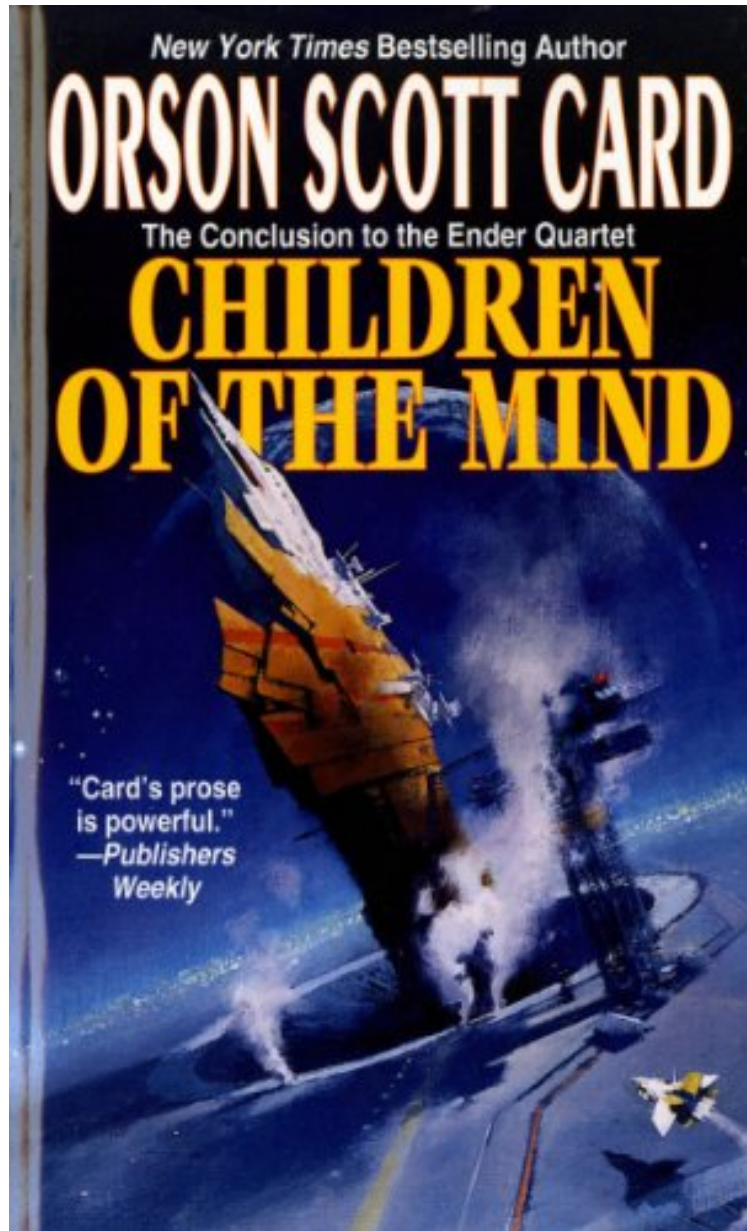


[Download free ebook] Children of the Mind (The Ender Quartet series Book 4) (English Edition)

## Children of the Mind (The Ender Quartet series Book 4) (English Edition)

Von Orson Scott Card  
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Von Orson Scott Card : Children of the Mind (The Ender Quartet series Book 4) (English Edition) before purchasing it in order to gauge whether or not it would be worth my time, and all praised Children of the Mind (The Ender Quartet series Book 4) (English Edition):

