



Ender's Game Alive: The Full Cast Audioplay

Orson Scott Card , Kirby Heyborne (Narrator) , Stefan Rudnicki (Narrator) , Scott Brick (Narrator) , Rex Linn (Narrator) , Richard McGonagle (Narrator) , Jim Meskimen (Narrator) , Emily Rankin (Narrator) , more... John Rubinstein (Narrator) , Christian Rummel (Narrator) , Theodore Bikel (Narrator) , Samantha Eggar (Narrator) , Harlan Ellison (Narrator) , Susan Hanfield (Narrator) , Roxanne Hernandez (Narrator) , Janis Ian (Narrator) ...less

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Experience Ender's Game as you've never heard it before! With an all-new, original script written by Orson Scott Card, Ender's Game Alive is a full cast audio drama that reimagines the Hugo and Nebula Award-winning classic.

Ender's Game Alive puts you into Battle School with young Andrew "Ender" Wiggin, as he trains to become the general who will lead Earth against the Formics, the alien "buggers". Removed from his family at the age of six, Ender must prove his strength and his leadership, even as he fights his own doubts. The stakes are nothing less than the fate of humankind.

Ender's Game Alive is performed by Kirby Heyborne, Stefan Rudnicki, Theodore Bikel, Scott Brick, Samantha Eggar, Harlan Ellison, Susan Hanfield, Roxanne Hernandez, Janis Ian, Rex Linn, Richard McGonagle, Jim Meskimen, Emily Rankin, John Rubinstein, Christian Rummel, and a full cast.

Ender's Game Alive: The Full Cast Audioplay Details

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Genre : Science Fiction, Audiobook, Young Adult, Fiction

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From Reader Review *Ender's Game Alive: The Full Cast Audioplay* for online ebook

Yoann says

Awesome.

I mean, there's not much else to say. Awesome.

Daniel says

To call *Ender's Game Alive* an audiobook is almost grasping at straws, but I don't think the publishers are trying to mislead anyone. In fact, the title goes to great lengths in defining the content as an audioplay. That's an interesting evolution in and of itself, because this "new" branch of audiobooks is little more than a throwback to radio shows from the beginning of the 20th century.

Orson Scott Card wrote the script for this audioplay himself, which is sort of a double-edged sword. In the one hand, you're pretty much guaranteed that the audioplay will be faithful to the book. On the other hand, I have to wonder whether Card is so familiar with the material that an outsider to the Ender universe might end up lost in the translation from novel to audioplay. Having read the original book myself, I can't really make any claims as to how well the audioplay would hold up for a first-time listener. The jury is out on that one.

The story itself is peerless, and really stands in a class of its own. No problems on that front. The audioplay version brings a great energy to the proceedings, especially when it comes to conveying emotions. The huge cast of voices ensures that characters are [usually] easily identified without having to resort to narration. Sound design was also impressive, with stereo effects put to great use in simulating zero-g spins or moving away from characters in the battle rooms. High marks also go the foley work, where the sounds were just enough to add to the story without becoming obtrusive.

On the not-so-positive side, however, there were some real drawbacks. I've always laughed at the cheesy narrator voices from those old radio shows, but the complete lack of a narrator highlighted the necessity of that function. Even knowing the story as I did, there were still moments where mental orientation took a little longer than I would have hoped for. There's also the fact that the story begins when our character is just six years old, and there is absolutely no effort put into making him sound that young. For an audioplay - where everything is interpreted by what the listener hears - that sort of dissonance between what we're told and what we hear really hampers believability.

I also have to wonder if this audioplay would have benefitted from being broken into episodes or chapters. There are some musical interludes that hint at divisions in the play, but seven-odd hours is a long time to go without giving the listener a pause to process and compartmentalize what s/he has just read.

As an audioplay, *Ender's Game Alive* hints at real potential for the format, even if I don't think it's ready for prime time just yet. If you've read the book before, this is a worthwhile extra. For anyone who hasn't yet read the book, I wouldn't recommend this audioplay as a good starting point, but I would encourage you to try out

the unabridged audiobook instead.

FTC Disclosure - I received a free copy of this audiobook in exchange for a fair and honest review.

Thomas Umstattd Jr. says

This is the 4th version of the story I have experienced. I've read the original Ender's Game (which I still think is the best), Ender's Shadow, the movie and now this Audio Play. This is worth a listen for no other reason than that the format is cool. The format reminds me of Adventures in Odyssey that I used to listen to as a kid.

Jody Ellis says

The cast made a huge difference to the enjoyment and engagement of this audio book. Where often male only readers sound whiney and play females poorly, having a full cast eliminated any of the cringe worthy lines that made it hard to know who the heck was talking. The effects were also great.

