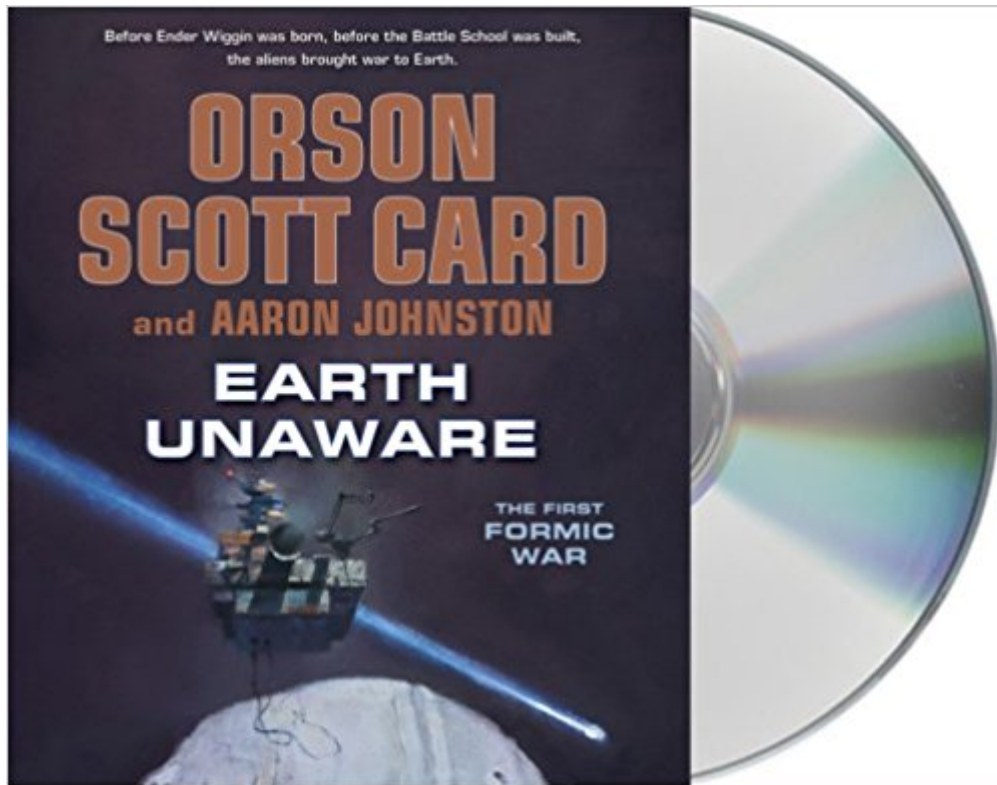




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# Earth Unaware (First Formic War)



## Synopsis

A hundred years before Ender's Game, humans thought they were alone in the galaxy. Humanity was slowly making their way out from Earth to the planets and asteroids of the Solar System, exploring and mining and founding colonies. The mining ship El Cavador is far out from Earth, in the deeps of the Kuiper Belt, beyond Pluto. Other mining ships, and the families that live on them, are few and far between this far out. So when El Cavador's telescopes pick up a fast-moving object coming in-system, it's hard to know what to make of it. It's massive and moving at a significant fraction of the speed of light. But the ship has other problems. Their systems are old and failing. The family is getting too big. There are claim-jumping corporates bringing Asteroid Belt tactics to the Kuiper Belt. Worrying about a distant object that might or might not be an alien ship seems not important. They're wrong. It's the most important thing that has happened to the human race in a million years. This is humanity's first contact with an alien race. The First Formic War is about to begin.

## Book Information

Series: First Formic War (Book 1)

Audio CD

Publisher: Macmillan Audio; Unabridged edition (July 17, 2012)

Language: English

ISBN-10: 1427221545

ASIN: B00DF7MY7W

Product Dimensions: 5.5 x 1.1 x 6 inches

Shipping Weight: 13.6 ounces (View shipping rates and policies)

Average Customer Review: 4.1 out of 5 stars 545 customer reviews

Best Sellers Rank: #6,348,993 in Books (See Top 100 in Books) #46 in Books > Books on CD > Authors, A-Z > ( C ) > Card, Orson Scott #4174 in Books > Books on CD > Science Fiction & Fantasy > Science Fiction #4949 in Books > Books on CD > Science Fiction & Fantasy > Fantasy

## Customer Reviews

A Reading Guide for Ender's Game. THE ENDER UNIVERSE Ender's Series: Ender Wiggin: The finest general the world could hope to find or breed. The following Ender's Series titles are listed in order: Ender's Game, Ender In Exile, Speaker for the Dead, Xenocide, Children of the Mind. Ender's

Shadow Series: Parallel storylines to Ender's Game from Bean: Ender's right hand, his strategist, and his friend. The following Ender's Shadow Series titles are listed in order: Ender's Shadow, Shadow of the Hegemon, Shadow Puppets, Shadow of the Giant, Shadows in Flight. The First Formic War Series: One hundred years before Ender's Game, the aliens arrived on Earth with fire and death. These are the stories of the First Formic War. Earth Unaware, Earth Afire. The Authorized Ender Companion: A complete and in-depth encyclopedia of all the persons, places, things, and events in Orson Scott Card's Ender Universe. --This text refers to the Paperback edition.

