

The Eye Of Minds By James Dashner

Yeah, reviewing a book *The Eye Of Minds* By James Dashner could be credited with your near contacts listings. This is just one of the solutions for you to be successful. As understood, skill does not suggest that you have extraordinary points.

Comprehending as capably as settlement even more than extra will offer each success. bordering to, the statement as competently as insight of this *The Eye Of Minds* By James Dashner can be taken as competently as picked to act.

Dreamhunter Elizabeth Knox 2014-12-09 Laura comes from a world similar to our own except for one difference: it is next to the Place, an unfathomable land that fosters dreams of every kind and is inaccessible to all but a select few, the Dreamhunters. These are individuals with special gifts: the ability to catch larger-than-life dreams and relay them to audiences in the magnificent dream palace, the Rainbow Opera. People travel from all around to experience the benefits of the hunters' unique visions. Now fifteen-year-old Laura and her cousin Rose, daughters of Dreamhunters, are eligible to test themselves at the Place and find out whether they qualify for the passage. But nothing can prepare them for what they are about to discover. For within the Place lies a horrific secret kept hidden by corrupt members of the government. And when Laura's father, the man who discovered the Place, disappears, she realizes that this secret has the power to destroy everyone she loves . . . In the midst of a fascinating landscape, Laura's dreamy childhood is ending and a nightmare beginning. This rich novel, filled with beauty, danger, politics, and intrigue, comes to a powerful crescendo, leaving readers clamoring for Book Two. *Dreamhunter* is a 2007 Bank Street - Best Children's Book of the Year. "It is like nothing else I've ever read." -- Stephenie Meyer, *The Twilight Saga*
The Maze Runner: Enhanced Movie Tie-in Edition James Dashner 2014-09-19 The book that began the #1 New York Times bestselling *Maze Runner* series is now a major motion picture, as well as its sequel, *The Scorch Trials*, from Twentieth Century Fox! Read *The Maze Runner* like never before with this enhanced movie tie-in edition. This special edition includes: · Clips from the movie. · Individual character introductions. · Behind-the-scenes interviews with the cast, featuring the star of MTV's *Teen Wolf*, Dylan O'Brien, as Thomas; Kaya Scodelario as Teresa; Aml Ameen as Alby; Will Poulter as Gally; and Thomas Brodie-Sangster as Newt. · A walk-and-talk tour of the set with author James Dashner and director Wes Ball. · An interview with James Dashner · A full-color insert featuring thrilling photos from the film. · The movie trailer, never-before-seen footage, and more! Nice to meet ya, shank. Welcome to the Glade. Outside the towering stone walls that surround the Glade is a limitless, ever-changing maze. It's the only way out—and no one's ever made it through alive. Everything is going to change. Then a girl arrives. The first girl ever. And the message she delivers is terrifying. Remember. Survive. Run. Praise for the *Maze Runner* series: A #1 New York Times Bestselling Series A USA Today Bestseller A Kirkus Reviews Best Teen Book of the Year An ALA-YASLA Best Fiction for Young Adults Book An ALA-YALSA Quick Pick "[A] mysterious survival saga that passionate fans describe as a fusion of *Lord of the Flies*, *The Hunger Games*, and *Lost*."—EW.com "Wonderful action writing—fast-paced...but smart and well observed."—Newsday "[A] nail-biting must-read."—Seventeen.com "Breathless, cinematic action."—Publishers Weekly "Heart pounding to the very last moment."—Kirkus Reviews "Exclamation-worthy."—Romantic Times [STAR] "James Dashner's illuminating prequel [*The Kill Order*] will thrill fans of this *Maze Runner* [series] and prove just as exciting for readers new to the series."—Shelf Awareness, Starred "Take a deep breath before you start any James Dashner book."—Deseret News

The Eye of Minds James Dashner 2013 From James Dashner, the author of the New York Times bestselling *Maze Runner* series, comes an edge-of-your seat adventure. *The Eye of Minds* is the first book in *The Mortality Doctrine*, a series set in a world of hyperadvanced technology, cyberterrorists, and gaming beyond your wildest dreams . . . and your worst nightmares. For Michael and the other gamers, the VirtNet can make your wildest fantasies become real. And the more hacking skills you have, the more fun. Who wants to play by the rules anyway? But some rules were made for a reason. One gamer has been taking people hostage inside the VirtNet with horrific consequences. The government needs Michael to track down the rogue gamer, but the risk is enormous and the line between game and reality could be blurred forever . . .

