

Ender's Game
By: Orson Scott Card

Rating:  4 out of 5 Eagles

Aliens called Buggers have attacked and almost destroyed Earth twice, and in preparation for a third intergalactic war, the world government is training the Earth's most brilliant at a Battle School in space. Ender Wiggin is the best of the best. He knows how to win all the games, and he is a natural born leader. But Ender is just a little kid. Thrust into this war, he is forced to grow up quickly, in hope that he can save the planet. For Ender, the game of Buggers and Astronauts is not just a game anymore.

Ender's Game is intense and exciting. While it may take a little while to get into if you are not a fan of science fiction, once you do, it will be impossible to put down. In my opinion, Ender's Game pulls you in from the very first word, and doesn't let go until the book is over. The character of Ender is very well developed, and instantly relatable. Even though the story is written in third person, most of the time, you are inside Ender's head, and you get to know him, to understand him, on a deeply personal level. The plot is thrilling, with so many twists and turns, you don't know what's coming next. I would recommend this book for anyone, a science fiction fan or not. Ender's Game is sure to excite and please even the most hesitant reader.

Ender's Game is the first book in a series. The others are Speaker for the Dead, Xenocide, and Children of the Mind. There is also a parallel series that begins with Ender's Shadow, and continues with Shadow of the Hegemon, Shadow Puppets, and Shadow of the Giant.