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#### SYNOPSIS

**Chapter 1, Third:** After wearing a monitor in his neck for three years, a year longer than his older brother Peter, Andrew "Ender" Wiggin returns to class. Unidentified officials select him as the savior of the world, but his peers think he is a failure. His genius creates enmity between the brothers and between Ender and Stilson, a fellow student he kicks into submission.

**Chapter 2, Peter:** Unnamed speakers ponder Ender's attack. Valentine, the only daughter, consoles Ender, who is six, but Peter, at age ten, reviles him and challenges him to a game of buggers and astronauts, a parallel to galactic war. Valentine and Ender know that Peter is a killer at heart. Father Wiggin is delighted that his children are so precocious that the government had allowed the family a third child.

**Chapter 3, Graff:** The speakers agree to lie to Ender to manipulate his loyalties. The next day Colonel Hyrum Graff, director of the Belt Battle School for the International Fleet (I. F.), arrives. Father Wiggin forces Ender to explain his assault on Stilson. Ender fought hard to end all subsequent encounters.

Graff invites Ender to train as a starship commander. The course will last ten years without vacations or visitors and covers math, computers, military history, strategy, tactics, and battle training. Drawing on surveillance on the Wiggin family, Graff implies that Ender is an unwanted child. He states that the future of humanity depends on Ender's progress in war games, for which his sister and brother are unfit. In the eighty years since the last war, both sides have prepared for the next cataclysm with the buggers. As he follows Graff, Ender hears Valentine pledge her love.

**Chapter 4, Launch:** The speakers weigh the balance of isolation against leadership. Aboard the shuttle launch with 19 other boys, Ender reorients himself in null gravity. Because Graff makes an object lesson of him, Ender is forced to fight a mocker and surmises that Graff intentionally made the others hate him. Graff pretends to dislike Ender, who feels friendless.

**Chapter 5, Games:** The speakers discuss Ender's response to ridicule and plan to isolate him. In the dormitory, he acclimates himself to uniform, desk, spacesuit, and laser-gun. That night, Dap, the dorm counselor, touches the new launchies who mourn for home and family. Ender conceals his feelings. Two days later, he observes the game room, where he quickly figures out the computer's method, and beats an experienced player on the second try. Others bully him. He studies the teachers' security system and inserts a message on his desk screen to humiliate Bernard and to secure his own desk security.

**Chapter 6, The Giant's Drink:** The speakers fear that

Ender is stuck on the mind game and declare his potential to be a monster or military genius. In the Battle Room without instructions, Ender learns to orient himself and operate a lasergun. He joins Bernard, Shen, and Alai to freeze the others. Dap blames the losers. On free time, Ender plays the mind game and kills the giant.

**Chapter 7, Salamander:** The speakers rejoice that Ender wins the unbeatable game. As he prepares to show Alai how to manage his own desk, Ender receives assignment to Salamander Army and parts with his only friend. Among 10- and 11-year-olds, he counters leader Bonzo Madrid and meets the squadron sharpshooter, Petra Arkanian, the only female Salamander. Bonzo warns that Major Anderson runs the war games and likes to play tricks.

Bonzo orders Ender not to take part. Ender intends to learn battle tactics by challenging Bernard each day in free play. The next morning, he earns Bonzo's permission to practice. Four days later, as Condor Army challenges the Salamanders, Ender enters the game and learns an important tactic—to sacrifice frozen legs to protect his body. He helps to defeat the Condors. On his seventh birthday, he longs for home and Valentine. In a game against the Leopards that morning, he fires against orders and saves the battle, which ends in a draw. Bonzo beats him for disobeying. Wiser and more experienced, Ender accepts transfer to the Rats.

**Chapter 8, Rat:** Speakers Anderson and Graff quarrel about the power structure. Graff intends to bring out Ender's genius by jeopardizing the game. The Rats, a disorderly regiment, and their leader "Rose the Nose" Rosen, parody the Strike Force and hero Mazer Rackham, an oddball from New Zealand. Under the command of Dink Meeker, Ender trains independently and teaches others the feet-first method. Two days later, Ender joins the battle against the Centipedes and maintains first-place rank. His method alters the game.

At the end of Ender's first year in Battle School, Dink confesses that he chooses not to be a commander. He declares that there is no imminent war with the buggers—that the I. F. stays in power by promulgating a battle-ready mindset to halt the possibility of civil war. At evening practice, Ender meets Alai and Shen, but Bernard misses practice. Others drop out, leaving only Alai. Ender mocks the mockers and pummels aggressors. Other boys join the practice session. Ender avoids the fantasy game, which reveals Peter on the screen.

**Chapter 9, Locke and Demosthenes:** After Ender spends a year and a half at the school, Graff demands to know the source of Peter's image. He learns that the program self-generates ideas from Ender's life. Two years after Ender's departure, the Wiggins family has settled in Greensboro, North Carolina, to gentle Peter by removing him from the city. Valentine knows that he torments small animals. Posing as a scholar, he studies Russian troop movements

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and surmises they are readying for war, a shift in the world power structure. At his insistence, Valentine writes on the net under the pseudonym Demosthenes, a paranoid anti-Russian warmonger, and Peter as Locke, a philosopher. Their debates spark interest among adults. After seven months, Valentine begins a weekly column.

At age nine, Ender is leading the Phoenix Army with Petra as commander, yet despairs at being friendless and locked in a stalemate with the mind game. Graff asks Valentine's help in overcoming Ender's depression. Graff intends to send a letter as though it were from Valentine and to isolate him in Battle School until he is 18. Ender is not fooled by the letter. His next attempt at the mind game brings Valentine's face to the surface. General Levy sends Valentine a commendation. She feels she has betrayed her brother.

**Chapter 10, Dragon:** Anderson and Graff debate Ender's education. Graff intends to return Ender to isolation. A top performer for three years, he is promoted to commander of Dragon Army, a defunct outfit, and anticipates a hook, a teacher's tool that thaws frozen combatants. His 30 trainees are young and inexperienced. Bean proves to be the most original thinker. Anderson changes the rules to limit practice to boys from the same army. Although Alai becomes an enemy, Ender is too strong to weep at his loss.

**Chapter 11, Veni Vidi Vici:** The speakers rate Ender after 3 1/2 weeks with a new army. The staff pushes him to his limit. He enters a first battle against Carn Carby's Rabbits at 6:00 A. M. The victory earns Ender the teacher hook. After breakfast, he critiques the unit's performance. At the commander's table, Dink threatens to beat Ender. Carby, a commander for only a month, acknowledges the isolation of commanders. At 7:00 A. M., the Dragons fight Petra's Phoenixes. She is ungracious about losing. The rhythm of battle goes on for a week with seven wins.

Other commanders emulate Ender's methods. He begins studying Mazer Rackham's tactics and realizes that the great victory over the buggers is censored. At a conference with Graff, Ender declares that he won the fantasy game. Anderson hands him the time of the next battle, which is in ten minutes. To beat Bonzo's Salamanders, Ender deploys his fighters in pairs with one boy as shield and the other as shooter. He wins in less than a minute, but declares it an unfair fight. Bean answers Ender's summons at 9:50 P. M. Ender confides that the staff is trying to break the Dragons and urges Bean to organize a special squad.

**Chapter 12, Bonzo:** General Pace and Colonel Graff discuss Dap's report that a conspiracy could kill Ender. Graff takes no action for eight days to convey to Ender that no adult will come to his aid. Pace threatens court martial if Graff is wrong. Bean plots strategy with invisible twine, which surprises his opponents by inexplicably changing the direction of his motion. Petra warns Ender of the plot. Dink sends a desk-top warning. The next morning, Ender's men beat the Badgers, but they are losing strength from so much combat. Seven of Bonzo's men corner Ender in the shower. Bonzo insists on a fair game—naked, wet, and alone. Dink tries to stop the duel, but Ender wins, gaining the knowledge that power and pain were inseparable. Ender weeps.

In his third battle of the day, Ender faces the Griffins and Tigers at 7:00 P. M. With Bean's help, he organizes a formation that splits. His soldiers declare victory before the battle is over. Freed from restraints, he declares his victory is over

Anderson, not the armies. He gives up the battle game. Bean advances to command the Rabbits; Carn Carby graduates. The best leaders are placed in Bean's army. Graff and Anderson reprove Ender for rebelling. He is graduated, his shuttle leaving in twenty minutes for command school. Graff, reassigned to new duties, escorts Ender home via Florida. Aboard the ship is Bonzo's corpse.