The Maze Runner James Dashner 2014-08-05 Sixteen-year-old Thomas wakes up with no memory in the middle of a maze and realizes he must work with the community in which he finds himself if he is to escape.

Mortality Christopher Hitchens 2012-09-04 On June 8, 2010, while on a book tour for his bestselling memoir, *Hitch-22*, Christopher Hitchens was stricken in his New York hotel room with excruciating pain in his chest and thorax. As he would later write in the first of a series of award-winning columns for *Vanity Fair*, he suddenly found himself being deported "from the country of the well across the stark frontier that marks off the land of malady." Over the next eighteen months, until his death in Houston on December 15, 2011, he wrote constantly and brilliantly on politics and culture, astonishing readers with his capacity for superior work even in extremis. Throughout the course of his ordeal battling esophageal cancer, Hitchens adamantly and bravely refused the solace of religion, preferring to confront death with both eyes open. In this riveting account of his affliction, Hitchens poignantly describes the torments of illness, discusses its taboos, and explores how disease transforms experience and changes our relationship to the world around us. By turns personal and philosophical, Hitchens embraces the full panoply of human emotions as cancer invades his body and compels him to grapple with the enigma of death. *MORTALITY* is the exemplary story of one man's refusal to cower in the face of the unknown, as well as a searching look at the human predicament. Crisp and vivid, veined throughout with penetrating intelligence, Hitchens's testament is a courageous and lucid work of literature, an affirmation of the dignity and worth of man.

Maze Runner series ebooks (5 books) James Dashner 2018-07-05 All five books in the pulse-pounding 'Maze Runner' series! When the doors of the lift crank open, the only thing Thomas remembers is his first name. But he's not alone. He's surrounded by boys who welcome him to the Glade - a walled encampment at the centre of a bizarre and terrible stone maze. But the maze is just the beginning ...

Emma's Rug Allen Say 2003-05-12 In a story of warmth and surprise, Allen Say explores the origins of artistic inspiration. Elegant illustrations portray the journey of a child who discovers that creativity ultimately comes from within.

The Eye of Minds (The Mortality Doctrine, Book One) James Dashner 2013-10-08 The world is virtual, but the danger is real in book one of the bestselling *Mortality Doctrine* series, the next phenomenon from the author of the *Maze Runner* series, James Dashner. Includes a sneak peek of *The Fever Code*, the highly-anticipated conclusion to the *Maze Runner* series—the novel that finally reveals how the maze was built! The VirtNet offers total mind and body immersion, and the more hacking skills you have, the more fun it is. Why bother following the rules when it's so easy to break them? But some rules were made for a reason. Some technology is too dangerous to fool with. And one gamer has been doing exactly that, with murderous results. The government knows that to catch a hacker, you need a hacker. And they've been watching Michael. If he accepts their challenge, Michael will need to go off the VirtNet grid, to the back alleys and corners of the system human eyes have never seen—and it's possible that the line between game and reality will be blurred forever. The author who brought you the #1 New York Times bestselling MAZE RUNNER series and two #1 movies—*The Maze Runner* and *The Scorch Trials*—now brings you an electrifying adventure trilogy an edge-of-your-seat adventure that takes you into a world of hyperadvanced technology, cyber terrorists, and gaming beyond your wildest dreams . . . and your worst nightmares. Praise for the Bestselling *MORTALITY DOCTRINE* series: "Dashner takes full advantage of the Matrix-esque potential for asking 'what is real.'" —io9.com "Set in a world taken over by virtual reality gaming, the series perfectly capture[s] Dashner's hallmarks for inventiveness, teen dialogue and an ability to add twists and turns like no other author." —MTV.com "A brilliant, visceral, gamified mash-up of *The Matrix* and *Inception*, guaranteed to thrill even the non-gaming crowd." —Christian Science Monitor

The Eye of Minds James Dashner 2014-07-22 When a cyber-terrorist begins to threaten players, Michael, a skilled Internet gamer, is called upon to seek him and his secrets out.

