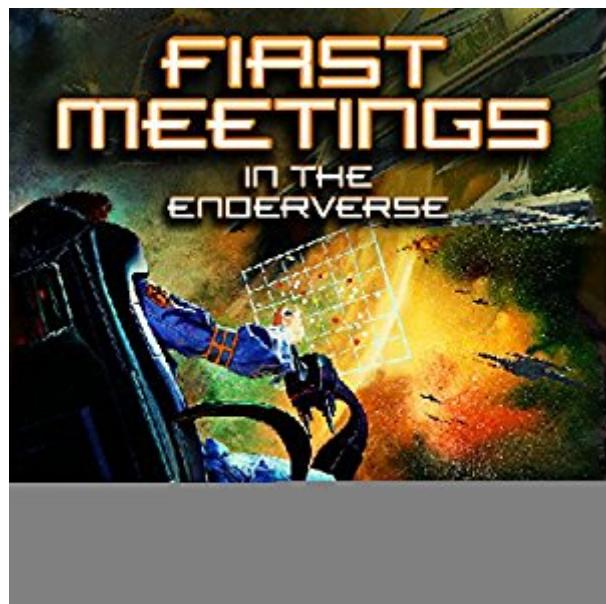


The book was found

# 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.

[Download to continue reading...](#)

First Meetings: In the Enderverse Starting Meetings of Administrative Professionals: 52 Tips for Planning, Conducting, Leading and Facilitating Successful Meetings of Your Administrative Support Staff First Meetings: In Ender's Universe (Other Tales from the Ender Universe) Body Language for Business: Tips, Tricks, and Skills for Creating Great First Impressions, Controlling Anxiety, Exuding Confidence, and Ensuring Successful Interviews, Meetings, and Relationships My Very First Library: My Very First Book of Colors, My Very First Book of Shapes, My Very First Book of Numbers, My Very First Books of Words Supernatural: Meetings With the Ancient Teachers of Mankind Event Planning: The Ultimate Guide To Successful Meetings, Corporate Events, Fundraising Galas, Conferences, Conventions, Incentives and Other Special Events Professional Meeting Management: A Guide to Meetings, Conventions and Events Risk Management for Meetings and Events (Events Management) Robert's Rules: QuickStart Guide - The Simplified Beginner's Guide to Robert's Rules of Order (Running Meetings, Corporate Governance) The Big Book of Icebreakers: Quick, Fun Activities for Energizing Meetings and Workshops Unconference: 10 Powerful Ways to Spice-up Meetings & Events Corporate Records Handbook, The: Meetings, Minutes & Resolutions Taking Minutes of Meetings: Set the Agenda; Identify What to Note; Write Accurate Minutes (Sunday Times Creating Success) 100 Tricks to Appear Smart in Meetings: How to Get By Without Even Trying Robert's Rules in Plain English: A Readable, Authoritative, Easy-to-Use Guide to Running Meetings, 2nd Edition Visual Meetings: How Graphics, Sticky Notes and Idea Mapping Can Transform Group Productivity The 13 Most Important Bible Lessons For Teenagers: Complete Meetings for Youth Groups and Sunday School First Things First: Understand Why So Often Our First Things Aren't First Frolic First Bible: First Faith (Frolic First Faith)

[Dmca](#)