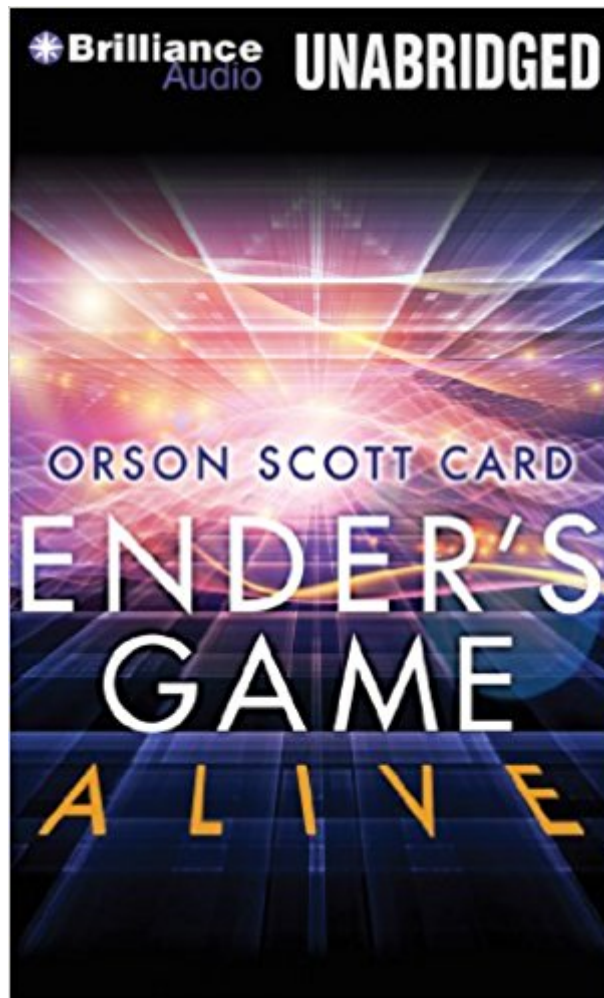




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Ender's Game Alive: The Full-Cast Audioplay



Synopsis

A dramatization written by Orson Scott Card, based on his bestselling novel and the upcoming theatrical film release. 70 years after a horrific alien war, an unusually gifted child is sent to an advanced military school in space to prepare for a future invasion.

Book Information

Audio CD: 7 pages

Publisher: Brilliance Audio; Unabridged edition (October 29, 2013)

Language: English

ISBN-10: 1480523216

ISBN-13: 978-1480523210

Product Dimensions: 5 x 0.8 x 5.5 inches

Shipping Weight: 4.8 ounces (View shipping rates and policies)

Average Customer Review: 4.1 out of 5 stars 32 customer reviews

Best Sellers Rank: #2,010,464 in Books (See Top 100 in Books) #18 in Books > Books on CD > Authors, A-Z > (C) > Card, Orson Scott #1036 in Books > Books on CD > Science Fiction & Fantasy > Science Fiction #1263 in Books > Books on CD > Science Fiction & Fantasy > Fantasy

Customer Reviews

Harlan Ellison has won countless awards in his literary career, including the Edgar, the Hugo, and the Nebula. He lives in California. Actor, screenwriter and audiobook narrator, SCOTT BRICK definitely gives new meaning to a hyphenate career with credits in film, television, stage and radio. He studied both acting and writing at UCLA, spent ten years with a traveling Shakespearean company, and then went on to become a freelance writer. In 2000, Brick ventured into narrating audiobooks and quickly found himself embraced by the audio world. He's won numerous Earphones Awards for his narrating skills, as well as Audie Awards. AudioFile Magazine named Brick one of the fastest-rising stars in the audiobook galaxy, and proclaimed him a Golden Voice. Born in Richland, Washington, in 1951, Orson Scott Card grew up in California, Arizona, and Utah. He lived in Brazil for two years as an unpaid missionary for the Mormon Church and received degrees from Brigham Young University and the University of Utah. The author of numerous books in several genres, Card is best known for Ender's Game and his online magazine, Orson Scott Card's InterGalactic Medicine Show (www.osclGMS.com). He teaches writing and literature at Southern Virginia University and lives with his family in Greensboro, North Carolina. Grammy

Award-winning songwriter, singer and author, Janis Ian took the stage at age fifteen with a revolutionary song about interracial relationships, "Society's Child." It was 1966 and the country responded with both hostility and accolades. The song went to #1, and Janis was caught in the maelstrom of a divided country. Terrified by the hatred directed at her, she left the music industry, only to return a few years later with the worldwide hit "At Seventeen." The story never ends--her songs are currently used by artists as diverse as Bette Midler, John Mellencamp, and Celine Dion; she tours the world regularly to sold-out crowds, and she is considered one of the pre-eminent acoustic guitarists of our era by such notables as Chet Atkins. In addition to being a songwriter, singer and musician, Janis Ian is a columnist and author. Her books include science fiction, poetry, magazine articles and opinion columns, as well as her top-selling autobiography, "Society's Child".

