

ENDER'S GAME

TRADING CARDS



BASE CARDS

- | | | |
|--|--|--|
| 1 A FAMILY LEGACY OF POTENTIAL | 20 THIS IS ONLY THE BEGINNING | RULES |
| 2 HEAVY WEIGHT OF GENIUS | 21 THE COLD GREETINGS OF RIVALS | 37 FEINTING AND FLANKING |
| 3 A CUNNING VICTORY | 22 NO CHANCE AT THE RIGHT IMPRESSION | 38 A PRICE TO PAY LATER |
| 4 WINNING ALL FUTURE FIGHTS | 23 FORGING A LEADER THROUGH SOCIAL ISOLATION | 39 THE RESPONSIBILITY AND POWER OF COMMAND |
| 5 A TIME ALONE AFTER SO LONG | 24 THE LIE OF PRIVACY | 40 ON A LEVEL OF HIS OWN |
| 6 THE ONE PERSON TO TRUST | 25 THE GAME WITHIN A GAME | 41 FACING A LESSON ALREADY LEARNED |
| 7 ALWAYS A BULLY | 26 NO VICTORY WITHIN THE RULES | 42 A VISITOR FROM THE PAST |
| 8 A LOVE FOR A CHILD | 27 THE DEPTH OF THE RABBIT HOLE | 43 ENDER'S ONLY WEAKNESS |
| 9 UNEXPECTED SUCCESS | 28 STRANGE DEVELOPMENTS IN THE MIND GAME | 44 SO MUCH YET TO PROVE |
| 10 THE CONSEQUENCES OF THE FINAL TEST | 29 UNWELCOME AND UNWANTED NEWCOMER | 45 A LONG JOURNEY IN SLEEP |
| 11 THE CHOSEN IS LAST TO ARRIVE | 30 UNEXPECTED ALLIES AND UNDESERVED ENEMIES | 46 THE LAST DESTINATION OF A LONG JOURNEY |
| 12 AN EARLY ALLY | 31 FRIENDS WITH THE BEST SHOT | 47 GREETED BY FAMILIAR FACES |
| 13 TAKING FLIGHT | 32 TEAMWORK AND TRUST | 48 A CURIOUS GUEST IN A STRANGE PLACE |
| 14 A DESTINATION TO PROVE ONESELF | 33 A QUIET DEAL TO SAVE FACE | 49 THE BEST TEACHER IS THE ENEMY |
| 15 THE ONLY PROMISE IS HARDSHIP | 34 ENDER'S FIRST BATTLE | 50 THE TRUTH OF VICTORY AND HEROES |
| 16 WHAT AWAITS THEM ALL | 35 A BLIND DECISION WITHOUT MERIT | 51 EARTH'S HERO |
| 17 INTRODUCTION TO ZERO GRAVITY COMBAT | 36 ONLY BY BREAKING THE | 52 LEARNING TO TRUST |
| 18 STRATEGIC PLANNING AND FUTURE FRIENDS | | 53 SURROUNDED BUT ALONE |
| 19 A LESSON IN RESPECT | | 54 TESTING WHAT HAS BEEN LEARNED |

