's Game might be the most popular part of the series, but it pales in comparison with the whole story. A very thorough and at the same time a mystical exploration of accepting and embracing radically different life forms and cultures.

Jim Kratzok says

Ender's Game - *****

Speaker for the Dead - *****

Xenocide - ***

Children of the Mind - *****

Ender in Exile - *****

I had read the first 4 books previously but Ender in Exile was a new story for me. Wow! Great book. This quintet is truly a must read.

Allan says

Finally, it's done, all five books read. It's taken me almost nine months, broken by reading other stories in between these volumes. I'd always wanted to read Ender's Game and then they made it into a movie so after watching that, it moved the reading up the agenda and I dived in with this, five-volume monster.

Ender's Game the book transferred to film very well although they filtered out a lot of the stuff involving his siblings, which did make the book a bit more of a stodgy read but it was good nevertheless.

Anyway, to the story - Earth is under attack by an alien species and we're losing. Andrew Wiggin, called Ender, is a "third", an extra child born under special license beyond the normal two-child limit as his parents

and siblings were deemed to be extremely intelligent and necessary to the war effort. Ender and other young hopefuls are sent to Battle School to train for war against the aliens where they hope their great intellects will help develop winning strategies in the fight. There are a few twists and turns in the tale which comes to a suitably cataclysmic conclusion.

In *Speaker For The Dead*, the war is long over and Ender Wiggin is almost forgotten but his deeds live on as *Ender the Xenocide*. Now called *Speaker for the Dead*, he was sent for to read the death of a man on the planet Lusitania, a world with the only other known alien species so far discovered, the Pequeninos or "piggies". When they're seen as responsible for more human deaths, only Andrew can get to the root of the mystery.

In *Xenocide*, we're still on Lusitania, where resides an almost indestructible and always fatal virus called the *Descolada*. When a faction of the aliens decides it wants to leave Lusitania and spread out, *Starways Congress* so fears the virus escaping with them that they've ordered the destruction of the planet. The *Fleet* is on its way and a second xenocide seems inevitable. Unless of course Ender, the Lusitanians, the aliens and *Hive Queen* can find a solution before they get there.

In *Children of the Mind*, the 3000-year long tale of Ender Wiggin comes to a conclusion as Lusitania is threatened by the same planet-destroying weapon that he himself used so many years before on the *Bugger* home world. Only with the aid of the computer intelligence *Jane* and a world called *Path* can they save the three sentient races of Lusitania.

Ender in Exile takes place after *Ender's Game* and attempts to fill in some of the detail of Ender and *Valentine's* travels and the rise of his brother *Peter* to *Hegemon*. It sees him write the *Hive Queen* and *The Hegemon* and embark on his calling as *Speaker for the Dead*.

Okay, that's the summary but as for the stories I found *Ender's Game* a great read. *Speaker for the Dead* was completely different and took me much longer to get into but once there, it was also very enjoyable. *Xenocide* followed on from the second book and was also a good read. *Children of the Mind* was excellent. *Ender in Exile* seemed a bit of a filler in to help explain some of the previous events after the *Formic* war but again, I enjoyed it. It's been a long ride but worth staying the course. There are other tales in this milieu from *Mr. Card* so I'll probably hunt them down and add them to the reading list.

Brianna Shade says

The first series in a long while that actually inspired me to do extra research on elements mentioned in the books. Who was Demosthenes? What is an ansible?

Clever, intelligent, and thought-provoking.

Aramis says

More like 3.5 stars.

Finally got to read all of the quintet. Some of the characters and storylines are very well written and well thought, but some of them are just a bunch of cliches. Especially some of the aspects of Portuguese, Chinese and Japanese cultures are full of stereotypes and feel even lazy.

The author's politics are also always present and to a much more annoying degree than with the original

Ender's Game. All in all, it was quite disappointing as a whole quintet and it took me so long to finish just because I had to almost force myself to continue.

Cathy says

Well as a Quintet this is a real-mash. Any story that focuses on Andrew Wiggin, like Ender's Game, Ender's Exile, and Speaker for the Dead, those are by far the most interesting stories. We care about Ender, we know him, and root for him. He is brave, courageous, kind, careful, and fair minded. But the books about Enders' adopted family are just too much. There are too many characters, and none of them is someone we can relate to all that much. There are way too many side stories to keep track of.

