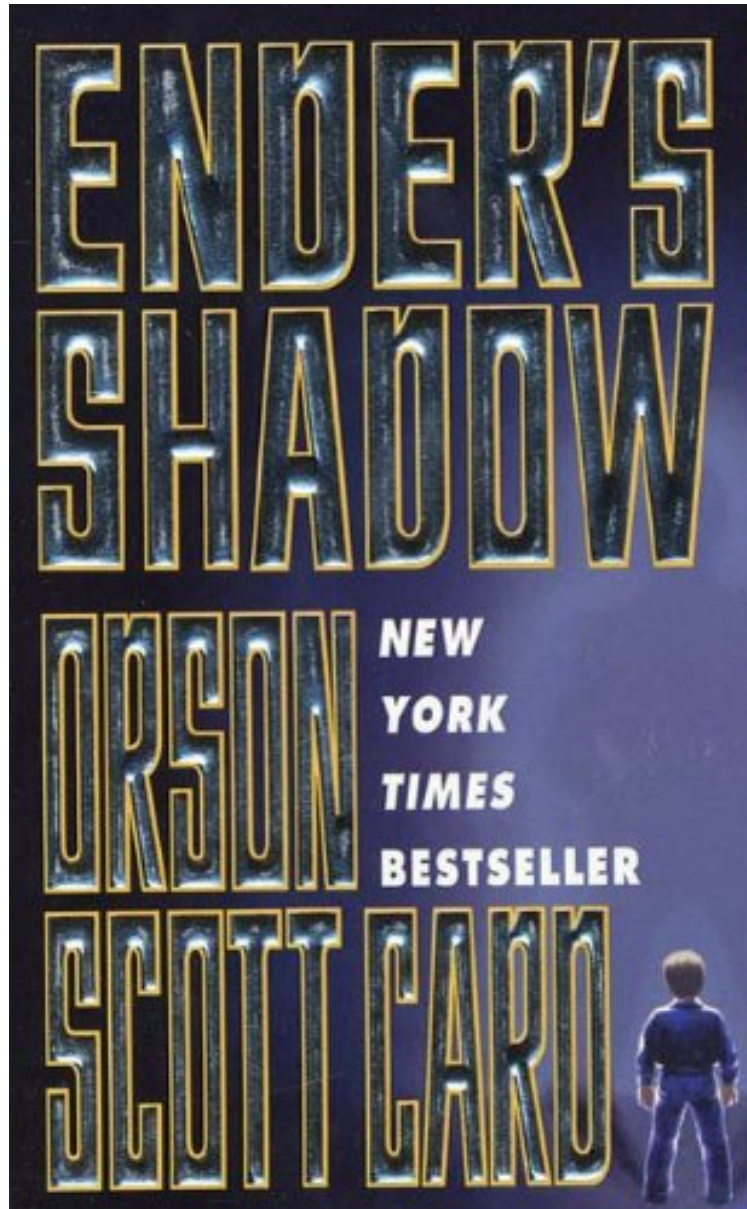


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Ender's Shadow: 1 (The Shadow Saga)

Von Orson Scott Card
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Von Orson Scott Card : Ender's Shadow: 1 (The Shadow Saga) before purchasing it in order to gauge whether or not it would be worth my time, and all praised Ender's Shadow: 1 (The Shadow Saga):

Kundenrezensionen Hilfreichste Kundenrezensionen 5 von 5 Kunden fanden die folgende Rezension hilfreich. Slightly redundant, but insightful Von Kerstin F. Although the story line is exactly the same as Ender's Game - and the ending is

somewhat spoiled since you already know the outcome (at least if you've read *Ender's Game*) - the book remains interesting due to the unique perspective of Bean. I really enjoyed seeing the story from a different angle. Other people I have recommended the book to have skipped the parts they think they already know - but I recommend reading them. You may see something you missed before.

9 von 10 Kunden fanden die folgende Rezension hilfreich. Be cautioned if you loved the original. Von Ein Kunde Had I never read "Ender's Game," I would have high praise to give to this novel, but I caution those who have a strong attachment to that original to approach "Ender's Shadow" with full knowledge of what you may find. Not only was I ultimately disappointed, but I almost wish I could un-read this book because of the diminishing light it cast upon the original for me. The first third (or so) of the book, before Bean meets Ender, is a fine story and well-done. The plot of Bean's story is much the same as *Ender's Game*, and at times I found it a bit repetitive -- seeming sometimes to be merely a re-telling of Ender's early days with different names and places. Still, it was compelling and invoked enough of the original feel of "Ender's Game" for those very reasons that I enjoyed it considerably that far and was optimistic. Thereafter, however, my impression changed sharply. From this point, the story builds itself by diminishing the original. Although I have read reviews by others who found it a wonderful tale of how Bean and Ender complimented each other, I found it a story of the true hero of the Formic War (the new politically-corrected name) -- Bean -- and the figurehead who was Ender Wiggin. This is, to an extent, an exaggeration, but I felt cheated out of the original story that I enjoyed so much, as if it had been torn down by this new re-telling and its magic forever tarnished. Be forewarned of this, if you cherish the original, and approach "Ender's Shadow" with caution. I, for one, wish now that I had never read this book and fear that "Ender's Game" will no longer hold for me the same magic it once did.