**Chapter 13, Valentine:** Speakers discuss the brilliance of Demosthenes and Locke, both Ender's siblings. The Warsaw Pact is endangered by Russian troop movements. Graff escorts Valentine out Lake Brandt Road to visit Ender on his raft, which he constructed during the two months of his leave. A cold greeting precedes her confession of the net caper. He is ambivalent about loving victory. Valentine predicts that Peter will unleash world chaos. At the end of the visit, Ender returns to training.

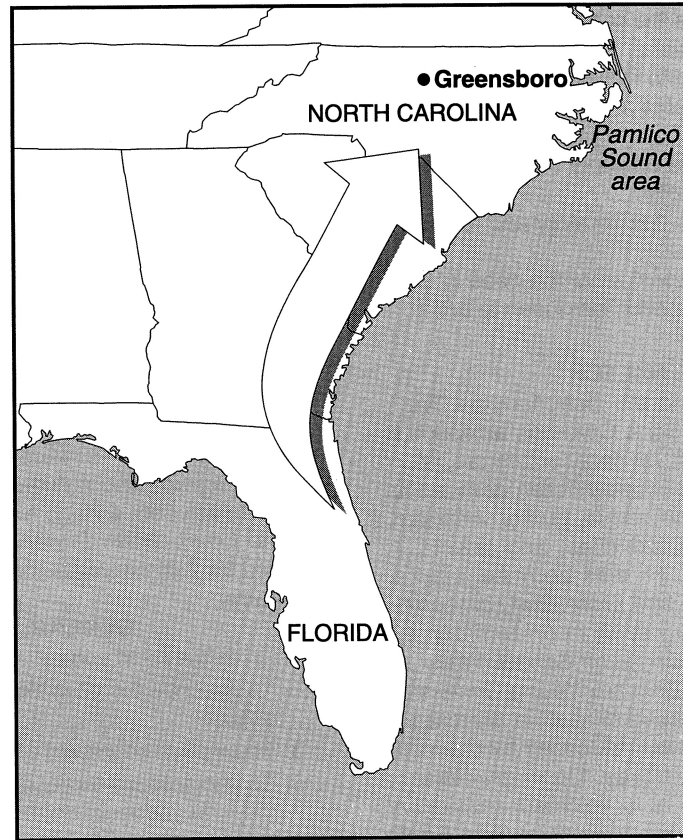
After a three-month leave, Ender and Graff begin a three-month flight to I. F. command on Eros. On the way, Graff explains the insectlike equalities of buggers. In the war seventy years earlier, buggers had communicated instantaneously. Now, Earth's troops form a third invasion against the aliens, set to arrive in the next five years. Ender knows that he is being set up to feel responsible. At arrival on Eros, Ender declares that he wants to survive.

**Chapter 14, Ender's Teacher:** Admiral Chamrajnagar devotes a simulator to Ender's use. Ender hates Eros for its closed-in tunnels, where 10,000 people live. He eats alone with Graff and receives tutoring in astrogation, military history, and tactics. After a year on the simulator, Ender masters holographic warfare. The day after Ender wearies of playing war, an old man appears on the floor by his bed. In the silence of the locked room, Ender relaxes, then exercises. The old man suddenly attacks and defeats him. Ender accepts him as teacher and learns his name—Mazer Rackham. After fifty years in space, he returns only eight years older. He shows Ender the secret video of his mysterious win over the buggers by capturing the queen. The buggers will themselves to die. To halt the next invasion, Ender will have to depend on Dr. Device, which sets up a field that dissolves molecules.

Through a headset, Ender communicates with an invisible fleet composed of Alai, Bean, Petra, Dink, and the other trainees he admired. In three weeks, he masters bugger strategy, but must face an enemy vast in number. Training steps up. Mazer awakens him at 3:40 A. M. and denies him rest as he practices ten hours daily. His troops begin to trust each other, yet Ender, their leader, feels only solitude. His dreams grow violent. Without sleep, he pushes too hard. Petra breaks under the strain. Late one night, Ender awakens with blood in his mouth from gnawing his fist. He fears for his sanity. He loses his appetite; two more leaders snap from strain. After Ender collapses at the controls, he convalesces for three days. He hears Mazer and Graff declare their regret that he is breaking down. Both display love for Ender.

On the last day of command school, officers gather around the simulator for Ender's final exam. At age 11, he is the first to reach this point. Facing an enemy that outnumbers him 1,000 to 1, he pledges to fight unfairly. The squads group into a projectile, then burst apart. Focusing on the planet, they then deploy their weapon to disintegrate both planet and enemy ships. Officers cheer. Ender's exam was really the third invasion. Relieved of pressure, he sleeps. He awakens

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fuming that he has become a consummate killer. The officers take the blame for misleading him. With a League War breaking out on Earth, Ender sleeps. Five days later, Bean announces that the war is over. Ender embraces Petra and Bean.

**Chapter 15, Speaker for the Dead:** Standing at the raft in Greensboro, Graff has lost weight during his trial for mistreating children and allowing the killings of Bonzo and Stilson. Anderson offered to testify for him. Ender, at age 12, is condemned by Locke to stay on Eros. Graff is the new Minister of Colonization. A year after the war, Ender has been promoted to admiral as controversy rages over the method of his training. His friends return to Earth; he remains behind to train colonists.

Valentine appears and claims to have ended his chance of returning home. Peter, who has evolved into a statesman, controls Earth. She wants to flee his control and spend her life with her loving brother, the governor of the first settlement. After years in the colony, he has created a livable world while Valentine has written the history of the war and his biography. Eight years later, Ender explores new territory, which resembles the giant of the mind game. He concludes that the buggers built it for him. He enters the game and confronts the queen in her cocoon. Weeping for the deaths of war victims, he carries the cocoon to safety in a tower. Weeks later, he gives Valentine the queen's confession and signs it "Speaker for the Dead." On Earth, the book becomes scripture.

At age 25, Valentine completes her history; Peter, aged 77, makes his peace with Ender, who publishes the redemptive message called "Hive-Queen and the Hegemon." Travel-

ing as historian and speaker for the dead, Valentine and Ender travel from star to star in search of a place for the hive-queen to live in peace.

### TIME LINE OF THE ACTION

- 61 years before** Mazer Rackham beats the buggers during their invasion.
- 11 years before** Rackham returns from space.
- age 3** Ender receives a monitor embedded in his neck for three years.
- age 6** Graff enlists Ender to train as a starship commander.
- age 7** Ender joins the Rats, where he begins to develop the strategies and tactics that change the game.
- age 8** The Wiggins family settles in Greensboro, North Carolina. Peter and Valentine create identities on the net as Demosthenes and Locke.
- age 9** Ender leads the Phoenix Army and then the Dragon Army. Ender kills Bonzo in the shower. After he graduates, Ender goes home to see his family.
- three months later** Ender and Graff travel to I. F. Command on Eros. Rackham becomes Ender's teacher.
- age 10** Ender commands an invisible fleet composed of Alai, Bean, Petra, Dink, and others he trained. He masters bugger strategy and begins practicing ten hours daily.

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<b>age 11</b>	Ender destroys the enemy home world and ends the war.
<b>age 12</b>	Ender is forced to remain on Eros.
<b>age 13</b>	Ender is promoted to admiral and trains colonists.
<b>age 15</b>	Valentine writes a history of the war and Ender's biography.
<b>age 20</b>	Ender explores new territory and rescues the hive queen.
<b>age 23</b>	He travels as speaker for the dead in search of a place for the queen to live in peace.

### BIOGRAPHICAL SKETCH

Writing under his own name and the pseudonyms Brian Green and Byron Walley, Orson Scott Card has amassed a cult following among young adult readers, educators, Mormons, futurists, and science and historical fiction enthusiasts for his works, which include verse, plays, humor, criticism, biography, essays, short fiction, novellas, and novels. A native of Richland, Washington, he was born August 24, 1951, to teacher Willard Richards and secretarial administrator Peggy Jane Card. Brought up in Mormon territory, he graduated early from Brigham Young High School. While an honors student in archeology at Brigham Young University, he fled boring classes and immersed himself in drama. He began writing epic poetry, which was influenced by his readings of Conrad Richter's prairie trilogy. Upon graduation, Card served the Mormon Church as a volunteer missionary to Sao Paulo, Brazil. During his two-year sojourn in South America, he composed *Stone Tables*, a play about Moses and Aaron. He began writing science fiction stories and got his first turndown from *Analog* for "The Tinker." He returned to the United States to manage a Provo repertory theater, for which he wrote original plays, and edited for Brigham Young University Press and *Ensign* before completing an M. A. from the University of Utah in 1981.

