



Ender's Game, Volume 2: Command School

Christopher Yost, Pasqual Ferry, Orson Scott Card (Series Creator)

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Collects Ender's Game: Command School #1-5. Ender Wiggin may be the only hope that humanity has against an alien race that threatens Earth with annihilation. He's been given his own army, and now commands 40 soldiers in a series of war games in preparation for invasion... and he's only nine years old! The classic sci-fi story heads to its incredible conclusion as Ender takes control of Dragon Army. But Ender is quickly realizing that the aliens may not be his true enemy in Battle School... his Teachers are

Ender's Game, Volume 2: Command School Details

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Author : Christopher Yost , Pasqual Ferry , Orson Scott Card (Series Creator)

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From Reader Review Ender's Game, Volume 2: Command School for online ebook

fennie says

this was exponentially better than the first installment. perhaps it's because the characters are already established or maybe it's because there's a lot more action and less mind games, but this was quite great. the pacing worked really well - there were no areas where i felt the story-telling was cut short or too drawn out. there was also a good amount of emotion displayed. you're able to get a really good feel for who ender is to the point that you feel bad for him. he's only a kid, but both battle and command school have put such strain on him, physically, emotionally and mentally. and if i didn't love bean enough, this depiction of him made me love him even more.

the artwork is gorgeous and consistent and is such a perfect depiction of this world. when i was reading the original book i tended to forget that the main characters are kids since they are put through such 'adult' situations, but i never felt that way in reading the graphic novel. in a way, the images helped remind me that these are in fact kids, which deepens the gravity of the situation. they never got a chance to be kids and make mistakes. instead, they think they're training and playing games when in actuality, they are commanding a real fleet with real soldiers, whose lives are at stake. it's maddening and sad and makes me despise the adult characters. honesty is important to me and although in this case, dishonesty is for the greater good of human life, it irks me to no end.

Joseph says

A great retelling of the classic. Many times, "graphic novelization" of great books aren't necessary, but Pasqual Ferry's soft airy hues are perfect for a futuristic sci-fi motif. If I have one nit, it's that makind's space ships aren't as cool looking as the Formics.

Laura says

I liked it. I'm really getting into graphic novels and of course, the source material is one of my favorite books of all time so obviously I liked reading this. However, I thought it was a little strange where they ended it. I would have liked to see the scene with Ender discovering the little gift the Hive Queen left for him but whatever. I'm sure I'll see that in the Speaker for the Dead graphic novel.

One funny thing I noticed that I thought I'd mention. For those of you who have also read the First Formic War series by Card and Johnston, look in this volume for the back story Ender is given on Mazer Rackham. In the cell that begins "...ragtag force joined the battle near Saturn, facing hopeless odds...", that little Asian kid could just be some rando, or maybe it could be Bingwen? Obviously this book came out 3 years before he was introduced in print but it could be that they were planning out Earth Afire when this was illustrated and sneaked it in there as foreshadowing? Maybe it was a total coincidence, but I think it's pretty cool anyway.

Dawn says

I wish that I could give this graphic novel a 3.5 rating - it was much better than the first instalment, but not quite good enough to get 4 stars. This novel is still a great addition to have in your library/classroom, but once again will be disappointing to students who love the original.

The progression of battles in battle school is very well done, although I feel that the final progression of battles in command school - as well as the Ender's personal destruction, anguish, and loneliness - is quite lacking. I also love some of the images in this version - primarily the portrayal of Mazer - and the lovely images of Ender and Valentine on the lake - Valentine is every bit as beautiful as Ender remembers her to be, and the light that radiates from her is an amazing contrast to Ender's darkness. I also love the page that shows Ender's reunion with all his old 'friends' via the headset for the first time.... brought tears to my eyes the way it did in the original novel.... as well as the anguish on Ender's face when he passes his new 'enemy' Alai in the corridor.

The general story had more cohesiveness than the first instalment, but was still - by far - lacking from the original. Still, worth the read!

Ender W says

Captures the essence and character of Ender's Game in a visually driven form. The trouble is that the visuals don't add much.