There are too many places to visit, too many cultures to keep track of or care about. Way too many "scientific" theories to even begin to understand. The Buggers and Piggies are not characters we really love. It is nice that Card is trying to get us all to be more universal, understanding, and ecumenical. But this is just too much.

The other really, really interesting person is Jane, the spirit in the ansibil. She is much more interesting than any other character. She was interesting in the "internet" and in the trees, but not so much as a semi-human, part Ender person. Peter gets more interesting as Ender.

Why not just stick with Ender. I would not recommend getting the Quintet but just he Ender books.

Kevin Dietz says

Very interesting book, kind of slow though. I don't want to give to much away in this review, but I think the fact that I have kids that are around the age of Ender through the majority of the book made it seem hard to believe how Ender acted in certain parts. But it's Scifi so I let it slide ;-).

I think my favorite part of this book is how alien the aliens thought and acted. You don't see that very much in scifi books, usually aliens act like humans only slightly different.

I would certainly recommend this book!

Jennifer says

It took awhile to get into the first book because of the dialog but I really enjoyed the story for it. Book 2 - 4 had an interesting story and I really enjoyed book 4 and how everything all came together. I wasn't really fond of book 5 though. I think book 1 ended well enough on it's own and while the idea for book 5 was interesting, I just couldn't feel it. The first 4, especially book 1, I will likely read again eventually though. It's nice to read something with a unique story line that hasn't been done so many times before.

Stanley Ryan Berckmoes says

Best Reads Ever

Orson Scott Card is unlike any writer I have ever read before. In *The Ender Quintet* he creates an amazing futuristic universe that is comprehensible to, and loved by, readers of any level. What sets OSC apart from other writers is his ability to dive into the psychoanalysis of his characters and the ethical decisions they must face. He drives deep into the reasoning of his characters and why they make the choices they make. He is a historian and a cultural anthropologist in his own right. I absolutely love these books and that is all owed to his magnificent writing style!

Scott Sammons says

Great books, and this was a great value when I bought it. There is a pervasive amount of boilerplate copy included where we are repeatedly told what we have been told before, but it doesn't feel like filler the way Robert Jordan's wheel of time used it. More like a distracted speaker who forgets what he has already said. My biggest reservation to giving higher marks or praise is the price points for continued reading, in deed had I been required to pay the current list price, for the "Ender Quintet" this would still be on my want to read list. I thoroughly enjoyed reading these stories, and were I less price conscious, would read more from this author.

Tchula Ripton says

Wow. After many, many years, I finally got around to reading this series, and now all I can think is: how could I have waited so long? Beginning with *Ender's Game*, we are introduced to the Wiggins family, whose three children are all gifted prodigies of genetic selection and strict environmental controls. Ender, the youngest, is tapped to be the savior of mankind to lead the fight against the alien "Buggers" who have invaded Earth space.

From the very beginning, I adored Ender as a character. He is highly intelligent, with a mental toughness unusual in a child, and also has a strong will to survive that cannot be crushed, even by overwhelming odds. Yet conversely, he also has great capacity for empathy and compassion. A difficult and complex personality, but the author portrays Ender beautifully. The differences between Ender and his siblings, Valentine and Peter, make sense, are believable, and give shape and context to the events in future books.

Following Ender as he travels the galaxy through *Speaker of the Mind*, *Xenocide*, and finally, *Children of the Mind* was a great pleasure. I appreciated the additional story, *Ender in Exile*, which takes place directly after *Ender's Game*, but which was not originally included in the series. (It is actually placed at the end of the Quintet, but if I were rereading the series, I would recommend reading it right after *Ender's Game*, before *Speaker of the Dead*, since that's where it falls in the timeline of events.) I cannot recommend this series highly enough for lovers of science fiction. Five stars.

Randall Schweinsberg says

The only Sci Fi Series I have ever read that approaches the weight of the Foundation Series. Mind blowing!

Jeni says

[Though I actually knew the twist before it was revealed, it still came as a surprise. (hide spoiler)]