A father of five and freelance writer since 1978, Card has dedicated himself to his family, church, and the volunteer reader, the non-literary enthusiast who reads for pleasure. He designed games for Lucasfilm Games, produced columns for *Science Fiction Review*, *Fantasy and Science Fiction*, and *Compute*, and edited for Compute! Books. His published stories and articles appear in *Washington Post Book World*, *Analog*, *Chrysalis*, *The Friend*, *Ahoy*, *Science Fiction Review*, *Omni*, *Destinies*, and other journals. His teaching experience extends from his alma maters to Notre Dame, Appalachian State University, and several writers' workshops. As an outgrowth of religious faith, Card continues writing hundreds of audio plays and animated videos on the Bible and religious history for Living Scriptures, including *The Prodigal Son*, *The Good Samaritan*, *The Joseph Smith Story*, *The Nativity*, *He Is Risen*, *Nephi and the Brass Plates*, and *Noah and Abinadi*.

### CRITIC'S CORNER

A prolific, multidimensional author, Card pursued playwrighting for many years. He lost money, but honed his skill at dialogue and point of view, his primary strengths. Card's themes return to American and world history and reprise humanistic errors, notably patriarchy, puritanism, slavery, elitism, and genocide of native Americans. He has produced steadily since 1969 and has released two works on audiocassette, including *Seventh Son*, which he narrates.

In 1985, Card reprised his first—and most popular—science fiction short story, "Ender's Game," as a novel and prequel to *Speaker for the Dead* (1986). The book version of *Ender's Game*, which is available in 17 languages, surprised him by acquiring a devoted following, especially among haters of science fiction, teachers, humanists, and researchers in the field of gifted education. The rest of the four-part series includes *Xenocide* (1991) and *Children of the Mind* (1996), which continue the saga of child genius Ender Wiggin. In 1996, Card sold film rights to Chartoff Productions, netting \$1 million, a percentage of the profits, and a half million dollars to write the screenplay.

Overall, Card's works have won him two John W. Campbell awards for best new writer, three Hugos, a Nebula, two Hamilton-Bracket awards, two Locus awards, World Fantasy award, Utah State Institute of Fine Arts prize, Mythopoeic Fantasy award, and numerous nominations. He is the only author to win both a Hugo and Nebula for one book, *Speaker for the Dead*. While *Ender's Game* is in production for the screen, he has negotiated with Fresco for rights to other of his works.

### GENERAL OBJECTIVES

1. To define mind control
2. To describe the physical, mental, and emotional effects of guilt
3. To pinpoint segments of a power structure
4. To characterize family dynamics among the oldest, middle, and youngest children
5. To list ways in which atonement restores a balance
6. To account for private misgivings
7. To question a pact of silence
8. To assess the harm pressure does to an immature mind
9. To isolate moments of disillusion, innocence, and fatigue
10. To account for the need for redemption

### SPECIFIC OBJECTIVES

1. To characterize Ender's ambition and genius
2. To compare Bonzo, Graff, Peter, and Ender as leaders
3. To characterize the relationship between Graff and Ender
4. To comprehend the source of Valentine's love
5. To list reasons that Peter is rejected from battle school
6. To explain how Ender and Bean change the rules
7. To account for the names Ender, Peter, and Valentine
8. To contrast battle room games with the holographic simulator
9. To analyze Ender's role as "Speaker for the Dead"
10. To characterize Ender's relationship with his fleet leaders

### LITERARY TERMS AND APPLICATIONS

For a better understanding of Orson Scott Card's science fiction, present the following terms and applications:

**allegory** a literary work that functions on two or more levels of meaning by comparing objects to symbols beyond the scope of the work. Ender's education parallels the preparation of a prodigy for some great work of international significance. In Ender's case, his training precedes the fight against an alien invasion. As savior of humankind, Ender becomes both hero and martyr, an emblem of mythic qualities, like King Arthur or Odysseus. On a separate level,

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Ender battles with himself and the ethical grounding that rejects violence and arbitrary annihilation of others. A tortured Christ figure, he is denied by Peter, suffers torment, survives emotional scourging, and triumphs over evil. In the end, he is resurrected from sleep to dwell beyond earthly existence as a symbol of salvation and redemption. He and Valentine, a symbol of love, search for the place where peace can thrive.

**bildungsroman** [bihl' duhnz roh mahn] literally a "formation novel," which describes the coming-of-age of an untried or naive youth. The emergence of Ender as a brilliant military strategist requires teaching, counseling, and experience. Because the battle school staff wants him to lead the world against space invaders, they pressure him to think divergently and to let go of dependence on family, friends, and adults in general. By the time that Ender has completed battle school, he is hard, wary of adult hierarchies, and unloving to his sister Valentine.

**irony** an implied discrepancy between what is said or done and what is meant. Ender's life is filled with irony. As the last of three children, he is an anomaly, a butt of ridicule. Mocked and isolated, he grows strong in strategy and perception. Friendless, he builds a network of strong leaders for his star fleet. Even as his competitive drive thrives on victory, his spirit thirsts for the simple contentments of family, friends, and personal achievement. The greatest irony of his exile is the brief return to his family's new home in Greensboro and his chilling reception of Valentine, the only link he maintains to love. Her return to him on Eros completes the tie to love and sets Ender free to search for the hive queen to make restitution for his multiple killings.

### THE IMPORTANCE OF SETTING

The milieu of *Ender's Game* varies from an asteroid battle school to a landing station in Florida and brief respite in an island outside Greensboro, North Carolina. Ironically, even on Earth, Ender is isolated on a raft he builds with his own hands. In the battle room, he floats in weightlessness and uses obstacles and frozen limbs as methods of fighting mock battles against his fellow battle command students. Card's lack of interest in color, taste, and smell reduces to a shapeless miasma the barracks rooms, hallways, classes, dining hall, and bathroom that contain the boys like prisoners. Even the mind game forces Ender to function like a runaway fleeing a series of fantasy stalkers.

The texture of rooms and hallways at the I. F. Command Center anticipates Ender's unease in the claustrophobic warrens on Eros. Late in his training, he understands why cheerless passageways, simulator, and chambers depress him. Living the life of a bugger, he has shucked off the humanity of a home, school, and play yard for an intense isolation amid monomaniacs who force him to shoulder responsibility for Earth. His dreams take on the texture of nightmares as he flees imaginary terrors and horrors that Earth can't duplicate.

As Ender and Abra select the spot for a new colony, Ender recognizes the mindscape of the giant's game. Amid turf, slopes, v-shaped ridges, and a deep valley within hills, he and Abra recognize the giant's skeleton, with splayed legs at one end and a cranial hill and protruding tongue at the other. Ender's embrace of the topography ties him to the buggers, his former enemies, who built the terrain from excavations into Ender's private thoughts. Flying above the landscape in a helicopter, Ender and Abra locate the castle

tower, the hiding place of the hive-queen's pupa. Card concludes Ender's atonement and redemption with no description of land or scenery. The return to an emotional landscape secures the author's intent to ground the action in emotions and thoughts rather than realistic terrain.

### THEMES AND MOTIFS

A study of the central issues and situations in *Ender's Game* should include these aspects:

#### Themes

- potential
- ambition
- isolation
- manipulation
- conspiracy
- guilt
- achievement
- autonomy
- self-esteem
- atonement
- confession
- redemption

#### Motifs

- training for a hero's role
- loss of family and friends
- hatred of violence
- asserting self-control
- playing outside the rules
- coping with victory
- acknowledging self-doubt
- taking responsibility for actions
- creating a new world order

### MEANING STUDY

Below are words, phrases, sentences, or thought units that have a particular meaning in the novel. Explain the meaning of each. Chapter numbers, titles, and page numbers pinpoint the context in which the item appears.

1. Vomiting in null gravity wouldn't be fun. (Chapter 4, Launch, p. 31)  
(A focus of Ender's early training is learning to function in zero gravity, under which emesis would remain near the person who vomited. Without the usual forces that earthlings depend on, Ender and his fellow students must learn to float, deflect motion, and use weightlessness against enemies.)
2. Alai suddenly kissed Ender on the cheek and whispered in his ear, "Salaam." (Chapter 7, Salamander, p. 69)  
(A valuable asset of Battle School is multicultural integration. From his Islamic friend Alai, Ender encounters the Eastern concept of salaam/shalom, or peace, which counters the insistence on militarism and competition with a gentle acceptance of others. Alai's kiss is the first tenderness Ender has experienced since taking leave of Valentine.)
3. Her main identity on the nets was Demosthenes—Peter chose the name. (Chapter 9, Locke and Demosthenes, p. 134)  
(Valentine's pseudonym derives from the fourth century B. C. statesman and orator from Athens. Betrayed by his family and retainers, who squandered his birthright, Demosthenes devoted himself to law and justice and warned his fellow citizens of the danger of Philip II of Macedon, who armed to destroy them.)