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CRYPTOZOIC ENTERTAINMENT

ENDER'S GAME

TRADING CARDS

BASE CARDS CONTINUE

55 TEAMWORK AND SHARED VICTORY

56 IT IS ONLY A SIMULATION

57 ARMAGEDDON A CLICK AWAY

58 ALPHA STRIKE THE HEART

59 THE CHANGING TIDES OF WAR

60 WATCHING THE FUTURE UNFOLD

61 A DEADLY OPPONENT WITH NOTHING TO LOSE

62 ALL OR NOTHING TO END IT

63 VICTORY OVERCOME BY PATHOS

64 THE DEPTH AND TRAGEDY OF DECEPTION

65 A SOMBER VICTORY

66 THE REALIZATION ABOUT REDEMPTION

67 COMING CLOSER TO THE TRUTH

68 THE LONG PATH TO ATONEMENT

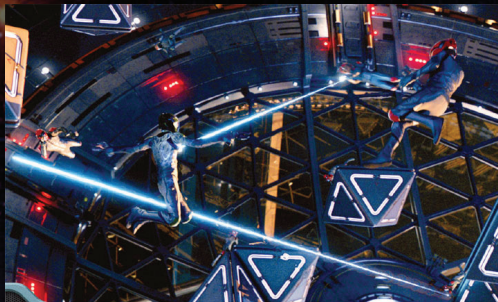
69 CHECKLIST



ENDER'S GAME

WINNING ALL FUTURE FIGHTS

WINNING ALL FUTURE FIGHTS



ENDER'S GAME

A PRICE TO PAY LATER

A PRICE TO PAY LATER



ENDER'S GAME

THE CHANGING TIDES OF WAR

THE CHANGING TIDES OF WAR

FORMIC FOIL CARDS

(1 in 12 packs)

SB-01 QUEEN

SB-02 FIRST INVASION MOTHERSHIP

SB-03 DRONE SHIP

SB-04 FORMIC WORLDS

SB-05

SB-06

SB-07

SB-08

ROYAL NURSERY

PLANET DEFENSE CARRIER

FORMIC TUNNELS

DRONE SWARM

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ENDER'S GAME

TRADING CARDS

FORMIC FOIL CARDS



QUEEN

QUEEN



DRONE SHIP

DRONE SHIP



PLANET DEFENSE CARRIER

PLANET DEFENSE CARRIER

CHARACTER FOIL CARDS

(1 in 12 packs)

RF-01 ANDREW WIGGIN
RF-02 COLONEL GRAFF
RF-03 MAZER RACKHAM
RF-04 PETRA ARKIANIAN
RF-05 VALENTINE WIGGIN
RF-06 JULIAN DELPHIKI, JR.
RF-07 BONITO DE MADRID

RF-08 MAJOR ANDERSON
RF-09 PETER WIGGIN
RF-10 ALAI
RF-11 BERNARD
RF-12 DINK MEEKER
RF-13 FLY MOLO

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ENDER'S GAME

TRADING CARDS

CHARACTER FOIL CARDS



MAZER RACKHAM



JULIAN DELPHIKI, JR.



DINK MEEKER

WARDROBE CARDS

(1 in 24 packs)

- | | | | |
|-----|----------------|-----|----------------------|
| M01 | ENDER WIGGIN | M08 | VALENTINE WIGGIN |
| M02 | FLY | M09 | ENDER WIGGIN |
| M03 | PETRA | M10 | SERGEANT DAP |
| M04 | STILSON | M11 | MAZER RACKHAM |
| M05 | PETRA ARKANIAN | M12 | VALENTINE WIGGIN |
| M06 | MAJOR ANDERSON | M13 | YELLOW LAUNCHIE SUIT |
| M07 | BEAN | | BINDER EXCLUSIVE |

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ENDER'S GAME

TRADING CARDS

WARDROBE CARDS



PETRA



YELLOW LAUNCHIE SUIT

DUAL WARDROBE CARDS

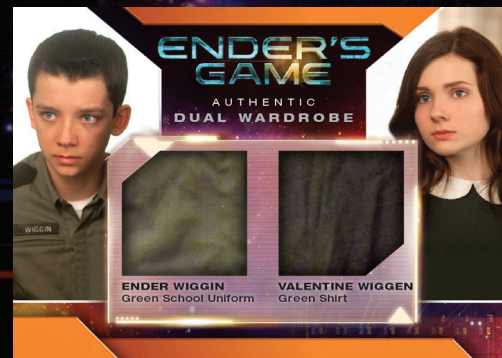
(1 in 144 packs)

