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Ender’s game and hounded.

**Ender’s Game**

Ender’s Game, written by Orson Scott Card, is a classic science fiction novel and was one the first science fiction books that I read. It fits the very strict definition of science fiction in that the book follows many actual scientific principles that other works in the genre ignore such as relativity when dealing with space travel and that would affect both the individuals and any type of warfare being pursued in outer space. The only thing that it hand-waves away is faster-than-light communications which is said to be done through a quantum entanglement principle, which is an idea that has been floating around since quantum mechanics entered the public awareness.

The book focuses on the main character, Andrew Wiggin, who was nicknamed “Ender” by his sister because when they were children, she had trouble pronouncing his name. The book follows this character as he is forcibly drafted into a military training school. For several generations, the Earth has been at war with alien invaders known as the Formic and all her governments have been working cooperatively to both find and recruit the smartest military minds to lead their future fleet in battle with these enemies. The bulk of the story takes place in a space station called the Battle School, where Ender must learn to make friends, deal with rivals and adversaries who are much older and stronger than him, and learn to battle enemies in a very cutthroat environment.

One of the reasons I love this novel so much is that it is not written for children, yet I read it as a pre-teen, and it focuses on kids. Unlike most of books I was reading at the time, this book treats the reader as someone who knows plenty and does not need a hand held through any of the plot’s twists and turns. It is also fascinating because it really digs deeply into the psychology of the characters, as well as the length that people are willing to go to achieve their goals. The book also has a fantastic twist brought about because of rich characters and a world that is fully realized.

**Hounded**

Hounded, by Kevin Hearne, is one my all-time favorite fantasy books. The key reason I love this book so much is the basic premise is fascinating. It is one of those books where all the gods and monsters are real and are living in modern times; however, the main character is not anything you expect in this type of story. He is a druid, which is not your typical modern fantasy character. But, he does have a lot going for him that most other modern fantasy characters don't. He was born during the Iron Age, has lived with the fear of being hunted by a god of his own pantheon, and has the distinct abilities to gain strength from the earth as well as change shape into a few different animal forms.

The book picks up right where the main character is about to experience the greatest amount of change to who he is in the shortest period of time. The character has been around for millennia but most of his character development happened slowly in a 100-year time frame prior to the start of this story. Then, from the start to finish of the book, he drastically changes his character and motives over the course of a few weeks. While this book at first seems like it is not following the key rule of, “Is this your character’s must important moments?” it quickly becomes those. While these may not be the biggest fights the character has ever endured, they certainly are the ones that have the most impact on him.

This novel is about how Atticus O'Sullivan deals with the fact that his old enemy, Aenghus Óg, has finally tracked him down again and how he reacts to this. The key difference in this story is that instead of running like he did before, he decides to stand his ground and fight. This drastically changes how the story plays out, as well as sets in motion several events that will follow in the subsequent books of the series.

One the reasons why love I this book so much is that, while maintaining the fairly common fantasy characters and gods in modern life scenarios, it focuses on gods and creatures that are not common in the mythologies. While there are vampires and werewolves, the main characters are generally the Tuatha Dé Danann, the old Irish gods, and the Druids and how they interact with the modern world. I also find this book fascinating because the characters change very rapidly but in very logical and realistic ways, and they deal with problems in a very unique manner.