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4. He called himself Locke. (Chapter 9, Locke and Demosthenes, p. 134)  
*(Late seventeenth-century English essayist and philosopher, John Locke led his followers toward liberal democracy. Against forces that supported the monarchy, he championed moderation, tolerance, individual rights, and constitutional law, anticipating by a century the American and French revolutions.)*
5. Veni, Vidi, Vici (Chapter 11, p. 173)  
*(The citation of Julius Caesar's terse remark—"I came, I saw, I conquered"—indicates the shaping of Ender into a pragmatic commander. On January 10, 50 B. C., Julius Caesar made his decision by leading forces across the Rubicon River into municipal territory, a symbolic threat that launched civil war. It was an extreme measure to counter senatorial forces who had been undermining Caesar during his campaign in Gaul and Britain.)*
6. He could always reason things out if he had enough time, and he read Euclid when he was five, but the test had a time limit so there wouldn't be a chance to think. (Chapter 11, Veni Vidi Vici, p. 195)  
*(Bean, Ender's reliable divergent thinker, draws on a knowledge of Euclid, the early fourth-century B. C. mathematician who taught at Alexandria. His thirteen books on geometry simplify a calculated system of three-dimensional logic that dominated world thought and order until the time of Albert Einstein, who carried logic into the fourth dimension, which is time.)*
7. "Back when the population was growing," said Graff, "they kept this area in woods and farms. Watershed land." (Chapter 13, Valentine, p. 243)  
*(An ecological turning point, the watershed becomes Graff's teaching model to rationalize the isolationist method of training a commander. As a humanistic watershed, Ender protects his fellow humans. In the beauties of the outdoors, Ender realizes that Graff has returned him to Earth to make him love the land and protect its people from invasion.)*
8. Eros has been blacked out. Its albedo is only slightly brighter than a black hole. You won't see it. (Chapter 13, Valentine, p. 247)  
*(To the ill-tempered captain of his launch, Graff warns that docking on Eros will have to rely on instruments rather than visuals because the surface gives off little reflection.)*
9. I can't explain phlotic physics to you. Half of it nobody understands anyway. What matters is we built the ansible. (Chapter 13, Valentine, p. 249)  
*(Graff refers to the human equivalent of the bugger communication system, which relies on an internal form of instantaneous knowing without actual transfer of thought from one brain to another. The ansible is a technological copy of the mechanism that attunes one brain to another.)*
10. Often he remembered the corpse of the Giant, decaying steadily; he did not remember it, though, in the pixels of the picture on his desk. (Chapter 14, Ender's Teacher, p. 282)  
*(Ender is able to differentiate between an electronic picture and real life. The projection of pictures on a screen breaks them into pixels, which are electronic units of*

*black and white or color. The eye reads the emerging pattern as a single unit and interprets it by comparing it to a real image stored in the brain.)*

### COMPREHENSION STUDY

Answer the following questions in your own words. There is not always a right answer. Your judgment is important and you should be ready to defend your answers by referring to passages from the novel.

#### Questions 1-5 Literal Level

1. Summarize Ender's background.  
*(The third child of the Wiggin family, Andrew is born to John Paul Wiczorek, a Polish Catholic, and his wife, a Mormon born in Utah. Because the Wiggins produced such brilliant children in Peter and Valentine, the birth of Andrew is legitimized by a lifting of regulations on family size. His position as third child makes him the family "ender," which becomes his nickname of choice.  
A genius child, Ender outperforms his brother, who wears a neck monitor for only two years, then is rejected from enlistees to Battle School because of his evil nature. A balanced personality, Ender combines the guile of Peter with the compassion of Valentine, with whom he maintains a warm relationship. When Ender is led away for a ten-year training course, he regrets leaving Valentine, but is otherwise prepared for the ordeal.)*
2. How are children trained at Battle School?  
*(Battle School is an insidious institution. The training program is ostensibly straightforward: transferred to an asteroid, launchies, mostly boys, enter units, sleep in bunk beds, wear color-coded uniforms, study at computerized desk tops, eat in mess halls, and fall under the management of dormitory counselors. Their off hours are spent in computer games, but not in communication with people on Earth. Totally focused on war as an objective, the school begins molding minds and spirits from the first day.  
The unusual factor of Battle School is the use of a Battle Game, which is conducted in a room devoid of gravity. As the students learn to maneuver, they encounter laser guns that immobilize them and fire at enemy teams to earn points. While countering weightlessness, each player must comprehend the opposition's strategy, launch countermeasures, and score their own kills to win a battle. Their wins and losses appear on a public scoreboard and become the goal of their competitive existence as battle trainees.)*
3. Whom does Ender trust?  
*(Dislodged from school, friends, and family, six-year-old Ender, having recently hospitalized a boy in a bitter fight, is slow to place his trust in anyone. The hostility of General Graff and the fight with Bernard during the flight from Earth put Ender on alert for other betrayals of confidence. His first group of bunk mates deride him for his size and age. He makes tentative friendship with Shen and Alai. After reassignment to Salamander Army, Ender suffers from Bonzo's enmity, but accepts Petra's tutoring in marksmanship. Alai's kiss of peace disarms Ender, who has grown suspicious of motivations and intent.  
After a rocky reunion with Valentine during a three-month furlough, Ender travels to Eros with Graff, whom he still watches carefully. Civil, but detached, Graff prepares Ender for the last stage of his preparation for com-*

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mand. While studying simulated battle, Ender relies more heavily on himself. His lessons with Mazer Rackham teach him more about inventive strategy, but nothing about friendship. The reunion with Ender's invisible group of Battle School mates alters the isolation that has stymied him. Together, they defeat the invaders.)

4. What method do the fleet members use against the buggers?

(While practicing to the breaking point for the challenge, Ender and his defense force begin to think and act like buggers. Instead of communicating solely by voice, they learn to think and act simultaneously, a form of empathic or phlotic ESP. Like the buggers, they work so well as a unit that their teamwork allies their thoughts and feelings. With consummate precision, "Ender's tiny fleet darted this way and that, sending two or three fighters out as if to attack, then bringing them back. The enemy closed in . . . Excellent, thought Ender. Closer. Come closer." As the buggers draw away from their planet, the defense force moves in and trains their weapons on the surface, which rapidly disintegrates. Their unity displays the oneness of intent that wins the war.)

5. How does Ender gain forgiveness for so much destruction?

(Immediately after the victory, Ender realizes that he has been tricked. His spirit is engulfed with grief and guilt. Zombie-like, he sleeps and awakens to scream at Graff and Rackham. His tantrum sounds more like a child than a military commander: "I didn't want to kill them all. I didn't want to kill anybody! I'm not a killer! You didn't want me, you bastards, you wanted Peter, but you made me do it, you tricked me into it!" Acknowledging the ruse, Mazer admits that "any decent person who knows what warfare is can never go into battle with a whole heart. But you didn't know." Uncomforted, Ender sinks into despair.

Ender is exiled by his brother, who now controls Earth. At age 20, Ender explores new territory and confronts the hive queen, who is safely wrapped in her cocoon. He secures the future buggers in a tower and, as a means of atonement, publishes the queen's confession, signed "Speaker for the Dead." After Earthlings accept the confession as scripture, Ender becomes a pilgrim bearing the message of redemption about the colonized universe.)

### Questions 6 - 8 Interpretive Level

6. How does Battle School change Ender?

(Ender is only six when he leaves home forever. He learns to rely on himself, to think carefully about other people's motivation and method and to cover himself from sneak attacks. Plotting and cautious while still very young, he relies on intellect while stripping himself of feelings. He outplays, outfights, outthinks the others, establishing a reputation that further isolates him from potential friends. By the time he reunites with Valentine, he is unable to show unconditional love and acceptance. In Command School, Ender hones his thinking skills to such a degree that his fighting simulations rob him of sleep and engulf him in nightmares. Unable to rest, he gnaws at his bloody fist and collapses at the controls of the simulator. On the brink of a breakdown, he loses his competitive edge and fights all-out during the exam with the hope of ending his career in the military. When he

realizes he has been tricked and manipulated, he lapses into nothingness, a hibernating recluse.)

7. What revives Ender?

(After Valentine joins the colonists, she reunites with Ender on Eros and begins educating him in the real world. No different in intent and behavior from his battle experience, the conniving and fighting on Earth has placed in power their brother, a dangerous psychopath. Valentine's turn from manipulative net columns to a history and biography put her skills to good use. Ender, likewise turning from militarism to altruism, begins the task of governing a new colony and readying a new citizenry to occupy it.

