

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

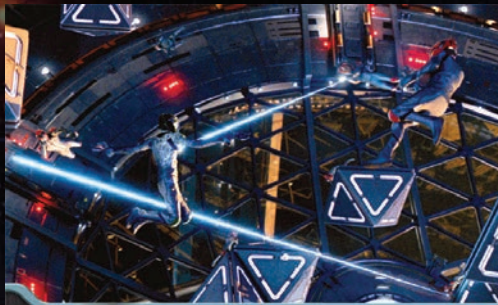
- 55 TEAMWORK AND SHARED VICTORY
- 56 IT IS ONLY A SIMULATION
- 57 ARMAGEDDON A CLICK AWAY
- 58 ALPHA STRIKE THE HEART
- 59 THE CHANGING TIDES OF WAR
- 60 WATCHING THE FUTURE UNFOLD
- 61 A DEADLY OPPONENT WITH NOTHING TO LOSE
- 62 ALL OR NOTHING TO END IT
- 63 VICTORY OVERCOME BY PATHOS
- 64 THE DEPTH 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

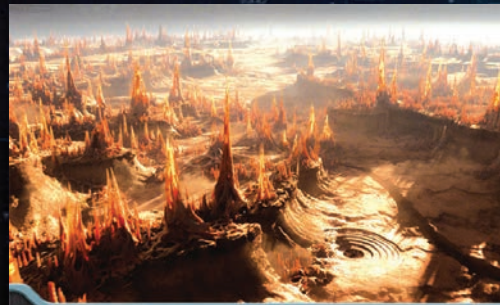
WINNING ALL FUTURE FIGHTS



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-05 | ROYAL NURSERY |
| SB-02 | FIRST INVASION MOTHERSHIP | SB-06 | PLANET DEFENSE CARRIER |
| SB-03 | DRONE SHIP | SB-07 | FORMIC TUNNELS |
| SB-04 | FORMIC WORLDS | SB-08 | DRONE SWARM |

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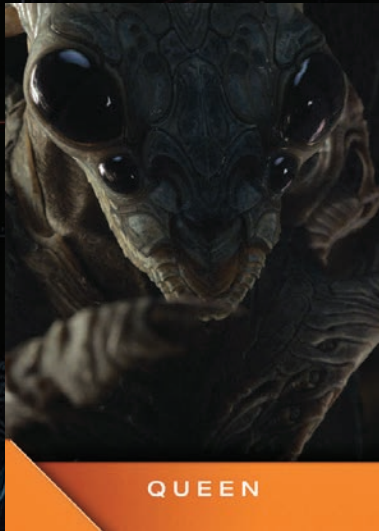


CRYPTOZOIC ENTERTAINMENT

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

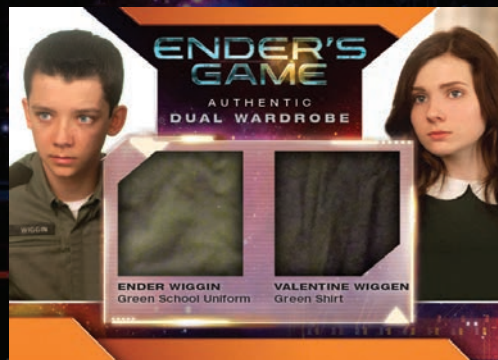
(1 in 144 packs)

- 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

ENDER'S GAME

TRADING CARDS

AUTOGRAPH CARDS

(1 in 24 packs)

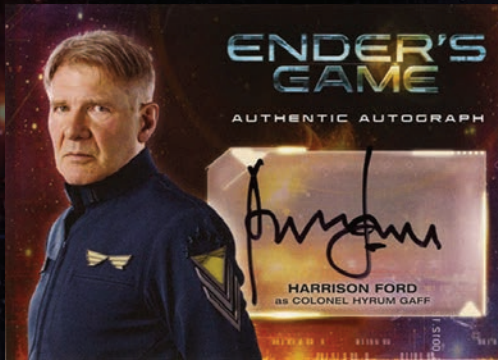
- A01 HARRISON FORD
- A02 ASA BUTTERFIELD
- A03 HAILEE STEINFELD
- A04 ARAMIS KNIGHT
- A05 JIMMY 'JAX' PINCHAK

- 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

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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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