The Maze Runner Files (Maze Runner) James Dashner 2013-08-13 Over fifty pages of classified files from the world of the #1 New York Times bestselling *Maze Runner* series, perfect for fans of *The Hunger Games* and *Divergent*. The first book, *The Maze Runner*, and its sequel, *The Scorch Trials*, are now major motion pictures featuring the star of MTV's *Teen Wolf*, Dylan O'Brien; Kaya Scodelario; Aml Ameen; Will Poulter; and Thomas Brodie-Sangster! Also look for James Dashner's newest novels, *The Eye of Minds* and *The Rule of Thoughts*, the first two books in the *Mortality Doctrine* series. Praise for the *Maze Runner* series: A #1 New York Times Bestselling Series A USA Today Bestseller A Kirkus Reviews Best Teen Book of the Year An ALA-YASLA Best Fiction for Young Adults Book An ALA-YALSA Quick Pick "[A] mysterious survival saga that passionate fans describe as a fusion of *Lord of the Flies*, *The Hunger Games*, and *Lost*."—EW.com "Wonderful action writing—fast-paced...but smart and well observed."—Newsday "[A] nail-biting must-read."—Seventeen.com "Breathless, cinematic action."—Publishers Weekly "Heart pounding to the very last moment."—Kirkus Reviews "Exclamation-worthy."—Romantic Times [STAR] "James Dashner's illuminating prequel [*The Kill Order*] will thrill fans of this *Maze Runner* [series] and prove just as exciting for readers new to the series."—Shelf Awareness, Starred "Take a deep breath before you start any James Dashner book."—Deseret News

Mortality Doctrine: The Eye of Minds James Dashner 2013-10-08 From James Dashner, the author of the New York Times bestselling *Maze Runner* series, comes an edge-of-your seat adventure. *The Eye of Minds* is the first book in *The Mortality Doctrine*, a series set in a world of hyperadvanced technology, cyberterrorists, and gaming beyond your wildest dreams . . . and your worst nightmares. To catch a hacker, you need a hacker. For Michael and the other gamers, the VirtNet can make your wildest fantasies become real. And the

more hacking skills you have, the more fun. Who wants to play by the rules anyway? But some rules were made for a reason. One gamer has been taking people hostage inside the VirtNet with horrific consequences. The government needs Michael to track down the rogue gamer, but the risk is enormous and the line between game and reality could be blurred forever. . . .

A Mutiny in Time (Infinity Ring, Book 1) James Dashner 2015-07-28 The New York Times bestselling multi-platform series returns in paperback! When best friends Dak Smyth and Sera Froste stumble upon the secret of time travel -- a hand-held device known as the Infinity Ring -- they're swept up in a centuries-long secret war for the fate of mankind. Recruited by the Hystorians, a secret society that dates back to Aristotle, the kids learn that history has gone disastrously off course. Now it's up to Dak, Sera, and teenage Hystorian-in-training RiQ to travel back in time to fix the Great Breaks... and to save Dak's missing parents while they're at it. First stop: Spain, 1492, where a sailor named Christopher Columbus is about to be thrown overboard in a deadly mutiny!

The 13th Reality: The Complete Set James Dashner 2013-02-05 Journey through the Realities with Tick and his friends in this collectible boxed set. What if every choice you made created an alternate reality? What if those realities were in danger? What if it were up to you to save all the realities—and in turn, the entire universe? Thirteen-year-old Atticus Higginbottom, aka Tick, faces these very questions as he embarks on a series of adventures that cross time and space in the acclaimed *The 13th Reality* series. This collectible boxed set includes *The Journal of Curious Letters*, *The Hunt for Dark Infinity*, *The Blade of Shattered Hope*, and *The Void of Mist and Thunder*.

The Death Cure James Dashner 2017-12-26 The film adaptation of Dashner's third installment of his #1 "New York Times"-bestselling *Maze Runner* series hits theaters on January 26. This special tie-in edition features an eight-page full-color insert with photos from the film.