More himself as he enters manhood, Ender finds hope in new generations of colonists. He takes Abra with him to a potential colony and locates the hive queen, whose total vulnerability puts him in charge of his former enemy's future. By publishing an apologia, Ender justifies his position and spreads over the Earth a message of renewal. Energized by his task, he travels with Valentine about the universe on the long road to peace.)

8. What does Ender's transformation say about leadership?

(As a model of the intelligent, humanistic leader, Ender emulates the best in human outlook and ambition. Like others in history, he acquires his skills from bitter experience—from having succumbed to the manipulations of a staff of adults whose sole purpose is to transform a genius child into a military superstar. As a leader, he has passed through several stages of attainment: from child wonder to preteen battle commander to hermit. After surviving hideous dreams and self-doubts, Ender's reemergence as a spiritual leader suggests that the battle-scarred veteran has much to tell the unwary world. No longer attuned to win at any cost, he makes peace with Peter and transforms pain into a driving wanderlust. Bearing the queen's cocoon, he "[looks] for the world where the hive-queen could awaken and thrive in peace.")

### Questions 9 and 10 Critical Level

9. Account for the popularity of this novel.

(Card is conversant with the trappings of science fiction and arms his novel with space guns, weightlessness, starships, alien villains, and intergalactic warfare. The aura of a space shoot-'em-up overlays the story with enough excitement to hold the attention of an adventure reader. Under the surface detail, however, lies a deeply disturbing picture of intergalactic Hitler Youth—the twisting of bright minds in an effort to bolster the military. Without compunction, militarists warp the thinking of youngsters by enrolling them in a rough-and-tumble school where they live out the ideal space frolic.

The turning point that saves the novel from mere entertainment is the students' realization that the games evolve from real life. Ender, anticipating the end of the world, knows that Earth depends on him to outgun the invaders and stave off a third invasion. In the boy's dilemma lies the emotional cataclysm of many young people, who must determine how their skills will be applied, for what purpose and at the behest of whom. As individuality and autonomy replace childhood's vulnerability, Ender dons the mantle of the sin-laden martyr. In his suffering spirit, readers find a hero to admire. Beyond

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*the tinsel he-men of Hollywood and television sci-fi, Ender is the realist who has survived the ordeal of body and soul and emerged an emblem of humanism.)*

10. What qualities of the novel are suited to cinema? *(Card's novel is amply pictorial. By removing Ender from a kickfight on Earth to Battle School, the reader visualizes travel by launch and the encroaching evil that forces the boy to break another boy's arm to protect himself from mockers. At battle school, the give and take of mess hall, bunks, hallway, and battle simulation offer graphic studies of young people in training for the devastating sport of war. The gleeful competition for victories parallels a winning football season as Ender outperforms even his teachers' expectations.*

*The ill-starred return to space for Command School wrenches the action from extreme to extreme, this time to Eros, an abandoned bugger warren. Visually, the denouement resituates the action. Still anchored on Eros, Ender reunites with Valentine and begins the process of establishing a new world order. The arrival of space pioneers offers the cineast a wide creative alternative to warfare as settlers begin their quest for new worlds. The brief visit to the giant's skeleton pulls together visually Ender's past experiences with challenge, loss, potential death, and failure. As he and Valentine pledge their adulthood to altruism, Ender becomes the restless journeyman, the exile in search of the perfect world. Pictorially, the possibilities of Ender's Game far outweigh frivolous, violent, less noble sci-fi novels turned to film.)*

### Questions 11 and 12 Creative Level

11. In a speech, contrast each Battle School student's response to choices. Name alternatives they could pursue, for example, fleeing an army assignment, fighting teachers instead of students, linking armies for a grand shootout, and forming alliances for peace.
12. Account for the use of evocative names, particularly Valentine, Peter, and Andrew, all saint's names. Debate symbolic meanings for Wiggin, Bonzo, Rosen, Bean, Carn, Alai, Dap, and Mazer Rackham. Comment on the use of Eros, the Greek god of passion, as the bugger's abandoned planet.

### ACROSS THE CURRICULUM

#### Cinema

View several films and television series on interplanetary warfare, such as the *Alien* series of movies; *Babylon Five*; *Dune*; *Independence Day*; *Space: Above and Beyond*; the *Star Wars* trilogy; *Star Trek* (movies and television series); and *Starship Troopers*. Discuss with a small group the types of diplomacy that prevent warfare.

#### Science and Health

1. Compose a lecture on the causes of emotional breakdown. Contrast the pressures on Ender, Petra, and other troop commanders. Comment on the source of Ender's grief after he defeats the third invasion.
2. List the dangers of vengeance and control. Explain why Peter and Bonzo would make poor commanders.
3. Explain to a small group what survival techniques Ender employs to make life at battle school and command school less miserable, such as finding people to dine with, training informally during free time, exercise, and sleep.

#### Geography

1. Create a mural or web site that introduces these settings: I. F. Command Center, Eros, Florida, Greensboro and the Pamlico Sound, North Carolina.
2. Compose a paragraph contrasting the topography of Greensboro with the giant's skeleton, the spot that Abra and Ender explore for the new colony. Explain how the mind game influences the area that looks like a fallen giant.
3. Discuss the significance of watershed in North Carolina to ecology of Earth and contrast Eros' ecology before and after colonization.

#### Art

Using desk-top publishing or other artistic media, design a road sign indicating Lake Brandt, a menu from Command School, a letterhead for Battle School or the I. F., a placard or banner lauding Ender as the world's savior, a poster on the threat of a third bugger invasion, pamphlets on the training of student commanders, a rocket schedule for the trip from Florida to Eros, a scoreboard of battle room victories and losses, business cards for the dorm counselor or mind game designer, a diploma from battle school, an announcement for readings from "Speaker for the Dead," a television news spot about Ender's promotion to admiral, or a forum schedule for debates on the writings of Demosthenes and Locke.

#### Law

Launch an internet web site explaining the difference between religious law, ethics, U. S. law, and international law. Include a summary of the Geneva Convention governing humane treatment.

#### Economics

1. Determine the cost of sending a passenger on a three-month journey into outer space.
2. Contrast the earnings and fringe benefits of these jobs: admiral, fleet commander, general, colonel, major, dorm counselor, and net columnist.
3. Chart the economic growth for Earth that arises from colonizing other planets. Don't forget to factor in technological advances and population scale.

#### Social Studies

1. Write a brief address explaining the need for governors and colonizers of outer space. Cite the qualities of a successful settler, particularly curiosity, persistence, idealism, and adaptability.
2. List ways that boys like Peter and Bonzo grow into monsters rather than beneficial leaders like Ender.
3. Contrast Locke's/Demosthenes' definition of ideal government with the government Earth acquires when Peter takes control.
4. The cultural differences between Earth and the buggers created misunderstandings leading to war of annihilation. What historical wars on Earth have started from cultural problems?

#### Psychology

1. Make contrasting chalkboard definitions of ambition, competitiveness, guilt, treachery, suspicion, and fear. Explain how the terms define the controlling emotions felt by Ender, Bean, Dink, Bonzo, Alai, Carn Carby, Petra, Crazy Tom, Rose the Nose, Valentine, and Peter.



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2. Determine what factors force the Wiggins to leave the city and move to Greensboro, North Carolina. Summarize their plans to improve Peter's attitude and behavior.
3. List causes and symptoms of collapse, especially protracted strain, heavy responsibility, isolation, and mental and physical demands. Suggest some short-term countermeasures, such as sleep, outdoor exercise, games and sports, reading, conversation, music, dancing, pets, vacations, prayer, diaries, and crafts.

### Mathematics and Computers

1. Using desktop publishing, compose an annotated time line of technological and human ventures beyond Earth. Highlight Neil Armstrong's first walk on the moon.
2. Graph the annual growth of knowledge of planets, comets, asteroids, galaxies, black holes, and quasars. How does current understanding compare with that of the ancient Babylonians, Egyptians, Mayans, and Greeks?

### Music

1. Work with a group to list music and soothing sounds to be played in dorm rooms after students return from mock battles. Consider bird calls, Navaho flute music, ocean breakers, rain, Renaissance harp melodies, and sitar music.
2. Insects hear things differently from humans. How might the buggers have developed music - what sounds, instruments, rhythms would appeal to them?