The interludes were fruitless but not awful.

The story expanded on the movie Enders Game perfectly. It kept to the story but added so much more. It was so enjoyable that you didn't notice you were sailing through the disks. It was well articulated and wasn't an easy book to write considering the point of view of a child.

As a parent, it pulled on my maternal strings and sense of entitlement to choice that clearly the people of the future lacked. Seeing children act and think like adults and the indignation and sheer outrage at them being just pawns for 'the greater good' of a species was insanity at its finest.

Enders Game draws on experiences from all walks of life. It kills me that they did not reveal why Bean wasn't human and what his purpose was. Obviously they can create life by force so it makes me curious if perhaps they merged Beans DNA with their famous Ras'.

I was disappointed that throughout the story there was so much emphases on learning the enemies habits and minds but right at the end, when the Queen communicated with Ender, we only got scraps. Maybe the full buffet is saved for another text which I will have to hunt down.

Absolutely enjoyable.

Dana J. Moore says

This audio production made me appreciate the novel waaaaaaay more. I wish I could listen to the entire series like this. I connected with the characters and the plot so much better through this style of telling. I remember reading the book and getting lost and bored through all the battle scenes and behind-the-scenes discussions about Ender. This though made me really visualize. A story told strictly through dialogue makes you focus on what's really important. So I wound up LOVING Ender's Game Alive when I had found Ender's Game only somewhat entertaining.

So if you hated Ender's Game, you might really like this!

And if you loved Ender's Game, I imagine you'll really enjoy this adaptation. My husband, a huge Ender's Game fan, raved about it (best birthday present I've ever given him). And it's written by Orson Scott Card, so you know it's faithful to the book.

Verdict: give it a shot!

Linda Smith says

I have read Ender's Game several times and most of the many sequels to this story. However, hearing it performed "Alive" was a totally different experience. Audible assembled a stellar group of players to bring Ender's story to life. And this version was written by the original author, Orson Scott Card. Aside from the brilliant script and cast, the story was enhanced with music and sound effects. It is a very immersive experience. For those who are not familiar with the plot, Earth has been attacked by a race of large ant-like creatures called Formics. All attempts at communication have failed. The enemy is vast and merciless. Two attacks have been beaten back but Earth is unlikely to survive the next one. It is necessary to develop a new strategy with new commanders who will be unpredictable in battle. The fleet decides to find child geniuses, observe their early lives and bring them to battle school at a very young age to begin training. Ender is only six years old when he is taken into space to learn how to command an army. And time is running out before the final confrontation.

Cherie says

Overall this was entertaining. I listened mostly while folding and putting away laundry and it was a nice way to spend the time. There were a couple of things that I didn't like, though. First, although the voice actors were good, they were not age appropriate. Ender is only supposed to be around 6 or seven throughout most of this book and the actor was very obviously an adult. Also, many of the boys were voiced by women. While I understand that prepubescent boys have higher voices, I do not think that they necessarily sound like girls. That really really bothered me. I also didn't like that there was no narrator. The entire story is told through dialogue and I think the book lost a lot because of it. If I hadn't already read the book I don't know that I would have really fully understood what was going on in some parts.

Despite those things, I enjoyed this. If you're an Amazon Prime member, you can listen to this for free on Audible right now. If you've never read the book I would not recommend starting here. Read the full book or listen to an unabridged audio version first. After that, if you like the book, check this out.

Katie says

Fantastic!! Loved this format. My new favorite audio book.

Magen says

3.5 stars because the audio production was incredible. As other reviewers have mentioned, this is likely not an ideal way to "read" *Ender's Game*. There is too much left out of this production and without a narrator, it lacks the critical character growth to make this the powerful novel it is. I definitely recommend this to people who have already read the book and what a fun production, or like me, want a refresher.

Kelly says

I was excited and intrigued to find this on Audible Channels, because of how much I loved the original novel and my love of the format. Admittedly, this is a bit of a mixed bag, but I still found it very enjoyable. To clear up one thing right off, this is NOT a full-cast reading of an audiobook of ENDER'S GAME. Don't expect it to be exactly the same. It's an adaptation to a different medium. The description is gone because there's no narrator; now everything is dialogue. Some of it was clumsy, but I thought in general the format worked. Also, parts of the story are compressed while others are expanded. There were parts I missed, but I thought on the whole Card did a good job with this (I used to hate it when adaptations differed at all, but I've evolved over the years). There are some new characters (I really liked Major Jayadi and her interactions with Graff--they took what could of just been a function of having to have an adult narrate more things, and actually created an interesting character). We see less of some characters and storylines (e.g., all but the bare bones of the Locke & Demosthenes storyline is cut) but more of others (e.g., Ender's parents, some of Bean's backstory that was originally part of ENDER'S SHADOW). Some of the additions feel heavy-handed or preachy, but, again, I thought most of it worked, particularly in the last third or so, though I thought the ending was too abrupt. There's also a lot more made-up slang than there was in the books, which I found to be kind of a distraction.