Crank Palace James Dashner 2020-09-04

Level 2 Lenore Appelhans 2013-01-15 Seventeen-year-old Felicia Ward is dead and spending her time in the hive reliving her happy memories—but when Julian, a dark memory from her past, breaks into the hive and demands that she come with him, she discovers that even the afterlife is more complicated and dangerous than she dreamed.

The Maze Runner Series Complete Collection (Maze Runner) James Dashner 2016-09-27 A must-have gift for every collection—from the die-hard *Maze Runner* fan to the YA book lover just coming to the series to the binge reader who's catching up before *The Death Cure* movie hits theaters in 2018! This boxed set has all of the books in the #1 New York Times bestselling *Maze Runner* series: *The Maze Runner*, *The Scorch Trials*, *The Death Cure*, *The Kill Order*, and *The Fever Code*. When Thomas wakes up in the lift, the only thing he can remember is his name. He's welcomed to his new home, the Glade, by strangers—boys whose memories are also gone. Outside the towering stone walls that surround the Glade is a limitless, ever-changing maze. It's the only way out—and no one's ever made it through alive. Join Thomas and the Gladers in all five books in the *Maze Runner* series as they uncover the secrets of the maze; discover WICKED, the shadowy organization who put them there; and fight to survive in a new and dangerous world. Enter the World of the *Maze Runner* series and never stop running. The first and second books, *The Maze Runner* and *The Scorch Trials*, are now major motion pictures, with the third—*The Death Cure*—coming to theaters in 2018, and feature the star of MTV's *Teen Wolf*, Dylan O'Brien; Kaya Scodelario; Aml Ameen; Will Poulter; and Thomas Brodie-Sangster! Also look for James Dashner's newest bestselling series—*The Mortality Doctrine: The Eye of Minds, The Rule of Thoughts, and The Game of Lives*. Praise for the *Maze Runner* series: A #1 New York Times Bestselling Series A USA Today Bestseller A Kirkus Reviews Best Teen Book of the Year An ALA-YASLA Best Fiction for Young Adults Book An ALA-YALSA Quick Pick "[A] mysterious survival saga that passionate fans describe as a fusion of *Lord of the Flies*, *The Hunger Games*, and *Lost*."—EW "Wonderful action writing—fast-paced...but smart and well observed."—Newsday "[A] nail-biting must-read."—Seventeen "Breathless, cinematic action."—Publishers Weekly "Heart pounding to the very last moment."—Kirkus Reviews "Exclamation-worthy."—Romantic Times

The Kill Order James Dashner 2014-01-07 Traces the fateful period after the Earth is decimated by catastrophic solar flares and reveals the stories behind the formation of WICKED, the construction of the Glade, and Thomas' entry into the Maze.

The Gilded Ones Namina Forna 2022-01-11 Inspired by the culture of West Africa, a feminist fantasy debut traces the experiences of an intuitive girl who's invited to leave her discriminatory village to join the emperor's army of near-immortal women warriors.

Maze Runner: The Scorch Trials Jackson Lanzing 2015-06-23 Escaping the Maze was only the beginning. The world thought it had seen the worst after the Sun Flares struck the Earth's surface, and millions of people were killed. But then an unstoppable illness ravaged the bodies and minds of the remaining survivors. Simply known as the Flare, the disease seemed unstoppable until a cure was discovered, but that relief came at a human cost. Now it's up to Thomas, Teresa and the others, who will discover that while they may have escaped the Maze, they've entered into an experiment more terrifying than anything they could imagine. Explore how the terrifying W.C.K.D. came to be, and how the very first Maze was designed. Discover what it takes to survive in a post-Flare world, against the violent Cranks that have begun to take over humanity, only to learn that the Glade may not be the only Maze W.C.K.D. was running. With over 6.5 million books in print, and an international hit film series, it's plain to see fans lost themselves in James Dashner's bestselling series. Featuring an introduction from Dashner himself, this collection of all new short stories reveals the hidden histories of your favorite Gladers, including Aris, Ava Paige, and Mary Cooper before *The Scorch Trials* hits theaters on September 18.