### Language and Speech

1. Compose individual posters explaining the significance of these terms: null gravity, astrogation, light-years, pupa, ansible, laser, salaam, vivisect, philotic physics, holograph, triangulation, and vertigo.
2. Compose a short speech in which you describe how violence, paranoia, guilt, and deception have altered the lives of at least ten characters, for example, Mr. and Mrs. Wiggins, Ender, Peter, Valentine, Bonzo, Stilson, Graff, Anderson, Rose the Nose, Dink, Bean, Alai, Petra, the Polemarch, and the hive queen.
3. Characterize in separate paragraphs the difference between killing for pleasure and killing to survive. Discuss why Ender carries so large a share of the guilt.
4. Research and chart the differences in language and logic used by the historic Demosthenes and Locke.
5. Study the reasoning of Demosthenes and Locke and create a debate for class concerning an updated issue.

### Literature

1. Read aloud from nonfiction, novels, plays, and stories scenes of treachery and strategy. Include Ursula LeGuin's *Earthsea* Trilogy, Michael Shaara's *The Killer Angels*, Ray Bradbury's *Fahrenheit 451* and *R Is for Rocket*, Arthur Clarke's *2001: A Space Odyssey*, Avi's *The True Confessions of Charlotte Doyle*, Gore Vidal's *A Visit to a Small Planet*, Alex Haley's *The Autobiography of Malcolm X*, *Go Ask Alice*, Agatha Christie's *Murder on the Orient Express*, M. E. Kerr's *Gentlehands*, Robert Cormier's *After the First Death*, *The Chocolate War*, and *Fade*, Ayn Rand's *Anthem*, Lois Duncan's *Killing Mr. Griffin*, and Lois Lowry's *The Giver*.
2. Using examples from *Ender's Game*, devise a word game such as 20 Questions that features the trickery of

adults and the disillusion of children. Stress the importance of Ender's final exam.

3. Draw a character web representing the interconnectedness between the Wiggins, battle school students and faculty, parents, world leaders, colonists, buggers, and the hive queen.

### History and Current Events

1. Pantomime the qualities of leadership in Napoleon, Colin Powell, Alexander the Great, Moses, Julius Caesar, Montezuma, George Patton, Geronimo, Blackjack Pershing, Douglas MacArthur, Dag Hammarskjold, Hatshepsut, Simon Bolivar, Tadeusz Kosciuszko, Moshe Dayan, the Dalai Lama, Charles de Gaulle, Genghis Khan, Joan of Arc, King Arthur, Boadicea, Shaka, Dwight Eisenhower, Adolf Hitler, Idi Amin, Joshua, Che Guevara, Katherine the Great, Jawaharlal Nehru, Eleanor of Aquitaine, and Fidel Castro. Discuss how education and custom reduce the number of female leaders.
2. Recreate by time line, webbing, flow chart, mural, or web site the milieu of the Warsaw Pact. Explain why this era was politically and emotionally turbulent. Show how similar agreements between nations deter additional conflict.

### Education

Brainstorm ways of educating a leader to save the world from interstellar invasion. List course work, readings, exercises, simulations, equipment, and counseling methods. Propose a place to house students during private time, dining, and sleep.

### STUDENT INVOLVEMENT ACTIVITIES

1. Organize a panel discussion of utopianism. Discuss how Card's novel prepares the way for interplanetary settlement and world peace.
2. Launch a discussion group to determine why Ender becomes a martyr. Explain why he never returns to family or homeland and why Peter's actions exile him forever on Eros or among the colonies. Include the irony of the many deaths that Ender causes and Peter's peacemaking.
3. List questions to ask at an interrogation of Graff and other battle teachers. Determine why Ender was pushed so near his limit, why the rules changed at the whim of the staff, why Graff did not intervene in Bonzo's conspiracy, how the staff sabotaged the mind game and Ender's desktop security system, why no one showed him love and appreciation, how the battle room prepared the students for a third invasion, and why it was necessary to manipulate Valentine's love for her younger brother. Append a summation of Graff's questionable ethics.
4. Using desktop publishing, compose a website on the danger of accepting at face value any unsubstantiated opinion in print or on the net. Include details about the identity and purpose of Demosthenes and Locke.
5. Explain with a collage or mobile how battle school officials violate Ender's personal rights to privacy and autonomy.
6. Dramatize a meeting between Mr. and Mrs. Wiggins, Anderson, and Graff. Express concerns for Ender's education and happiness as opposed to his place at the head of a fleet that will save the world. Comment on the

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celibate lives of Valentine and Ender as colonists. Why does Card appear to halt their production of children from a genius gene pool?

7. Create a list of images from the novel that appeal to the five senses. Use these as models: "Why is it that *nobody* talks about home, *ever?*," "The power to cause pain is the only power that matters, the power to kill and destroy, because if you can't kill then you are always subject to those who can, and nothing and no one will ever save you," "His body still had soap on it, and his sweat moistened it, made his skin more slippery than Bonzo would expect," "The buggers could probably see about the same spectrum of light as human beings," "In his dream he also shoved [Valentine] under the water and waited for her to drown," and "He could remember breaking [the mirror], pulling it from the wall, and snakes leaping out of the hidden place, attacking him, biting him wherever their poisonous fangs could find purchase."
8. Write a scene in which Valentine and Ender return to Earth for Peter's funeral. Stress their regret that Peter chose evil over good and that he exiled his younger brother.
9. Discuss the effects of lies, insinuations, misrepresentation, misgivings, intimidation, and violence on Ender and his fleetmates. Summarize the revelation of truth about the buggers and their purpose.
10. Draw a cause-and-effect diagram illustrating the changes that take place in Ender and Valentine and the forces the bring them back together.

### ALTERNATE ASSESSMENT

1. List examples of teamwork, fear, insecurity, intimidation, loyalty, victory, torment, and guilt among the battle students and staff.
2. Compile a list of actions that demonstrate why Ender was the right choice to command the fleet.
3. Compose a scene in which Petra, Dink, Bean, and Ender celebrate their victory over the invaders.
4. Make a character list and explain the character flaws of each, including General Graff's pragmatism, Ender's self-doubt, Peter's megalomania, and Bonzo's vengeance.
5. Account for the unidentified voices discussing battle students at the beginning of chapters.

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*Tell Me That You Love Me, Junie Moon* (play-adaptation), 1969

*The Apostate* (play), 1970

*In Flight* (play), 1970

*Across Five Summers* (play), 1971

*Of Gideon* (play), 1971

*Stone Tables* (play), 1973

*A Christmas Carol* (play-adaptation), 1974

*Father, Mother, Mother, and Mom*, 1974

*Liberty Jail* (play), 1975

*Rag Mission* (play), 1977

"Gert Fran," *Ensign*, July 1977

"Ender's Game," *Analog*, August 1977

"The Best Family Home Evening Ever," *The Friend*, 1977

"Bicicleta," *The Friend*, 1977

"Billy's Box," *The Friend*, 1977

"Malpractice," *Analog*, November 1977

"Mikal's Songbird," *Analog*, May 1978

*Fresh Courage Take* (play), 1978

*Capitol*, 1978

*Hot Sleep: The Worthing Chronicle*, 1978

*Elders and Sisters* (play-adaptation), 1979

"The Monkey's Thought 'Twas All in Fun," *Analog*, May 1979

"Mortal Gods," *The Magazine of Fantasy and Science Fiction*, January 1979

*A Planet Called Treason*, 1978

"Follower," *Analog*, February 1978

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"Happy Head," *Analog*, April 1978

"In the Doghouse," *Analog*, December 1978

"I Put my Blue Genes On," *Analog*, August 1978

"Killing Children," *Analog*, November 1978

"Lifeloop," *Analog*, October 1978

"I Think My Mom and Dad Are Going Crazy, Jerry," *New Era*, 1978

"Hitching," *Mountainwest*, 1978

"A Thousand Deaths," *Omni*, December 1978

"Unaccompanied Sonata," *Omni*, March 1979

"Quietus," *Omni*, August 1979

"Cash Encounters of the Word Kind," *Writer's Digest*, August 1979

"Breaking the Game," *Analog*, January 1979

"Hard Driver," *Gallery*, November 1979

"But We Try Not to Act Like It," *Destinies*, August 1979

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"Deep Breathing Exercises," *Omni*, July 1979

"Closing the Timelid," *The Magazine of Fantasy and Science Fiction*, December 1979