- DM01 ENDER AND PETRA
- DM02 ENDER AND VALENTINE
- DM03 ENDER'S SUIT AND PADS

- DM04 ENDER'S SUIT AND PADS
- DM05 ENDER'S SUIT AND PADS



ENDER'S SUIT AND PADS



ENDER AND VALENTINE

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ENDER'S GAME

TRADING CARDS

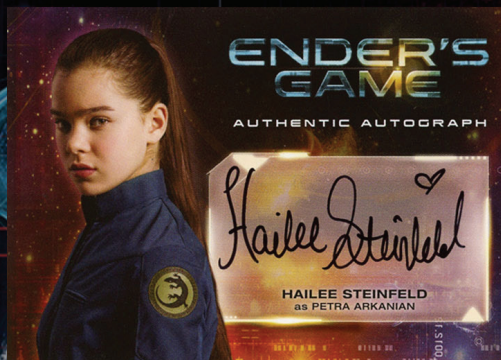
AUTOGRAPH CARDS

(1 in 24 packs)

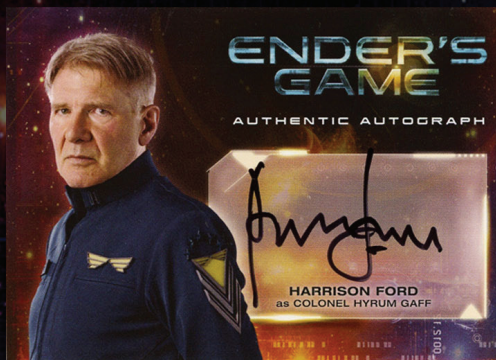
- A01 HARRISON FORD
- A02 ASA BUTTERFIELD
- A03 HAILEE STEINFELD
- A04 ARAMIS KNIGHT
- A05 JIMMY 'JAX' PINCHAK

- A06 MOISES ARIAS
- A07 ANDREA POWELL
- A08 BRANDON SOO HOO
- A09 NONSO ANOZIE
- A10 SURAJ PARTHA

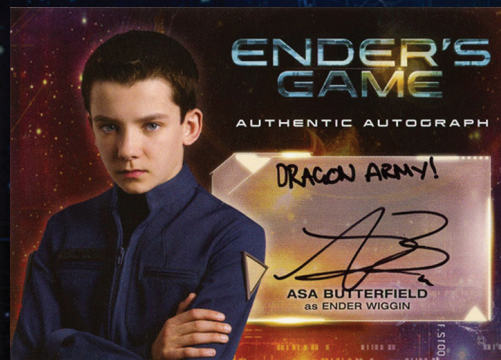
- A11 KHYLIN RHAMBO
- A12 CONOR CARROLL
- A13 CAMERON GASKINS
- A14 CALEB J. THAGGARD
- A15 HAN SOTO



HAILEE STEINFELD



HARRISON FORD



ASA BUTTERFIELD

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ENDER'S GAME

TRADING CARDS

REPLICA PATCH CARDS

(1 in 144 packs)

PC-01 DRAGON ARMY PATCH

PC-02 SALAMANDER ARMY PATCH



DRAGON ARMY PATCH



SALAMANDER ARMY PATCH

ENDER'S GAME

TRADING CARDS

OVERSIZED PATCH CARDS

There are three production-used Oversized Patch cards.
Each one-of-a-kind patch card is 4" by 6".

DA-01

DRAGON ARMY PATCH

IF-01

INTERNATIONAL FLEET PATCH

SA-01

SALAMANDER ARMY PATCH



DRAGON ARMY PATCH



SALAMANDER ARMY PATCH



INTERNATIONAL FLEET PATCH

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ENDER'S GAME

TRADING CARDS

PROMO CARDS

P1 NON-SPORT UPDATE APRIL/MAY 2014



*P1 NON-SPORT UPDATE
APRIL/MAY 2014*

RATIOS

Look for randomly inserted Autograph (1:24 packs), Wardrobe (1:24 packs) and Dual Wardrobe (1:144 packs) cards. Total odds of finding a special insert are approximately 1 in 12 packs. No guaranteed number of special insert cards per box. Packs containing special insert cards may have fewer than the stated number of cards per pack.

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