

Anthony Tran

Ender's Game

Nothing is as it seems. This is shown in Card's "Ender's Game." The International Fleet is shown to be the "good guys" and makes the buggers seem like the enemy. However, there is more to the IF than most of the people know. Only few know the IF's secrets such as Ender. When Ender is drafted into the army, he comes in with the mindset that buggers need to be destroyed and he is going to be leading the invasion upon them. But the more they train Ender, the more he learns about them. At one point, Ender doesn't know who the real enemy is because the buggers didn't attack the humans but the humans attacked first. The IF makes it seem as if they need to attack before the buggers wipe them out. The IF made it seem as if the buggers needed to be killed off, making them the true enemy.

The buggers were always known as the enemy. In one scene, Ender and Peter play buggers and astronauts. The buggers were always the enemy while the astronauts were the good guys. Even though it is only a game, it shows how the IF have created the image of buggers as being monsters. This brainwashing by the IF is important because it keeps them in power by making the people think that they need someone to protect them from the buggers. Ender begins to question the teachers about the buggers and the authenticity of the war videos that they have been watching. In the videos, the humans were glorified and eventually won the First Invasion even though their ships moved sluggishly and their reaction was slow. This is when Ender starts to believe that the IF is not what they seem to be.

The IF trains all the boys for war when there really isn't one. Ender realizes that the real enemy is not the buggers, but the adults such as Colonel Graff and Mazer Rackham. Although

Ender is only six years old at the time, he understands that Graff is manipulating him by blocking his sister's letters from him and isolating him. All the boys play war games which to them is only a game but in reality is helping them develop a ruthless mentality so they won't hesitate to kill the buggers. Unlike the other boys, Ender stays true to himself but struggles between being compassionate and being strong. Having both of these traits is what makes Ender such a good commander. However, the IF, including Mazer Rackham and Colonel Graff, both have ruthless mentalities and drive Ender to have it too. This shows how the adults are the true enemies.

The IF's manipulative and deceitful ways are dangerous to all of Earth. When Mazer Rackham tells Ender that all of the games were real and that he has commanded the Third Invasion and wiped the buggers out of existence, Ender becomes angry with Graff and Rackham for making him destroy an entire race without even knowing it. This shows how dangerous and deceptive the IF can be. They can trick and manipulate anyone, including someone as intelligent as Ender, and they can lie to an entire population of people, which means they have power over all of them and can convince them to do anything.

Ender finds out the bugger queen is still alive and figures out a way to communicate with her. They discuss everything about the buggers, including their history and their belief that humans were not capable of thought. The invasions and attacks between the buggers and humans were because they couldn't communicate with each other. They created illusions for each other that if one didn't attack, the other would surely attack. The buggers and humans are both more than meets the eye.

- You have more summary than analysis (fact TS / no Thesis)
- Structure of BPs is out of order

Direct → Indirect

However, there is more to the IF than most of the people know.

However, the IF's secretive ways serve as an illusion to those on Earth.