"Songhouse," *Analog*, September 1979

"St. Amy's Tale," *Omni*, December 1980

*Songmaster*, 1980

"Fat Farm," *Omni*, January 1980

"How to Make a Short Story Long," *Writer's Digest*, September 1980

*Unaccompanied Sonata and Other Short Stories*, 1980

"Sepulcher of Songs," *Omni*, June 1981

*Dragons of Darkness* (editor), 1981

"A Plague of Butterflies," *Amazing*, November 1981

*Saintspeak: The Mormon Dictionary*, 1981

*Ainge*, 1982

*Wings* (play), 1982

"How to Be a Science Fiction Critic," *Science Fiction Review*, May 1982

"Fantasy and the Believing Reader," *Science Fiction Review*, May 1982

"The Changed Man and the King of Words," *Omni*, December 1982

*Hart's Hope*, 1983

*Dragons of Light* (editor), 1983

*The Worthing Chronicle*, 1983

*Computer's Guide to IBM PCjr Sound and Graphics*, 1984

*Ender's Game*, 1985

"The Fringe," *The Magazine of Fantasy and Science Fiction*, October 1985

*Speaker for the Dead*, 1986

"Prior Restraint," *Aboriginal Science Fiction*, September 1986

*Hatrack River*, 1986

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"Creating Memorable Characters," *Writer's Digest*, October-December 1986  
*Free Lancers* (contributor), 1987  
"Saving Grace," *Night Cry*, Fall 1987  
"Runaway," *Isaac Asimov's Science Fiction Magazine*, June 1987  
"America," *Isaac Asimov's Science Fiction Magazine*, January 1987  
"Carthage City," *Isaac Asimov's Science Fiction Magazine*, September 1987  
*Seventh Son*, 1987  
*Wyrms*, 1987  
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"Characters and Viewpoint," *Writer's Digest*, 1988  
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*A Woman of Destiny*, 1988  
"Dogwalker," *Isaac Asimov's Science Fiction Magazine*, December 1988  
*Folk of the Fringe*, 1989  
*The Abyss* (with Jim Cameron), 1989  
"Pageant Wagon," *Isaac Asimov's Science Fiction Magazine*, July 1989  
*Prentice Alvin*, 1989  
*You're a Rock, Sister Lewis* (introduction), 1989  
*Eye for Eye—The Tunesmith* (with Lloyd Biggle), 1990  
*Maps in a Mirror*, 1990  
*Worthing Saga*, 1990  
"How to Write Science Fiction," *Writer's Digest*, 1990  
*Future on Fire* (editor), 1991  
*The Bradbury Chronicles: Stories in Honor of Ray Bradbury* (contributor), 1991  
*Xenocide*, 1991  
*The Changed Man*, 1992  
*Cruel Miracles*, 1992  
*Flux*, 1992  
*The Memory of Earth*, 1992  
*Lost Boys*, 1992  
*The Call of Earth*, 1993  
*Monkey Sonatas*, 1993  
*The Ships of Earth*, 1993  
*A Storyteller in Zion*, 1993  
*Earthfall*, 1994  
*Lovelock* (with Kathryn Kidd), 1994  
*Homecoming: Harmony*, 1994  
*Turning Hearts: Short Stories on Family Life* (editor), 1994  
*Alvin Journeyman*, 1995  
*Earthborn*, 1995  
*Children of the Mind*, 1996  
*Pastwatch: The Redemption of Christopher Columbus*, 1996  
*Treasure Box*, 1996  
*Stone Tables*, 1997  
*Homebody*, 1998  
*Heartfire*, 1998

### RELATED READING

Avi, *The True Confessions of Charlotte Doyle*  
Ray Bradbury, *Fahrenheit 451* and *R Is for Rocket*  
Lois McMaster Bujold, *Shards of Honor*, *The Warrior's Apprentice*, and *Mirror Dance*

Arthur Clarke, *2001: A Space Odyssey*  
Robert Cormier, *After the First Death*, *The Chocolate War*, and *Fade*  
Bernard Cornwall, *Sharpe's Rifles*  
Stephen Crane, *The Red Badge of Courage*  
Lois Duncan, *Killing Mr. Griffin*  
David Feintuch, *Midshipman's Hope*  
C.S. Forester, *Mr. Midshipman Hornblower*  
Paula Fox, *Slave Dancer*  
Joe Haldeman, *The Forever War*  
Alex Haley, *The Autobiography of Malcolm X*  
Robert Heinlein, *Between Planets*, *Citizen of the Galaxy*, *Have Spacesuit Will Travel*, *Red Planet*, *Space Cadet*, *Starship Troopers*, and *Tunnel in the Sky*  
M. E. Kerr, *Gentlehands*  
Ursula LeGuin, *The Earthsea Trilogy*  
Lois Lowry, *The Giver*  
Ayn Rand, *Anthem*  
Erich Maria Remarque, *All Quiet on the Western Front*  
Larry Segriff, *Spacer Dreams*  
Michael Shaara, *The Killer Angels*  
L. Neil Smith, *Henry Martyn and Pallas*  
Gore Vidal, *A Visit to a Small Planet*  
David Weber, *Mutineer's Moon*, *The Armageddon Inheritance*, and *Heirs of Empire*  
H.G. Wells, *The War of the Worlds*  
T.H. White, *The Sword in the Stone*

### CROSS-CURRICULAR SOURCES

For more information about fantasy and science fiction, interplanetary travel, leadership, guilt, Greensboro, Pamlico Sound, and other subjects and issues deriving from the novel, consult these sources:

*Acting on Your Values*, Rosen Publishing Group  
*Characters in Crisis*, Center for Humanities  
*Grief Recovery Handbook*, HarperCollins  
*No Man Is an Island*, Center for the Humanities  
*Stand Tall*, AGS Media

Also, consult these websites:

"Albemarle-Pamlico Sound,"  
<http://www.epa.gov/ecoplacement/part2/region4/site2.html>.  
"Crisis, Grief, and Healing," <http://www.webhealing.com>.  
"Depression Homepage," <http://www.depression.com>.  
"Interplanetary Trajectories,"  
<http://www.jpl.nasa.gov/basics/bs4-1.htm>.  
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**COMPREHENSION TEST A**

**Part I: Matching (30 points)**

Match the following descriptions with characters. Choose your answers from the list of names below. You may use some of the answers more than once and some not at all.

- |  |                  |
|--|------------------|
| _____ 1. joins Ender at the table in the commanders' mess. | A. Ender         |
| _____ 2. kisses Ender on the cheek.                        | B. Graff         |
| _____ 3. pares the fight down to one on one.               | C. Alai          |
| _____ 4. resides in the castle tower.                      | D. Bonzo         |
| _____ 5. torments squirrels.                               | E. Mazer Rackham |
| _____ 6. heads the military police.                        | F. Valentine     |
| _____ 7. warns Ender not to be alone.                      | G. Anderson      |
| _____ 8. loses weight.                                     | H. Dink          |
| _____ 9. suffers a broken arm.                             | I. Carn          |
| _____ 10. writes a biography.                              | J. Stilson       |
| _____ 11. sits cross-legged on the floor.                  | K. Peter         |
| _____ 12. leads an invisible squad.                        | L. Bernard       |
| _____ 13. controls the mind game.                          | M. Petra         |
| _____ 14. accuses Ender of flunking out.                   | N. General Pace  |
| _____ 15. teaches Ender to shoot.                          | O. queen         |

**Part II: Cause and Effect (20 points)**

Finish each of these statements.

1. Ender grows sullen during his leave because \_\_\_\_\_  
\_\_\_\_\_
2. Graff is uncertain why Peter's image appears on the screen because \_\_\_\_\_  
\_\_\_\_\_
3. Mazer easily overcomes Ender because \_\_\_\_\_  
\_\_\_\_\_
4. The monitor in Ender's neck is useful to I. F. because \_\_\_\_\_  
\_\_\_\_\_
5. Ender takes Abra along because \_\_\_\_\_  
\_\_\_\_\_
6. As a colonist, Valentine avoids Peter's dominance because \_\_\_\_\_  
\_\_\_\_\_
7. Battle games teach boys to think in the abstract because \_\_\_\_\_  
\_\_\_\_\_
8. Bonzo is a poor leader because \_\_\_\_\_  
\_\_\_\_\_
9. General Pace intimidates General Graff because \_\_\_\_\_  
\_\_\_\_\_
10. The exam delights the officers because \_\_\_\_\_  
\_\_\_\_\_

## ENDER'S GAME

### VOCABULARY TEST

In the sentences that follow, select terms from the list below to fill each blank with a synonym for the underlined word. You will have answers left over.

amphitheatre	decaliter	hegemonist	officers	salaam	triangulation
analogy	dismantled	holograph	paranoid	scan	unauthorized
ansible	empathic	identity	persuasion	serfs	usurpation
astrogation	evidence	laser	philotic	simulator	vaulted
conscripts	exploiting	malady	pidgin	spectrum	vertigo
cubit	fiat	noncomplying	psychotic	superimposed	vivisect
darted	flotillas	null	relativistic	transmissions	xenobiologist