Trudi says

This is an okay adaptation, but leaves way too much out for my liking. You get all the spoilers with none of the richness, complexity and reward that comes with the unabridged novel. This adaptation will rob of you of that experience and ruin the novel, so if you haven't, do yourself a huge favor and please read the book first. The illustrations are alright, but a little too simplistic for my taste, and just don't adequately capture the conflicting emotions or white-knuckled tension.

47Time says

Ender is promoted to command school and is given a squad for his Dragon army. Unlike the other armies, though, he can't trade any of his soldiers, so he again gets the short end of the stick. Then the teachers add a schedule for the null gravity battlerooms and a restriction for training only with members of one's own army. Ender notices the unfairness of it, but can't do anything about it. His army gets a battle with another army each day, something unheard of until then. It gets worse when he gets to fight two battles on a single day. Ender starts to worry about the army's fatigue and his inability to counter the other army's strategies, so he promotes Bean, the most promising soldier in his army, to a special position where he has to think of strategies and how to counter them.

The teachers are being pushed to graduate several students, including Ender, for an imminent war with the

Formics. Ender is on leave when Graff decides that he should see his sister so he can continue his studies and play the teacher's games. Ender's love for his sister and for the brother who always tortured him at home determine Ender to get back in the game.

(view spoiler)

Chanel Earl says

The ending of this story is great, but I think it is better told in novel form.

I really did like how the graphic novels helped me to understand some of the spatial details that I missed in the novel. I don't think I ever fully imagined the layout of the command school, for example. And it was easier to keep thinking of Ender as a little kid, when he was drawn that way.

J says

Well done

Bradley says

I was rather surprised that I had been avoiding these series of graphic novels. I suppose I thought nothing could be better than the original books, but instead I found myself crying all over again at the kind of crap that Card throws at my favorite characters. Poor Ender! Poor Bean! Bad author! And yet I understand why he did all of that and more. The illustrations were top notch and I really got into it, despite the somewhat hurried scenes, what else can you expect from a comic? It was really nice to give myself a fully emotional return to both Ender's Game and Ender's Shadow. I'm looking forward to reading the Speaker for the Dead installment, as well.

Magila says

You should know going into this book that unlike the Formic Wars comic, this one is not an extension of the story by an actual adaptation or the original. Therefore, it is a giant spoiler if you haven't read the original. And it spoils the end!!!!!!! So beware.

As a graphic novel, it was solid. I think I even liked Command School more than Battle School. The cells seemed a bit more gritty, while still being written for the middle-young adult crowd.

Marvel really does a good job of converting beloved books into graphic novels. It just isn't as good as the

original. I was a little prejudiced because some of the elements they cut out were missed, but overall they did a respectful, good job at Marvel. A job well done and onto the Bean series.

Elizabeth says

Very good. Battle school and command school (10 normal comics in total) tell the story of Ender's Game - book one. Good graphics.

Maria Elmvang says

"Ender's Game" is one of my all-time favourite books, but unfortunately this graphic novel version of it did not work for me at all. It jumped around and would have been almost impossible to follow, if I hadn't already more or less known the story off by heart, while at the same time being sadly shallow and unsatisfying. I know that graphic novels can never be as detailed as their novel counterparts, but I've seen much better adaptations in the past, so I know it can be done. A shame.

StoryTellerShannon says

This is the last graphic novel for the first novel of the Card series, "Ender's Game". The focus is mostly upon Ender revitalizing the Dragon Team with a crew of "undesirables" and then the higher ups pushing Ender to his breaking capacity before he confronts his final test. This particular volume is very much focused on strategies and tactics.

Written by Christopher Yost and artwork by Pasqual Ferry and Frank D'Armata.

CHARACTERS/DIALOGUE: B plus; STORY/PLOTTING: B to B plus; ARTWORK PRESENTATION: B plus; BEAN FOCUS: B plus; WHEN READ: early August 2012; OVERALL GRADE: B to B plus.

(view spoiler)

Rob says

Great graphic novel and I like that it was from mostly the perspective of Col. Graff Same review as I gave Vol 1 This was a Good Read.