This Is Not the Jess Show Anna Carey 2021-02-02 "A fantastically smart, funny, and thoughtful thriller."—Nicola Yoon, #1 New York Times best-selling author of *Everything, Everything* and *The Sun Is Also a Star* The year is 1998: Titanic just won six Oscars, boy bands are dominating MTV's airwaves, and like any other teenager Jess Flynn is just trying to survive high school. Between a crush on her childhood best friend, overprotective parents, and her sister's worsening health, the only constant is her hometown of Swickley, which feels smaller by the day. Jess is resigned to her small-town life, until the day she discovers a mysterious device with an apple logo, causing her to question everything and everyone she's ever known. As more cracks appear in Jess's world, she faces a choice: can she live the rest of her life knowing it's a lie, or should she risk everything for the truth? A fast-paced, mind-bending YA thriller packed with '90s pop culture references and perfect for fans of *Riverdale*, *This Is Not the Jess Show* will keep readers guessing until the very end. Now with an excerpt from the explosive and thrilling conclusion, *This Is Not the Real World!*

The Maze Runner James Dashner 2015 "With exclusive bonus content"--Front cover.

The Game of Lives (the Mortality Doctrine, Book Three) James Dashner 2017-05-02 "Michael and his friends, Sarah and Bryson, must stop the Mortality Doctrine and those behind it now as the fate of humanity is in the balance"--

The Mortality Doctrine Series: The Complete Trilogy James Dashner 2017-08-29 From James Dashner, #1 New York Times bestselling author of the *Maze Runner* series, comes the complete collection of all three books in the bestselling *Mortality Doctrine* series—*The Eye of Minds*, *The Rule of Thoughts*, and *The Game of Lives*. This edge-of-your-seat cyber-adventure trilogy is the perfect gift for fans of Marie Lu and Brandon Sanderson. The VirtNet offers total mind and body immersion, and the more hacking skills you have, the more fun it is. Why bother following the rules when it's so easy to break them? But some rules were made for a reason. Some technology is too dangerous to fool with. And one gamer has been doing exactly that, with murderous results. The government knows that to catch a hacker, you need a hacker. And they've been watching Michael. If he accepts their challenge, Michael will need to go off the VirtNet grid, to the back alleys and corners of the system human eyes have never seen—and it's possible that the line between game and reality will be blurred forever. Also look for James Dashner's *Maze Runner* series—*The Maze Runner*, *The Scorch Trials*, *The Death Cure*, *The Kill Order*, and *The Fever Code*. The first and second books, *The Maze Runner* and *The Scorch Trials*, are now major motion pictures featuring the star of MTV's *Teen Wolf*, Dylan O'Brien; Kaya Scodelario; Aml Ameen; Will Poulter; and Thomas Brodie-Sangster! Praise for the *Mortality Doctrine* Series: "Dashner takes full advantage of the Matrix-esque potential for asking 'what is real.'"—io9.com "Set in a world taken over by virtual reality gaming, the series perfectly capture[s] Dashner's hallmarks for inventiveness, teen dialogue and an ability to add twists and turns like no other author."—MTV.com "A brilliant, visceral, gamified mash-up of *The Matrix* and *Inception*, guaranteed to thrill even the non-gaming crowd."—Christian Science Monitor

