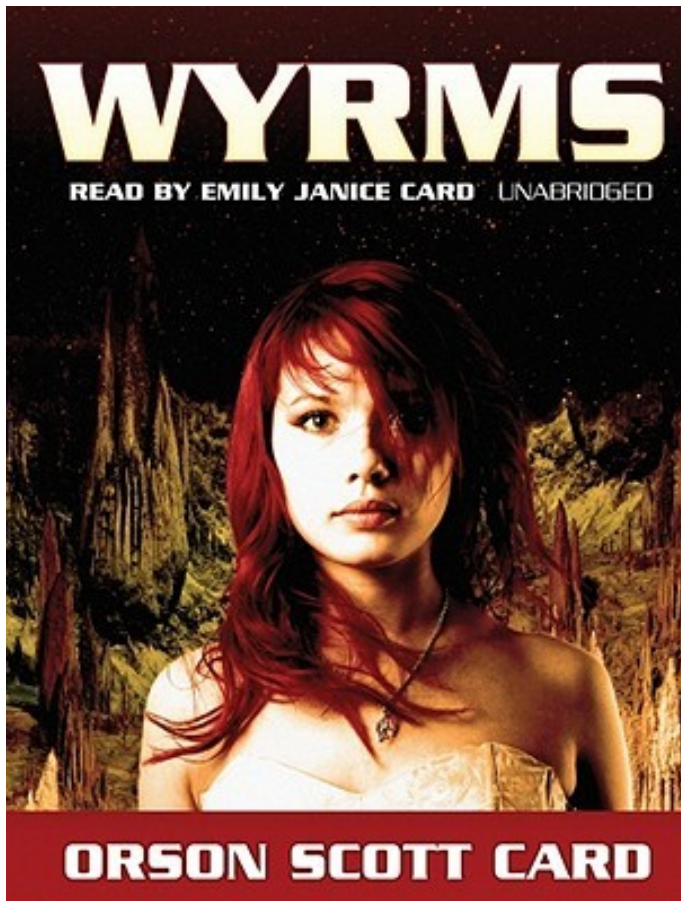

Orson Scott Card

Wyrms



Title: Wyrms

Author: Orson Scott Card

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Description

A legend as old as the stars rules the constructed world of Imakuta. When the seventh seventh human heptarch is crowned, he will be the Kristos and will bring eternal salvation or the destruction of the cosmos.

Insightful reviews

August Niehaus: When I first wrote fantasy novels, I thought I had all the steps figured out: create an epic cast of characters, give them meaningful names and crucial roles, put them into a mysterious world with a few rules similar to ours but lots different, and send them on an epic quest. Then the entire story would be dedicated to building up those characters and the world...and except for hammering home a driving "plot point," I would completely forget about plot.

I think that's what Card did here.

Don't get me wrong -- there were certainly memorable moments, characters worth adoring, and some classic Card surprises. Reck and Ruin were actually two of my favorite characters in recent memory, and Heffiji was fracking adorable. However, the story was obnoxious in its preaching (something else that reminded me of a younger time in my writing life -- when I "set out" to write an allegory) and I was sick of the driving force by the halfway mark, not a good sign if I wanted to continue caring about the main character, Patience. She was a bit of a Mary Sue anyway, and really annoying, so I didn't connect much with her.

I'm glad I read this book, if mostly to feel vindicated in my early work (including what I'm writing now). Because if Card used to churn out sub-par work, then it's okay if I do too.

Libbie Hawker (L.M. Ironside): I just finished my third or fourth re-read of this book, and it occurred to me that I still haven't reviewed it. What a crime! Because this is one of the finest novels in the sci-fi genre, and one of the best books I've read of any genre.

Orson Scott Card's writings from early in his career -- say, everything from Ender's Shadow and earlier -- are really amazing works. Whatever you may feel about him as a person, given his (in my opinion) odious political views, it's hard to deny that early on, he was a superlative writer. His work is emotionally deep, lyrically written without ever turning purple, and absolutely haunting in theme and imagery. In his younger days he also took more risks with theme and plot, writing books that walked the very fine line between disturbing and unforgettably brilliant on the tips of their toes. Back then, Card's stories meant more because they delved into parts of the human experience where we often fear to tread, pushing us past the artificial boundaries of propriety and tradition.

Wyrms is one such book. In a bold move for a very religious author, this novel explores the nature of "God." And the nature of god which Card presents, in the end, is something entirely unexpected from the pen of a very religious author. As an atheist, I appreciated the intellectual

honesty of Card's exploration. As a human being, I loved the uplifting nature of the book's ultimate message.

But you shouldn't be led to believe by this review that *Wyrms* is a feel-good novel. Card weaves a dark, strange atmosphere where religious zealotry and racial prejudice are serious threats to the central characters. The main character, Patience, bred by an unseen, unknown being to fulfill a prophecy of sorts, is hardly more than a child but is already trained as a "diplomat," which in this book really means "assassin," and Patience is often quite callous about her duties. She is not a perfect main character, not by a long shot -- which only underscores the strangeness of the book's central prophecy. As she moves along her path to fulfill the prophecy -- or not fulfill it; the reader is never quite sure which way she'll swing until the climactic scene ultimately comes, very late in the novel -- Patience travels through a world that merges old-fashioned sci-fi weirdness with images that seem more haunting for their contemporary treatment.

Card creates an umber-hued world of alien strangeness into which the reader cannot help immersing herself. Once you have read this book its central message and its intensely dark imagery will never leave you. Highly recommended.

