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First Meetings: In The Enderverse





Synopsis

FOR USE IN SCHOOLS AND LIBRARIES ONLY. From the author of Ender's Game, a collection of stories set in the same universe as Ender Wiggin. --This text refers to the Library Binding edition.

Book Information

Audible Audio Edition Listening Length: 5 hours and 18 minutes Program Type: Audiobook Version: Unabridged Publisher: Macmillan Audio Audible.com Release Date: May 2, 2003 Language: English ASIN: B00009MB4G Best Sellers Rank: #30 in Books > Audible Audiobooks > Science Fiction > Anthologies & Short Stories #236 in Books > Science Fiction & Fantasy > Science Fiction > Anthologies #691 in Books > Audible Audiobooks > Children's Books > Science Fiction & Fantasy

Customer Reviews

I would not call these three new works novellas, but simply longish short stories; they are very quick reads. The most memorable, I think, is "The Polish Boy". Concerning duels between a 5-year-old and various administrative figures, it recalls some of the best of "Ender's Shadow": the illustration of how a very young child can, with sufficient wit and preternatural maturity, overcome adult opposition."Teacher's Pest" is the least of the three. It concerns cleverness used in the furtherance of adolescent romance. While this might be as excitingly done as the first story, it would have to be on a higher level of wittiness to succeed as well. But it doesn't reach that level, and it seems a bit pedestrian."Investment Counsellor" is set in Ender's "quiet" stage--after he's overcome the trauma of "Ender's Game" and before he's set out upon his Speaker of the Dead life. The fireworks of his passion are missing here--neither his command skills nor his personal interaction livelihood are generating the sparks that provide much of the interest in the books. It's a connector piece, showing some origins of things to come. These are good things, and it's good to have their origins, but it's not very exciting story-telling. The illustrations do nothing for the book but take up page-space, adding 10 or 12 pages to the total. Without them, the book would be under 200 pages in length--and better, in my estimation. (When are illustrators going to stop putting airplane wings, rudders, and elevators on spacecraft??)Having the original "Ender's Game" included is rather interesting,

allowing for comparison with the novel it spawned.

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