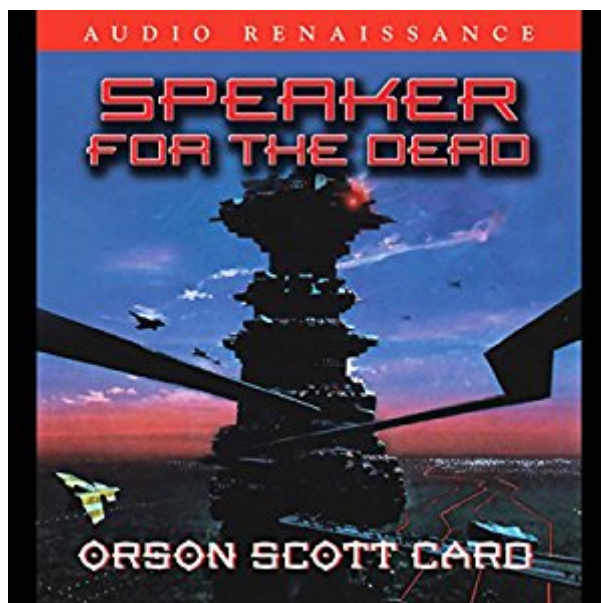


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Speaker For The Dead



Synopsis

Three thousand planet-bound years have passed while Ender the star-traveller remains young. In that time his name has become anathema, for he is the one who killed an entire race of thinking, feeling beings. No other has been found - until Lusitania is discovered. The young race there offers mankind a chance to redeem the previous destruction. The only humans allowed near are trained xenobiologists. But once again there are tragic misunderstandings. And when Ender, as Andrew Wiggin, is called to Lusitania to speak for the dead - to present to the community the terrible truth of why men have been killed by aliens - his actions can, and will, reverberate through an entire galactic empire. --This text refers to the Audio CD edition.

Book Information

Audible Audio Edition

Listening Length: 14 hours and 9 minutes

Program Type: Audiobook

Version: Unabridged

Publisher: Macmillan Audio

Audible.com Release Date: October 18, 2002

Whispersync for Voice: Ready

Language: English

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Best Sellers Rank: #64 in Books > Audible Audiobooks > Science Fiction > Adventure #164 in Books > Science Fiction & Fantasy > Science Fiction > Military #173 in Books > Science Fiction & Fantasy > Science Fiction > Space Opera

Customer Reviews

This review is for the Kindle edition ebook. This is the follow up to "Ender's Game". It is the story of how Ender Wiggin learned to cooperate with alien life, rather than destroy it. In the first book, Ender learns to play a computer game that eventually wipes out an entire alien race. In this book, Ender must deal with the guilt and pain of causing that race to disappear. He also has learned not to make that mistake again. I really got into this story. I do believe we will encounter alien life before the world ends. How we deal with that encounter is always a question. This book is a fictional account of one way to deal with that alien life encounter. I felt the Introduction was too long for this book. I am not one who wants all the background behind the story at the front of the book. I would rather the author explain this at the end. I want to read the story, then will read the explanations. I find the idea of

someone speaking about the dead in a manner that correctly emphasizes their life and goals as very inspiring. I have been to more funerals than I care to count, and most of the time, the dead are spoken of as almost perfect. They were not that way in life, and yet, we, the survivors, find it very difficult to express their lives in real terms. I do not intend any disrespect to the dead, but it would certainly be refreshing to have a speaker that could put their life into perspective sometimes. I would like to say "Thank you, Orson Scott Card", for actually being able to express these thoughts I have had for so many years. Your book should be an inspiration to the living world wide. We should never jump to conclusions about the unknown, nor should we revere the dead above their actual life. I find this book much more reality based than the first book, "Ender's Game". For me, it is much better, and I will definitely be reading more of this author's books. While Game is fast-paced and exciting, this book is more involved. It is not a computer simulator game story, instead, it is the story of someone's life and their struggles. While it is fiction, it is an excellent view into the future of mankind. I highly recommend this book to those readers of science fiction who allow themselves to believe in the possibility of alien life.

This dual Nebula and Hugo Award winner is a sequel to the award winning Ender's Game. Fast forward 3,000 years after Ender's destruction of the Bugger race. A world hero at the time, he is now viewed as the greatest mass murderer in history and universally abhorred. Due to the vagaries of interstellar travel, Ender is still alive, incognito, living a life as Speaker For the Dead, a cult like figure who has penned a scriptural work entitled The Hive Queen and the Hegemon. Unknown to anyone else, he also is in possession of a cocoon containing a Bugger hive queen, the genesis for reestablishing the Bugger race. Now, 3,000 years after destruction of the Bugger, another sentient race has been discovered on planet Lusitania. The Interplanetary Congress, careful not to repeat the mistakes made in the Bugger destruction, very carefully study this new race (Piggies). A combination of events leads Ender to Lusitania and brings together Human, Piggy and Bugger on one planet. Much like Ursula LeGuin's award winning novel, The Left Hand of Darkness, this is very much a work focusing on anthropology and interaction between members of different species. The lives and customs of the Piggy race are meticulously and painstakingly presented, perhaps to a greater degree than necessary. The status of the human colony as a licensed Catholic conclave is an interesting twist. An enjoyable piece of work, though not up to the level of the original. Also, the book leaves too many loose ends to be tied together in the third book of the series.

First read Ender's game as a child. Revisited it on audiobook with my wife in anticipation of the

feature film. On our latest road trip she asked if there was a sequel, i knew there were a few but i hadn't read any other than the first of the ender's shadow series. I was captivated from the early chapters, and the story built the excitement at a steady pace never giving too much away.

This "Ender" book can be read as a sequel to "Ender's Game" or on its own. It's tender, moving, compassionate, knowing--Card is superb at exploring character, motive, affect. He weaves a whole sf world that is at once believable and fantastic, populated (at long last) with the "Buggers" again and now with a new species, "Piggies," with their strange biology and customs. Ender continues to deepen, and his computer lover Jane is remarkable, but so are the people he meets, and comes to love, on Lusitania--some of them humans. Card is a wonderful writer, and this book exceeds "Ender's Game" in its complex weaving of stories and characters. His universe is as vast as Asimov's, with more believable characters. Highly recommended.

Innovative and disturbing, "Speaker" is not as enjoyable as the first book of the series. The main character makes some remarkable observations about society, religion, and government. By placing the action on an alien planet, an author can say whatever he wants about OUR world, without fear of being sued, or attacked by the media, or the PC police. This is after all, one of the primary functions of science fiction. Not to say that the planet is a thinly disguised Earth - by no means. In fact, the complex culture, the aliens themselves, and the devastating virus that impacted the whole ecosystem, displays again the brilliant imagination of Orson Scott Card. I do recommend this book, but suggest caution. I read it in measured doses, partly because the science stuff (relativity issues, environmental effects, etc.) gave me a headache, but especially because the emotional results of violence, hatred, bigotry, and disease were so detailed that it was hard to take all at once. But worth the trouble.

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