"The somber basso voice of Stefan Rudnicki and two well-chosen players march through the story, with a young man's voice particularly effective in segments featuring the angst-ridden teenager. This is an outstanding job, with more to come." AudioFile Magazine "As the narration passes from character to character, the talented cast... easily keeps listeners intrigued with skillful characterizations that feature unique voices, accents, and dialects. And by the time the huge alien ship arrives and the story kicks into high gear, listeners will be utterly captivated by this exciting adventure." Publishers Weekly

The Formic War series was first formulated and published as a series of Marvel comics expanding the back story of Ender's Game. Thankfully, Card and Johnson adapted these marvelous stories into long-form science fiction. This first book sets the stage for the invasion of Earth by the super-advance, insectoid aliens known as the Formics (Latin for ants). The setting for the series is developed beautifully, especially surrounding the culture and economy of asteroid belt mining, a major focus of this first book. Free Miner clans spend generations in deep space mining metals from asteroids and sending material back to a lunar base and then Earth. They compete with mining corporations, who treat the Free Miners as pests while trying to assuage their insatiable hunger for territory and profit. The primary story in EARTH UNAWARE centers around Victor Delgado, an engineer with a free miner family way out in the Kuiper Belt. His unlucky family is among the first to encounter the invading aliens and Victor realizes that a warning must be sent to Earth no matter the cost. However, fights and distrust between the various human groups in deep space make coordinating a response to alien invasion much more difficult than you might think. Much of the book focuses on absurd and very-human conflicts, even in the face of imminent doom. These sections of the book are excellent. However, a substantial portion of the book was also devoted to a Special Forces group known as MOPs (I can't remember what that is

an acronym for, but something like world police) and their leader Wit. This storyline was seriously confusing in the context of this book, apparently only included because of the involvement of MOPs in the rest of the series. These sections definitely felt tacked on here and not necessary at all, and worse, it takes the reader away from the central storyline of Victor and the first encounters with the Formics. Overall though, I enjoyed this one and look forward to continuing the series. Simple and easy reading, but tells a story worth hearing. Highly recommended.

I've always wanted to read some sort of detailed story about the first two Bugger Invasions. I've now read both *Earth Unaware* and *Earth Afire*. The vast majority of the characters won't mean anything to people who read the original Ender books because there are almost no ancestors of Dink, Bean, Ender, Graff etc. (or if there are, it's not mentioned). There's only one character whose name you'll recognize. It's not a big deal but I thought people might want to know. The plot of both books is pretty good. They're basically like any other Sci-Fi space war books as far as that is concerned. The writing is pretty good. Just keep in mind that the chapters are written like the *Game of Thrones* books where each chapter describes what happens to one character over a period of time. The reason I gave 3 stars instead of 4 or 5 is that there are several key concepts in *Ender's Game* that get completely changed for these books. I'm not going to mention what they are so I don't spoil anything. However, there are several events, items, etc. that are described in some detail and that come about in a specific chronological order in *Ender's Game* that're pretty much the opposite in these books. I have a big problem with that. Overall, both books are good enough to be worth reading. I just had issues with certain parts that I didn't think should be changed so completely.

*Earth Unaware* by Orson Scott Card (*Ender's Game*) and Aaron Johnston (producer, collaborator). These guys put together one heck of a story. The book starts out a bit slow and seemed to be a prelude to a soap opera. The asteroid miners are working the asteroid belt and fire back to Luna Station minerals for sale which they use to support their families. Victor is a part of said family, making a living in outer space, which some bigoted people call "space borns" and look down on them. Card creates a world with new rules of society levels that is clearly a condemnation of the current social strata of rich/poor, have/have not. Victor and Janda are cousins and yet they're falling for each other. To handle this, the families separate them, sending Janda on a trip with the Italian fleet. At this point I thought there was going to be a soap opera plot. Janda though is never developed as a character. Instead, the main character is Victor, who has a talent for machines and space mechanics and lacks a lot of social

skills which is at times humorous. Fathers and Sons: Victor respects his father (Ender's father) and is always initial caps when spoken by a son, interestingly) and Father has taught him everything he knows. When an alien spacecraft is discovered, Victor and Father go into action to find out what it is and what to do about it, at times to deadly result! Lem is the son of the manufacturing conglomerate Jukes Enterprises and runs a ship that is testing a glaser, a machine that destroys matter with an energy field. Lem is also a result of a fatherly upbringing. Unlike Victor, Lem feels controlled and manipulated by his father and wants to prove the father wrong by making a show of himself and how he operates his ship. Turns out that his father has manipulated the ship and crew to Lem's shock and dismay. Themes of family, fathers and sons, and ultimate sacrifice for the good of the group (and certain characters who say heck with the group, look out for yourself) are in constant conflict, which makes the book interesting, thought-provoking and intelligent. Lastly we have the military MOPs, (Mobile Operations Police), an elite corps of soldiers, and in the training cycle we meet Mazer Rackham, who you might remember as the guy who beat the Formics in the Ender's Game trilogy of books. Here he is new and he is trying to get into this elite corps. I won't spoil it, but let's say he has less than great luck to make this happen. We meet Wit O'Toole, the commander of this unit who acts as a father of sorts to his crew but puts up with nothing and expects all to meet a set standard. Similar to Victor's father and Lem's sire, Wit takes on the role of forcing standards, demanding obedience and getting it or else. Conclusion: Great start to hopefully a good series of books on the Formics and how the invasion started and what happens when people who are in the know and want to warn Earth are scoffed at and invalidated while the Formic threat draws closer. I would have liked more characterization with some people in the book as I did not feel a lot of love for them: Mala the accountant who hates her job, Janda, the girl who dies early in the book (and who also has father issues, it turns out) and her sister, the astronomer who discovered the alien craft. The tech of the story is realistic and could happen as we continue to struggle with machines and computerized gadgets, as well as the money-grabbing corporations that Card clearly is gunning for. Recommended.

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