KundenrezensionenHilfreichste Kundenrezensionen0 von 0 Kunden fanden die folgende Rezension hilfreich. Wer die anderen Teile kennt... Von sw.... wird von diesem nicht enttäuscht sein. Habe das Buch verschlungen und war regelrecht im Zwiespalt mit mir selbst. Einerseits wollte ich wissen wie es weitergeht, andererseits muss ich mich nun langsam wieder nach neuen Bchern umsehen da die Saga um Ender nicht unendlich ist. 2 von 2 Kunden fanden die folgende Rezension hilfreich. A fitting conclusion to one of the great series Von Robert James "Children of the Mind" finishes the story of Ender Wiggin, as he finally reaches reconciliation with his past and present. A dazzling array of ideas and conflicts, the novel comes to a very satisfying conclusion. Starting "Children of the Mind" was a tremendous relief, because the ending of "Xenocide" had angered me with what seemed like an arbitrary escape from the plot complications. Rather, the introduction of Peter and Valentine from the combination of Ender's mind and the new mode of instantaneous travel come to fruition in this novel, and prove to be the point of Card's entire quartet. As always, this deeply religious man uses science fiction and fantasy as allegories to study the human spirit in all its facets. Essentially, Card is proposing the divine nature of the universe, and its identification with each and every mind as part of that divinity. Ralph Waldo Emerson and Henry David Thoreau proposed much the same thing, as did Robert Heinlein in "Stranger in a Strange Land." But Card takes these concepts to their broadest reaches in his recreation of the very structure of the universe, hinging the entire plot and character development of his entire series on this discovery. Like all endings should, this novel moves much faster than the previous two books; in many ways, it's the easiest to read of the series after "Ender's Game." Anybody who professes to be a science fiction fan needs to read this series; it's one of the classics of the genre 1 von 1 Kunden fanden die folgende Rezension hilfreich. ugh- what a dull end to a great series Von salamander Don't bother reading this final book in the Ender series. I know, I know, the ending of Xenocide was a cliffhanger. However, you'll be more disappointed if you read Children of the Mind than if you imagine your own ending. The answers to how the fleet sent to destroy Lusitania is stopped do not merit an entire book. Children of the Mind is long and boring. All of the characters of the previous books seem like ghosts; they just fill the space. It is also very weird. Ender created young copies of Peter and Valentine, but they depend on him for life. Since they aren't their own people, they are not really Peter and Valentine at all, but Ender's personality in new bodies. Ender doesn't have the energy to keep three bodies going. The question of who will be discarded is a main focus of the book and is not satisfactorily dealt with. I found the whole idea rather stupid. Children of the Mind does not have the same feel as the other books. Almost no attention is given to alien species and several new principles are introduced that just don't seem to belong in the Ender universe. I had read Xenocide a few years before I read Children of the Mind, and I was satisfied with the end of that book. The series has been going downhill, and this book is rock bottom. It took away from the series instead of adding to it. Card should have left the series alone.

KurzbeschreibungThe 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. Children of the Mind is the fourth book in Orson Scott Card's Ender Quintet. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.. de Orson Scott Card's SF career began with Ender's Game, a 1977 story expanded into an acclaimed 1985 novel. Unwittingly responsible for xenocide--destruction of an alien species--while still a boy, Ender expiates his guilt on another world in Speaker for the Dead. This confronts humanity with a deadly alien-built virus whose elimination seems to demand another xenocide. The tense continuing story takes an extraordinary leap into magical metaphysics at the climax of Xenocide, of which Children of the Mind is in effect the second half. Though that virus is now defeated, this isn't believed: the planet-eating doomsday weapon still approaches. Ender's AI friend Jane, who inhabits the galactic net and is the only agency that can move spacecraft faster than light, is being killed by dismantling the net. Ender himself is fading, passing responsibility to strange young avatars of his dead brother and aging sister created from his memories in Xenocide. Even in the shadow of death there are grippingly argued political, philosophical and moral debates--plus bitter family quarrels. A master storyteller with a knack for showing painful human relationships, Card achieves almost unbearable suspense before resolving his complex tangle and finishing Ender's 3000-year story with a touching elegy. One dangling plot line suggests that Card may return again to this universe. Solid, high-quality SF despite some implausible science. --David Langford.co.uk Orson Scott Card's SF career began with Ender's Game, a 1977 story expanded into an acclaimed 1985 novel. Unwittingly responsible for xenocide--destruction of an alien species--while still a boy, Ender expiates his guilt on another world in Speaker for the Dead. This confronts humanity with a deadly alien-built virus whose elimination seems to demand another xenocide. The tense continuing story takes an extraordinary leap into magical metaphysics at the climax of Xenocide, of which Children of the Mind is in effect

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