The Game of Lives (The Mortality Doctrine, Book Three) James Dashner 2015-11-17 From James Dashner, author of the #1 New York Times bestselling *Maze Runner* series, comes the final book in the *Mortality Doctrine* series, an edge-of-your-seat cyber-adventure trilogy that includes *The Eye of Minds* and *The Rule of Thoughts*. Includes a sneak peek of *The Fever Code*, the highly-anticipated conclusion to the *Maze Runner* series—the novel that finally reveals how the maze was built! Michael used to live to game, but the games he was playing have become all too real. Only weeks ago, sinking into the Sleep was fun. The VirtNet combined the most cutting-edge technology and the most sophisticated gaming for a full mind-body experience. And it was Michael's passion. But now every time Michael sinks, he risks his life. The games are over. The VirtNet has become a world of deadly consequences, and Kaine grows stronger by the day. The *Mortality Doctrine*—Kaine's master plan—has nearly been realized, and little by little the line separating the virtual from the real is blurring. If Kaine succeeds, it will mean worldwide cyber domination. And it looks like Michael and his friends are the only ones who can put the monster back in the box—if Michael can figure out who his friends really are. The author who brought you the #1 New York Times bestselling MAZE RUNNER series and two #1 movies—*The Maze Runner* and *The Scorch Trials*—now brings you an electrifying cyber-adventure trilogy that takes you into a world of hyperadvanced technology, cyber terrorists, and gaming beyond your wildest dreams. . . . and your worst nightmares. Praise for the MORTALITY DOCTRINE series: "Dashner takes full advantage of the Matrix-esque potential for asking 'what is real.'"—io9.com "Set in a world taken over by virtual reality gaming, the series perfectly capture[s] Dashner's hallmarks for inventiveness, teen dialogue and an ability to add twists and turns like no other author."—MTV.com "A brilliant, visceral, gamified mash-up of *The Matrix* and *Inception*, guaranteed to thrill even the non-gaming crowd."—Christian Science Monitor

The Opening of the Third Eye Dr. Douglas M. Baker 2014-03-02 *The Opening of the Third Eye: The human brain is a priceless computer lying perfectly maintained but almost silent! None of us uses the full potential of this amazing instrument, yet we all possess a secret 'trigger' for activating its mechanism. Called 'the Third Eye' in occult language,*

this 'trigger' can release a vortex of psychic energy for the extension of awareness in new dimensions, for speeding up or slowing down time as experienced on our planet, and achieving one hundred per cent personality integration. Dr. Baker reveals that the Third Eye derives its power from the pineal, pituitary and carotid glands, allied to 'whirlwinds' of energy known as 'chakras' or force centres. There are seven of these centres in the human body, their physical location being the base of the spine, the solar plexus, the spleen, the heart, the throat, the brow, and the top of the head. Five safe techniques for arousing the Third Eye are provided. They have been practised by the author 'without hazard and with many rewards for over forty years.' In our present condition we can only observe the outer surface of the planet, manifesting in gaseous, liquid and solid form. We are completely unaware of the subtler states of matter beneath these outward appearances. But the Third Eye reveals all underlying structures. This means that one could observe the termites in apparently solid wooden paneling; or, more constructively, man's inner organs could be observed and all traces of disease in them immediately recognised, with consequent enormous benefits to medical progress.'

The Rule of Thoughts James Dashner 2016-05 From James Dashner, author of the #1 New York Times bestselling Maze Runner series, comes the paperback of *The Rule of Thoughts*, the second book in the Mortality Doctrine series and the exciting companion to *The Eye of Minds* and *The Game of Lives*. Look for *The Maze Runner* movie in stores now! And get ready for the movie adaptation of book two in the bestselling series, *The Scorch Trials*, which will hit theaters on September 18, 2015! Michael completed the Path, and the truth he discovered about Kaine is more complex—and more terrifying—than anyone at VirtNet Security could have anticipated. Kaine is a Tangent, a computer program that has become sentient. And Michael's completing the Path was the first stage in turning Kaine's master plan, the Mortality Doctrine, into a reality. The Mortality Doctrine will populate Earth entirely with human bodies harboring Tangent minds. Any gamer who sinks into the VirtNet risks coming out with a Tangent intelligence in control of their body. The VNS would rather pretend the world is perfectly safe, but Michael and his friends know that the takeover has already begun. And if they don't stop Kaine soon, it will be game over for humanity. Praise for the Mortality Doctrine series "An exhilarating adventure story with touches of Anthony Horowitz's Alex Rider books and Orson Scott Card's *Ender's Game*." —Booklist "An adrenaline rush." —School Library Journal "A gripping page-turner, Dashner's latest is sure to please." —BookPage "Full of action [and] a rather surprising twist that will leave you flipping pages." —FanBoyNation.com "High on concept, this is an intriguing read for the digital generation." —Kirkus Reviews A Junior Library Guild Selection A YALSA Teen Top Ten Pick

Inside the Maze Runner Veronica Deets 2014-08-05 "The photo companion to *The Maze Runner* movie based on the New York Times bestselling series by James Dashner"—*The Journal of Curious Letters* James Dashner 2009-12-22 Thirteen-year-old Atticus "Tick" Higginbottom begins receiving mysterious letters from around the world signed only "M.G.," and the clues contained therein lead him on a journey to the perilous 13th Reality and a confrontation with evil Mistress Jane.