1. You're a full **18 inches** \_\_\_\_\_ taller than I am.
2. The captain showed them the visual **glimpse** \_\_\_\_\_.
3. I showed Peter all the **data** \_\_\_\_\_ that I had assembled, enough to prove in the eyes of the public that he was a **deranged** \_\_\_\_\_ killer.
4. He quickly understood the differences between military and civilian leadership, and governed by **motivation** \_\_\_\_\_ rather than **command** \_\_\_\_\_, and by working as hard as anyone at the tasks involved in setting up a self-sustaining economy.
5. They had changed the **trainer** \_\_\_\_\_.
6. Not until they finally **disassembled** \_\_\_\_\_ the entire tug did the **messages** \_\_\_\_\_ stop.
7. If the enemy had not been too eager and clumsy in **capitalizing on** \_\_\_\_\_ their advantage, Ender would have lost.
8. We're going to **dismember** \_\_\_\_\_ you, bugger.
9. **Draftees** \_\_\_\_\_ make good cannon fodder, but for **leaders** \_\_\_\_\_ we need volunteers.
10. Battle School is for training future starship captains and commodores of **convoys** \_\_\_\_\_ and admirals of the fleet.
11. Your father turned sixteen and invoked the **Disobedient** \_\_\_\_\_ Family Act to separate himself from his family.
12. "**Illegal** \_\_\_\_\_ Access Attempt," it said. It didn't open.
13. She lapsed into giria, the slangy talk that imitated the **makeshift** \_\_\_\_\_ English of uneducated people.
14. It's fine to work with these **imperialistic** \_\_\_\_\_ Russians with the buggers out there, but after we win, I can't see leaving half the civilized world as virtual **drones** \_\_\_\_\_ in the Russian Empire, can you, dear?
15. He **jumped** \_\_\_\_\_ the pelvic bone at the base of the public square, and walked through the pasture.
16. Ender's tiny fleet **moved** \_\_\_\_\_ this way and that, sending two or three fighters out as if to attack, then bringing them back.
17. Vomiting in **zero** \_\_\_\_\_ gravity wouldn't be fun.
18. Alai suddenly kissed Ender on the cheek and whispered in his ear, "**Peace** \_\_\_\_\_."
19. Her main **character** \_\_\_\_\_ on the nets was Demosthenes—Peter chose the name.
20. The buggers could probably see about the same **range** \_\_\_\_\_ of light as human beings.

## **ENDER'S GAME**

### **Part III: Identification (10 points)**

Explain the significance of the following details:

1. raft
2. shower head
3. security system
4. skeleton
5. invisible twine

### **Part IV: Essay (40 points)**

Choose two and answer in complete sentences.

1. Account for divergent thinking in Ender and Bean.
2. Describe the I. F. plan for Ender.
3. Discuss the significance of the fight with Stilson.
4. Summarize details of simulated battle.
5. Explain why Valentine joins Peter on the net.

## ENDER'S GAME

### COMPREHENSION TEST B

#### Part I: Setting Identification (20 points)

Identify a setting that fits each of the following descriptions. Select your answers from the list that follows.

- |  |                     |
|--|---------------------|
| _____ 1. Ender leads an invisible army.                      | A. Eros             |
| _____ 2. Bonzo is returned to Earth.                         | B. commanders' mess |
| _____ 3. Abra recognizes a giant.                            | C. woods            |
| _____ 4. Carn joins Ender.                                   | D. skeleton         |
| _____ 5. Ender realizes that power must be allied with pain. | E. battle room      |
| _____ 6. Dap checks on launchies.                            | F. shower           |
| _____ 7. Ender hates the passageways.                        | G. raft             |
| _____ 8. Valentine spies on Peter.                           | H. launch           |
| _____ 9. "Stars" serve as obstacles.                         | I. simulator        |
| _____ 10. Ender deliberately squashes a wasp.                | J. bunk             |

#### Part II: Fill-in (20 points)

Fill in the paired blanks with answers that complete each statement.

1. In his \_\_\_\_\_ battle of the day, Ender faces the \_\_\_\_\_ and the Tigers at 7:00 P. M.
2. \_\_\_\_\_ troop movements endanger the \_\_\_\_\_ Pact.
3. Ender is promoted to commander of the \_\_\_\_\_ army and receives a \_\_\_\_\_, a teacher's tool to thaw frozen combatants.
4. The staff fear that \_\_\_\_\_ is stuck on the mind game and that he could become a monster or a \_\_\_\_\_ genius.
5. \_\_\_\_\_ shows Ender the \_\_\_\_\_ invasion, which has previously been suppressed.



## ENDER'S GAME

### Part III: Identification (30 points)

Place an X by statements that refer to Ender.

- \_\_\_\_\_ 1. destroys Petra's army with invisible twine.
- \_\_\_\_\_ 2. knows that Graff is being court-martialed.
- \_\_\_\_\_ 3. feels pain when the monitor is removed from his neck.
- \_\_\_\_\_ 4. hides his homesickness.
- \_\_\_\_\_ 5. writes a message to Dap on the desk screen.
- \_\_\_\_\_ 6. fears that Dink will fail during the invasion.
- \_\_\_\_\_ 7. understands how the buggers re-created the giant's skeleton.
- \_\_\_\_\_ 8. knows that Mazer has come from Pamlico Sound to instruct him.
- \_\_\_\_\_ 9. gnaws his fist until it bleeds.
- \_\_\_\_\_ 10. dreams of drowning Valentine.
- \_\_\_\_\_ 11. masters the simulator.
- \_\_\_\_\_ 12. teaches the new boys brutal methods.
- \_\_\_\_\_ 13. disobeys orders and brings a battle to a draw.
- \_\_\_\_\_ 14. creates a method of shielding a shooter by freezing the elbow.
- \_\_\_\_\_ 15. shields the pupa from buggers.

### Part IV: Essay (30 points)

Choose two and answer in complete sentences.

1. List and describe scenes in which Ender must act alone.
2. Describe the scene on the raft as Ender greets his sister.
3. Explain why staff members constantly discuss Ender.
4. Account for the conspiracy against Ender.
5. Compare the backgrounds of Mr. Wiggin and Ender.

## ENDER'S GAME

### ANSWER KEY

#### VOCABULARY TEST

- |                              |                         |
|------------------------------|-------------------------|
| 1. cubit                     | 11. noncomplying        |
| 2. scan                      | 12. unauthorized        |
| 3. evidence, psychotic       | 13. pidgin              |
| 4. persuasion, fiat          | 14. hegemonistic, serfs |
| 5. simulator                 | 15. vaulted             |
| 6. dismantled, transmissions | 16. darted              |
| 7. exploiting                | 17. null                |
| 8. vivisect                  | 18. Salaam              |
| 9. conscripts, officers      | 19. identity            |
| 10. flotillas                | 20. spectrum            |

#### COMPREHENSION TEST A

##### Part I: Matching (30 points)

- |      |       |       |
|------|-------|-------|
| 1. I | 6. N  | 11. E |
| 2. C | 7. H  | 12. A |
| 3. D | 8. B  | 13. G |
| 4. O | 9. L  | 14. J |
| 5. K | 10. F | 15. M |

##### Part II: Cause and Effect (20 points)

Answers will vary.

##### Part III: Identification (10 points)

1. On Earth, Ender applies his creativity to building a raft, a form of self-imposed isolation.
2. Ender uses the warmth and humidity of the shower to increase his odds of beating Bonzo.
3. Ender quickly breaks the desktop security system to take advantage of psychological warfare against bigger boys.
4. The giant's skeleton in the mind game reappears as the topography of the land Ender chooses for the new colony.
5. Bean employs invisible twine to alter his trajectory in battle.

##### Part IV: Essay (40 points)

Answers will vary.

#### COMPREHENSION TEST B

##### Part I: Setting Identification (20 points)

- |      |       |
|------|-------|
| 1. I | 6. J  |
| 2. H | 7. A  |
| 3. D | 8. C  |
| 4. B | 9. E  |
| 5. F | 10. G |

##### Part II: Fill-in (20 points)

1. third, Griffins
2. Russian, Warsaw
3. Dragon, hook
4. Ender, military
5. Mazer Rackham, third

##### Part III: Identification (30 points)

- |      |       |       |
|------|-------|-------|
| 1.   | 6.    | 11. X |
| 2.   | 7. X  | 12.   |
| 3. X | 8.    | 13. X |
| 4. X | 9. X  | 14.   |
| 5.   | 10. X | 15.   |

##### Part IV: Essay (30 points)

Answers will vary.

**ENDER'S GAME**

**TEACHER'S NOTES**



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