Chris Hawks: <http://www.saltmanz.com/blog/2006/08/...>

Yesterday (8/15/06) I finished reading *Wyrms* by Orson Scott Card, for the second time.

It has the distinction of being the first Card book I'd read outside the "Ender" series. It was a bit of a departure from those books -- even the "heavier" of the Ender books like *Xenocide* -- and I decided that it was pretty good, but it really didn't do anything for me.

Fast forward a few years, and now I own almost all of Card's books, and have read most of those, and my impression is still that *Wyrms* is one of the weakest of the lot. So, wanting to read some more Card, and barely remembering a thing about *Wyrms* (though still maintaining my opinion on it), I decided to give it another read.

Wow.

The book hasn't changed any in the intervening 3-4 years, but apparently I've grown a lot as a reader. *Wyrms* is a great book. I'm a huge fan of early Card (like *Treason*, *Hart's Hope*, and *The Worthing Saga*) and this ranks right up there with those.

The story revolves around the girl, Patience, whose father is the rightful Heptarch, but is slave to King Oruc. This makes Patience the rightful heir to the throne; there's also the matter of a prophecy regarding the seventh seventh seventh daughter of the original Heptarch: which happens to be Patience. It seems that her destiny is to bear the Unwyrms' child which will either save or destroy humanity, and the story essentially chronicles Patience's journey from her home in Korfu to Unwyrms' lair.

Like most of Card's early work, everything about the book smacks of originality. The characters

are sharply drawn, and quite memorable (aside from my own inherent forgetfulness) and the dialogue all has a very philosophical bent to it. One of my favorite aspects of the book is that whenever someone speaks, you feel like Card is imparting little nuggets of Truth to you. There's definitely a lot of wisdom in the text, and a lot to think about as a reader. The climactic scene is as disturbing as the buildup leads you to believe it will be, and the denouement by contrast feels just the opposite: rushed and happy.

Though the book is rooted in science-fiction, based in a far-flung future on a colonized planet and concerned with genetic manipulation, reproduction, and evolution, it reads much more like a fantasy. As with most of Card's sci-fi (the later Ender books included) it takes place in a fairly medieval setting, with kings and castles. The story itself revolves around the genre-standard quest or journey. In fact, I couldn't help noticing that the day before I finished *Wyrms*, I read on Card's website a review of a fantasy series that said:

"Too often, the world of a fantasy novel consists of: Two cities, a mountain range, a forest, and a desert. Oh, and a river here and there that will serve either as transportation or a barrier."

And, sure enough, *Wyrms* has two cities, Korfu and Cranning; a mountain, Skyfoot; a forest, Tinker's Wood; and though there's no desert, there's the Cranwater river that serves as transportation from the forest to the mountain.

Definitely fantasy. But definitely good. So I'm slightly dissatisfied with the ending; as with most fantasy, it's all about the journey.

Mara: This used to be the first actual sci-fi publication that I read. I must say this one reads extra like a romance. and that I was once confident the writer was once a raging Catholic as a result of emphasis of procreation because the objective of marriage. yet in accordance with wiki, seems he's LDS. shut enough. I knew it. Anyway, I did locate the skills of varied characters/beings interesting. And the publication saved my interest. But, yeah, this used to be an excessive amount of of a romance for my taste. I guess it used to be an examine of lust. yet I believe the writer is simply completely wrong. He reduces either lust and like to the will to create offspring. And so the query isn't really even if there's love, however the query is which union will lead to the simplest continuation of one's genetic material. it is the anti-romance romance book. But, come to think about it, the redeeming caliber of this booklet is that in contrast to Ender's Shadow, the writer has a feminine major personality who's strong, intelligent, a leader, but no longer asexual. Although, really, with the anti-romantic deliberation concerning offspring introduced, his answer of sexuality and management basically will get 3 stars.

Kriss: Generally, I cherished this book. Specifically, I enjoyed the assumption of the headjars and headworms...very fascinating sci-fi inspiration there. Card continually has a pleasant and easy means of writing that simply flows, that appears like a person is chatting with you. So *Wyrms* was once a breeze to get through. This e-book turns out to have that fairytale aspect to it - what with characters that experience names like endurance and spoil and Ruin, the *Wyrms* and their enemy UnWorm - which is not a foul factor in my eyes, notwithstanding I will be able to see the way it may flip humans off as fooling around or immature (from interpreting the again disguise with the foolish names one might imagine this booklet is gentle stuff with a little bit

chance appropriate for 10-12 yr olds, yet i would not position it for someone under sixteen years old). Names just like the characters have simply do not jive good compared to a narrative packed with political plotting, chilly and calculated killing, assassinations, mental education on the grounds that birth, evolution of life, sexual content, rape(?) and philisophical debates concerning the 'self' and the 'world'. I cherished the publication until eventually the ending. The finishing left me a section allow down normally with the protagonist, Patience. (view spoiler)[Resistance can be futile yet its nonetheless great to try, ya know? Why is it that male characters do not appear to silver platter themselves while confronted with futility yet woman characters pretty well continually do, as though there is anyone mystery strenght in supplying your self for your enemey? discuss a bummer. no less than Card did not rub it in via describing Patience's reduction at being raped. (hide spoiler)]["br"]>["br"]>

Mae: i do know everybody loves Ender's video game and that i like it to, yet this was once the 1st OSC booklet that I ever learn and that i nonetheless love it.

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