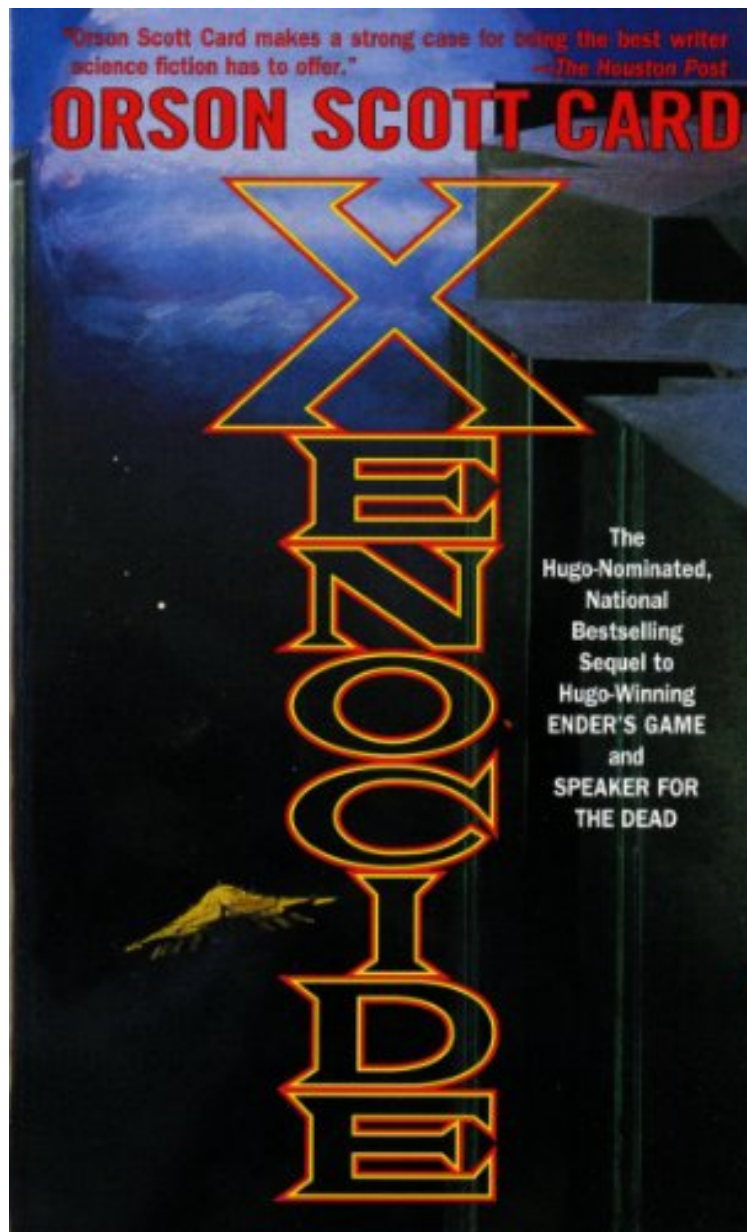


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(English Edition)

Xenocide: Volume Three of the Ender Quintet (The Ender Quartet series Book 3) (English Edition)

Von Orson Scott Card

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Von Orson Scott Card : Xenocide: Volume Three of the Ender Quintet (The Ender Quartet series Book 3) (English Edition) before purchasing it in order to gage whether or not it would be worth my time, and all praised

Xenocide: Volume Three of the Ender Quintet (The Ender Quartet series Book 3) (English Edition):

KundenrezensionenHilfreichste Kundenrezensionen12 von 12 Kunden fanden die folgende Rezension hilfreich. The worst book of a great seriesVon Ein KundeI have been a passionate fan of 'Ender's game' and 'Speaker for the dead' since my childhood. When 'Xenocide' came to the stores, I immediately bought it.To be frank, while the book provides good, solid reading by itself, it is very bad compared to the rest of the first two books and makes you feel bad about the whole series. The story is not centered around Ender in the least anymore, and while that might be a good thing, Card doesn't manage to make any of the other characters interesting enough for the reader to identify with. The story seems a little awkward at times, and the central conflict moves away from the threat of xenocide of the 'little folk' of lusitania to an elaborate, but somewhat superfluous philosophical discussion about the descolada virus being sentient or not. In addition, the final resolution of the story comes up with really weird ideas that shackle the grand universe Card had created in the first two books in its basic principles and make it seem somewhat shallow.My recommendation to the reader: don't read Xenocide (nor Ender's children, for that), but stay with the first two books. Then continue the series with Ender's shadow and its successors, because *they* are really, really great.5 von 5 Kunden fanden die folgende Rezension hilfreich. Don't try to improve on perfectionVon Ein KundeOrson Scott Card, one of the greatest living American authors and certainly in the pantheon of sci-fi authors, made me smite my forehead in pain after I read Xenocide. Ender's Game was an incredibly powerful novel; Speaker For the Dead was less powerful but more thoughtful, and the two existed in an elegant symmetry: the first told the story of Ender's childhood and consequent crimes, the second showed an adult Ender and his redemption.Xenocide, and its equally smite-inducing sequel Children of the Mind, imbalance the near-perfect duo by tacking on additional, irrelevant material at the end of Speaker for the Dead. The problem is that the character of Ender has already developed as much as possible; by the end of Speaker for the Dead he has come full circle. I felt cheated that OSC (or at least, I suspect, his publishers) took the characters from the end of the second book and used them statically, in the manner of a Star Trek novel, to advance a meandering, tritely philosophizing plot that really contributed nothing to the "Ender" lexicon.0 von 1 Kunden fanden die folgende Rezension hilfreich. Ever notice that people like fairy tales more than reality?Von Ein KundeWhile the feeling of the first two books is not exactly carefree and joyful (far from it)they both have the scense of danger one might have when dealing with an mysterious alien race in some form or another. In Xenocide we have no new and mysterious alien characters to meet and learn about... all we get is a methodical thinking virus, which is far from the same. Also Xenocide has the almost constant pall of having one of the main characters a man who has lost all he ever held dear. OSC got the anger and resentment across all to well for some peoples liking. Orson Scott Card is among the short list of truly incredible sci-fi writers of our time. Ender Wiggins is one of the most captivating and powerful characters to have ever been brought to "life" by any author in any time. Enders Game and Speaker for the Dead are two of the best books ever written. Xenocide is simply a continuation of the story, and though it does lack some of the magic that the others two possess, but it is still wonderful. As the author says in the forward of Speaker, his main ideas were for Speaker and Enders Game was simply the novel form of his "long first chapter" that would set the stage for Speaker. I feel that to create Jane in Speaker and then not develope her character (as thus her story)would be unkind in the extreme.

KurzbeschreibungThe war for survival of the planet Lusitania will be fought in the heart 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.Xenocide is the third novel in Orson Scott Card's Ender Quintet.At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied..deXenocide is Card's best-selling sequel to the Hugo Award-winning Ender's Game and Speaker for the Dead..co.ukXenocide is Card's best-selling sequel to the Hugo Award-winning Ender's Game and Speaker for the Dead.