--This text refers to an alternate Audio CD edition.

First, I'm not going to focus on the content of Ender's Game Alive other than to say it captures the essence of the book. So, if you don't know the book, read review/synopsis for it. The folks at Skyboat Media have breathed new life into an old format: the radio play. Ender's Game author, Orson Scott Card, has rewritten the novel from ground up as an audio play. I've been pretty excited about this new art form (or, at least a form pushed to new levels) ever since I became aware of the project. This is a first rate audio play. Be fully immersed. Don't go into this like it's an audio book. You'll look for the narration to tell you where you are in the story. Here, it's done with sounds and theme and dialog and a little monologue, but not straight out narration. Let me emphasize the quality of this production. One way to bring this out is how I rip and experience this. I typically listen to audio books while mobile so I rip them. I often "save space" if I own CDs of audio books, I'll rip them at 128 Kbps. After all, spoken word doesn't have the same level of complexity as a symphony. Not this production. I rendered it with a lossless codec although around 320 variable bit rate mp3 would be fine. I listened to most of it on Grado SR 80s (quite decent cans). This is an amazing experience. They use left and right channel well with a large sound stage even while being immersed in the sound. You feel as if you're in the dialog, a part of the conversation and the action. While content is king and the best production can't make up for bad story or lousy acting, what really sets Ender's Game Alive apart is a focused script of a great story (not a slightly edited text to account for being read aloud), terrific actors and narrators and first rate production value. They are truly boldly going where, oh wait, that's another franchise... they are pushing the edges of the audio play to new levels and Ender's Game Alive shows off the audio play at its finest. For full review: wp.me/p2XCwQ-nw

Having read the novel dozens of times and listened to Stefan Rudnicki's performance on audiobook countless times as well, I can say I was quite pleased that OSC and Brilliance Audio would be bringing Ender's Game "alive" with 30 voice actors in over 100 roles. Needless to say, I picked up the MP3 CD as soon as I could. Because MP3 CDs are not the same as typical CDs, this may or may not work in your CD player - it depends on your device. But if you have a media player (and who doesn't?), loading the MP3s into iTunes or your media player of choice is a snap on PC or Mac. The disc comes in a DVD case with a jacket, and has 21 tracks in 192 kbps, which - though compressed - sound quite clear. Now that the meta stuff is out of the way, the actual audioplay is fascinating. Rather than a straightforward read of Ender's Game (since Rudnicki's read was so solid), the audioplay incorporates material from Card's other pieces in the Enderverse, such as some of the prequels and short stories. In some respects, the play weaves a more complicated tapestry than the novel does and gives backstory that even seasoned EG veterans might not know. While I can't say I agree with all of the casting choices (just like in the recent movie, Ender is too old), I wouldn't say that anyone involved does a bad job. This is far and away one of the best productions of this story available (besides the novel itself). While I would certainly recommend this to fans, I would not submit this as my choice for anyone's first exposure to the story. As one might expect, the novel (and Rudnicki's read) take pride of place. If you're a fan of the story, give this a listen. Though it does not measure up to the source material or Rudnicki's original read, it beats the movie and the graphic novels by a long shot. With its intriguing music, plausible foley work, and diverse cast, the audioplay paints a vivid picture of the scifi classic we all know and love.

The story is just as phenomenal as the original book but rewritten as an audio play. The story lends very well to that and I didn't really get the sense that any details were missing. They even incorporated some details from Ender's Shadow and updated the technology wording to flow with current culture (using words like "texting"). The performance by the cast is really well done. I bought into every one of the performances. Readers do a great job making different voices while reading but it seems like these performances gained something since each voice was performed by a unique individual. I think this is my favorite audio performance to date.

The only problem was this is MP3.:(

Solid integration of main subplots of the story to highlight the development (manipulation) of Ender (

Andrew Wiggin). solid voiceover acting, although I found Graf to sound a little robotic, ala Mr. Smith of Matrix movies. I was happy that they provided some detail of the genius children especially the inclusion of a brief history of Bean's life and overall relevance.

This is a retelling of the original with minor variations to make the play accessible to the listener. It is performed by experienced voice actors but I have to wonder if there are some actors who were adults trying to sound like children which didn't seem to work too well. Overall the story was good as the original.

This is a fully acted out adaption of the classic and epic Si-Fi novel of Ender's Game, the first in the line of 10 or so Ender's books. Most of the novel is here, slightly changed so that there is no narrator, just dialog. A few things are missing (this is 7 discs, I think the audio book is 10 discs) but I didn't notice much being left out. The price of this item was 1/3 of the audio book when I was shopping around, so I highly recommend this as a good way to enter into the Enderverse.

This was a great audio play. It is not a full reading of Ender's Game. But it does have a more completes feel to the story. that is fi you have read Ender's Game, Ender's Shadow, and any of the pre stuff about his parents. I recommend it for fans mostly, but anyone can enjoys this as well.

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