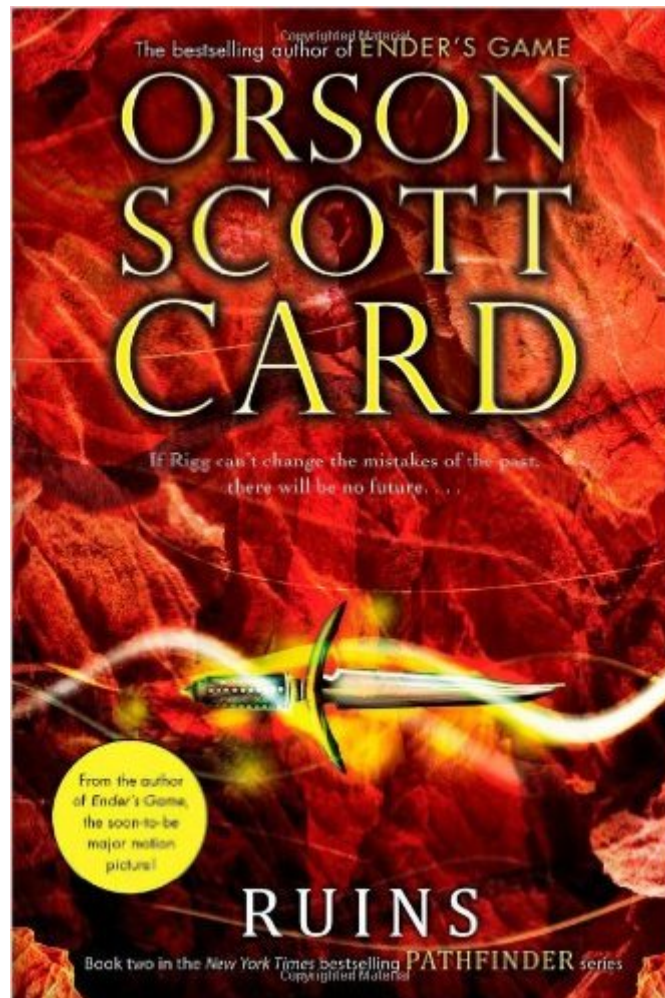


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## Ruins (Pathfinder)



## Synopsis

From the author of *Ender's Game*, the soon-to-be major motion picture! A complex fate. A deadly path. Book two in the New York Times bestselling series Publishers Weekly calls "an epic in the best sense." When Rigg and his friends crossed the Wall between the only world they knew and a world they could not imagine, he hoped he was leading them to safety. But the dangers in this new world are more difficult to see. Rigg, Umbo, and Param know that they cannot trust the expendable, Vadesh "a machine shaped like a human, created to deceive" but they are no longer certain that they can even trust one another. But they will have little choice. Because although Rigg can decipher the paths of the past, he cannot yet see the horror that lies ahead: A destructive force with deadly intentions is hurtling toward Garden. If Rigg, Umbo, and Param can work together to alter the past, there will be no future. The adventure, suspense, and time travel continue in this second installment in the critically acclaimed New York Times and Publishers Weekly bestselling Pathfinder series.

## Book Information

Lexile Measure: 790 (What's this?)

Series: Pathfinder (Book 2)

Paperback: 544 pages

Publisher: Simon Pulse; Reprint edition (September 3, 2013)

Language: English

ISBN-10: 1416991808

ISBN-13: 978-1416991809

Product Dimensions: 5.5 x 1.5 x 8.2 inches

Shipping Weight: 1 pounds (View shipping rates and policies)

Average Customer Review: 4.1 out of 5 stars [See all reviews](#) (297 customer reviews)

Best Sellers Rank: #34,481 in Books (See Top 100 in Books) #53 in [Books > Teens > Science Fiction & Fantasy > Science Fiction > Time Travel](#) #399 in [Books > Children's Books > Science Fiction & Fantasy > Science Fiction](#) #681 in [Books > Children's Books > Science, Nature & How It Works](#)

Age Range: 12 and up

Grade Level: 7 and up

## Customer Reviews

I loved this book and read through it quickly, as it has everything I have come to know and love from

this author. It is perhaps not his best book ever, but it really is a very good read, and this series is as good a place to start reading O. S. Card as any other book he has written. Thus five stars, although maybe only just! So here is some detail: Ruins picks up where Pathfinder left off, with Rigg and his companions having crossed the wall into a whole new world. The worlds keep separately developing colonies apart, and it becomes apparent that each of the original 19 colonies on the planet Garden took some very different lines of development, and the author's imagination shows through clearly as we are introduced to ideas of just how differently they could develop over 11,000 years of history. The plot moves on significantly in this book, and Rigg and his companions will truly discover their place in the world - why they are here and what they must do. I thought the plot development was very good. I noted with Pathfinder that Card appeared to be recycling and re-using ideas from his earlier books and short stories, and this book seems to have done that more so. It is as though Card has taken a whole set of his best ideas and tried to entwine them into a new masterpiece - a book that he could never have written until he had written others such as "Pastwatch", "Hot Sleep" and "The Worthing Chronicles", "Ender's Game" and "Xenocide", and even other less well known books such as "Wyrms". The time twisting storyline is clearly found in "Pastwatch" with Card's clever concept of the conservation of causality. However, despite all the development he has applied since Pastwatch, I feel at this point that Pastwatch was the better story.

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