

Ender's Game

Orson Scott Card

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Ender's game is about survival, outcasts and genius. The story is set in a futuristic Earth that is preparing for war once more with an alien species known as the Formics. The military begins a program to breed the ultimate military genius. Ender Wiggin might be just what they need: brilliant and ruthless, yet compassionate. He excels at the games unlike any other before him. Yet the leaders of the school play a delicate game. How fast can they push him before he breaks? And how long can they afford to wait?

I loved the book. I cannot put into words just how much I adore it. The word "page-turner" was invented to describe this novel. Yet, even with all the action, there are still thought-provoking concepts. Some of the characters argue that humanity must do whatever it takes to survive. Others question whether the end justifies the means. The use of the internet to influence politics is surprisingly prevalent in today's society considering when the book was written. There are themes of loyalty and friendship. Ideas about what bravery stands for. The novel has a strong emotional impact which causes these themes to stick for a long time. I found the main character very relatable. I felt myself growing up with him. I experienced his victories and I also experienced his pitfalls. I felt his loneliness in isolation and I felt his guilt for his actions.

This book would suit people ages 12 and up. There is quite a bit of violence and a few character deaths. Some swearing occurs. There is some nudity in the dorms, but no sexual activity occurs. There are some images on telescreens which might be offensive, but descriptions are brief. I would recommend the book to be purchased, as a gift or otherwise. The book is worth rereading because as you grow older, you notice new messages and themes that didn't occur to you before.

Recommended Titles:

- Ready Player One by Ernest Cline
- Speaker for the Dead by Orson Scott Card
- The Maze Runner by James Dashner
- Graceling by Kristin Cashore