The performers were on the whole excellent (I especially appreciated the variety of accents to reflect the multiculturalism of the characters), as were the other production elements (sound-effects, music between chapters, etc.). However, the performers are also one of my major sticking points, as there are no children. I understand that it would be hard to hire and corral that many kids, and that you'd probably also have to change performers as the characters aged, but movies do it all the time. They did often use women to simulate pre-teen voices, which worked decently well (I especially liked the woman who played Bean), but hearing Ender (even at six), Alai, and many of the others voiced by grown men was jarring. They did do excellent jobs from an acting / characterization perspective, so I got used to it after a while, but it still was a big element of imagining the book that I missed.

Overall, I enjoyed this new envisioning of the ENDER'S GAME story and recommend it, but not if you're a purist who will be annoyed by every change. It also sent me looking for other audiobooks narrated by some of the cast--especially Kirby Heyborne (Ender) and Stefan Rudnicki (Graff)--which added a bunch of things to my to-listen list. And that's always good.

Michelle Cameron says

I really enjoyed this cast rendition but, of course, the voices for the children were far too old for their projected ages. I did enjoy hearing a book I loved reading, with so many varied and talented voice actors.

Gabe Wood says

Best production of an audiobook you'll ever read. Every character has a different voice, and there were even background noises for many parts of the book (guns firing, spaceship taking off, kids laughing in the background.)

Production aside, this was an equal rival with the regular Ender's game. Same exact story, but from all different kinds of view. I liked it even better. It showed the genius of Ender even more effectively in my opinion.

Also you can listen to it for free if you have amazon prime! Hit channels on your audible account and scroll down to prime exclusives, and this was under the sci-fi tab.

Melissa says

Ender's Game was one of my first audiobooks and I'll admit, I was a little attached to it. So I was equal parts excited and nervous to hear this new take on the story. First, let me just say that I'm one of those people who abhor sound effects in my audio. I will shut a book off and walk away. Forever. So when I read "audioplay" I was skeptical. But the effects here were perfectly done: the whoosh of a door (sci-fi doors do that) to let you know when someone is entering or exiting a room, the echo of a large space, and music between scenes or to indicate time passing. Not once did I cringe. And I truly enjoyed the way the "play" was performed, each character given their own voice by an amazing cast of talented narrators (some of whom you may remember from the older editions) seamlessly moving from scene to scene.

Whether you're a fan of the original or new to the series, Ender's Game Alive is a wonderful way to experience the story. I guess the only thing left for me to do is cross my fingers and watch the movie ;)

Ali says

Great story. I prefer the original novel version rather than dramatized. For this dramatized "full cast" version, it was fine (not sure what the point was of the long drawn-out musical lead-ins) and good production, sensible choices in deviations in the story made to fit the full-cast dramatized mode; the original Ender's Game is a 5-7 star book. Tried listening to this in 2014, finally listened in full in 2016.

Adam Shields says

Short Review: I am a HUGE Ender's Game fan. I have read the book probably a dozen times in paperback, kindle and audiobook. So initially I was going to skip this because I thought it was just going to be a full cast version of the audiobook. But I got sucked in because Card wrote it as a radio drama with some different text. There is no narrator, so the only action is in dialogue, which makes for a few odd places because someone has to describe the action in dialogue form and it doesn't quite fit.

I also was put off by the voices. Because this is acted out (by voice if not visually) it really feels odd that there are no children's voices here. There are only adult voices even though most of the characters are 6 to 12 years old. I understand it is easier to get adults than kids, but it felt jarring.

The final issue is that this is a pretty severe abridgement. Ender's Game Alive is just over 7 hours and the unabridged audiobook is just short of 12. That is a lot of cut content and for a true fan like myself, I feel it. Maybe others would not feel the abridgement quite so much but I thought it was too much and it hurt the character development.

On the whole I think you should skip this and get the unabridged 20th Anniversary Audiobook instead if you want an audio version. This is done well, but I don't think it is as good as the full audiobook.

My full review (which is mostly the same as above) is on my blog at <http://bookwi.se/enders-game-alive/>