0 von 0 Kunden fanden die folgende Rezension hilfreich. A good story, but a betrayal nonetheless. Von J. Rice The story is good and entertaining, but I think most fans of *Ender's Game* will feel betrayed by the plot. As others have said, the undermining of Ender Wiggin and the way Card tries to fit this "revised" Bean into the fabric of *Ender's Game* often doesn't fit together. Ender was a more believable character than the Bean of *Ender's Shadow*, and I was deeply disappointed in the way Ender's genius was somehow negated by Card's revision of the story. It would have been a better story on it's own.

Kurzbeschreibung Orson Scott Card brings us back to the very beginning of his brilliant *Ender Quartet*, with the novel that begins *The Shadow Series* and allows us to reenter Ender's world anew. With all the power of his original creation, *Ender's Shadow* is Card's parallel volume to *Ender's Game*, a book that expands and complements the first, enhancing its power, illuminating its events and its powerful conclusion. The human race is at War with the "Buggers", an insect-like alien race. The first battles went badly, and now as Earth prepares to defend itself against the imminent threat of total destruction at the hands of an inscrutable alien enemy, all focus is on the development and training of military geniuses who can fight such a war, and win. The long distances of interstellar space have given hope to the defenders of Earth--they have time to train these future commanders up from childhood, forging them into an irresistible force in the high orbital facility called the Battle School. Andrew "Ender" Wiggin was not the only child in the Battle School; he was just the best of the best. In this new book, Card tells the story of another of those precocious generals, the one they called Bean--the one who became Ender's right hand, part of his team, in the final battle against the Buggers. Bean's past was a battle just to survive. He first appeared on the streets of Rotterdam, a tiny child with a mind leagues beyond anyone else's. He knew he could not survive through strength; he used his tactical genius to gain acceptance into a children's gang, and then to help make that gang a template for success for all the others. He civilized them, and lived to grow older. Bean's desperate struggle to live, and his success, brought him to the attention of the Battle School's recruiters, those people scouring the planet for leaders, tacticians, and generals to save Earth from the threat of alien invasion. Bean was sent into orbit, to the Battle School. And there he met Ender....

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Ender's Shadow is being dubbed as a parallel novel to Orson Scott Card's Hugo and Nebula Award winning book *Ender's Game*. By "parallel" Card means that *Shadow* begins and ends at roughly the same time as *Game*, and it chronicles many of the same events. In fact, the two books tell an almost identical story of brilliant children being trained in the orbiting Battle School to lead humanity's fleets in the final war against alien invaders known as the Buggers. The most brilliant of these young recruits is Ender Wiggin, an unparalleled commander and tactician who can surely defeat the Buggers if only he can overcome his own inner turmoil. Second among the children is Bean, who becomes Ender's lieutenant despite the fact that he is the smallest and youngest of the Battle School students. Bean is the central character of *Shadow*, and we pick up his story when he is just a two-year-old starving on the streets of a future Rotterdam that has become a hell on Earth. Bean is unnaturally intelligent for his age, which is the only thing that allows him to escape--though not unscathed--the streets and eventually end up in Battle School. Despite his brilliance, however, Bean is doomed to live his life as an also-ran to the more famous and in many ways more brilliant Ender. Nonetheless, Bean learns things that Ender cannot or will not understand, and it falls to this once pathetic street urchin to carry the weight of a terrible burden that Ender must not be allowed to know. Although it may seem like *Shadow* is

merely an attempt by Card to cash in on the success of his justly famous Ender's Game, that suspicion will dissipate once you turn the first few pages of this engrossing novel. It's clear that Bean has a story worth telling, and that Card (who started the project with a co-writer but later decided he wanted it all to himself) is driven to tell it. And though much of Ender's Game hinges on a surprise ending that Card fans are likely well acquainted with, Shadow manages to capitalise on that same surprise and even turn the table on readers. In the end it seems a shame that Shadow, like Bean himself, will forever be eclipsed by the myth of Ender, because this is a novel that can easily stand on its own. Luckily for readers, Card has left plenty of room for a sequel, so we may well be seeing more of Bean in the near future. --

Craig E. Engler, .com.co.uk

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