A Door in the Woods James Dashner 2003 From Duluth, Georgia, fourteen-year-old Jimmy Fincher sets off on a quest that takes him across the country and to other, sometimes terrifying, worlds, armed with a powerful gift and a mission: to prevent the evil Stompers from destroying Earth.

Between Burning Worlds Jessica Brody 2020-03-24 'Deluxe edition with special embellishments on first printing only. *Les Misérables* meets *The Lunar Chronicles* in the out-of-this-world sequel to *Sky Without Stars* that's an "explosion of emotion, intrigue, romance, and revolution" (Stephanie Garber, #1 New York Times bestselling author of the *Caraval* series). A traitor. A prisoner. A fugitive. Wanted by the Regime. Destined to save the planet. Laterre is on the brink of war. The Third Estate are rioting against the injustices of a corrupt system. The Patriarche, reeling from the murder of his only heir, makes brutal attempts to quash the unrest, while a new militant faction launches a series of deadly attacks. And three outlaws find themselves pulled into the fray... Marcellus is now a traitor to his planet, willing to do anything to stop his grandfather from seizing control of Laterre, even if it means joining the Vangarde, a rebel group back from the dead. Chatine is a prisoner on Bastille. Desperate to survive the harsh conditions of the moon, she becomes embroiled in the Vangarde's dangerous attempt to free their infamous leader. Alouette is a fugitive who has been lied to her entire life. Searching for the truth about her mysterious past, she soon finds herself hunted by the Regime for reasons she's only beginning to understand. But when Laterre is threatened by the emergence of a deadly new weapon, these three renegades must risk everything, traveling to the far reaches of the System Divine and into the white hot center of a planet ready to ignite.

Gunner Skale: An Eye of Minds Story (The Mortality Doctrine) James Dashner 2014-03-11 From James Dashner, author of the #1 New York Times bestselling MAZE RUNNER series, comes an original thirty-page e-short returning fans to the fast-paced, high-tech world in the Mortality Doctrine series that includes *The Eye of Minds*, *The Rule of Thoughts*, and *The Game of Lives*. Includes a sneak peek of *The Fever Code*, the highly anticipated conclusion to the Maze Runner series—the novel that finally reveals how the Maze was built! Find out how Gunner Skale, the best gamer on the VirtNet, becomes a legend in this story available exclusively online. Praise for the Bestselling MORTALITY DOCTRINE series: "Dashner takes full advantage of the Matrix-esque potential for asking 'what is real.'" —io9.com "Set in a world taken over by virtual reality gaming, the series perfectly capture[s] Dashner's hallmarks for inventiveness, teen dialogue and an ability to add twists and turns like no other author." —MTV.com "A brilliant, visceral, gamified mash-up of *The Matrix* and *Inception*, guaranteed to thrill even the non-gaming crowd." —Christian Science Monitor

Hero S.L. Rottman 2011-05-17 Heroes are hard to find, especially for Sean, who, at fifteen years old, has never had it easy. He's estranged from his father and abused by his mother—Sean feels he has nowhere to turn. Suspended from school and with a mounting police record, he is one step away from serious trouble. Sentenced to community service for violating curfew, Sean is sent to Mr. Hassler's farm, where he's forced to confront his fears and take charge of his own life. When Sean is faced with a dangerous situation that tests his true character, he learns just what it means to be a hero. In an age where it seems that few truly worthy heroes exist, S. L. Rottman has written a compelling and realistic portrayal of the conflicts that drive a young man toward his destiny.

The Fever Code James Dashner 2016 All will be revealed.

The Fever Code (Maze Runner, Book Five; Prequel) James Dashner 2016-09-27 All your questions are answered in the fifth book in James Dashner's #1 New York Times bestselling Maze Runner series. The story that fans all over the world have been waiting for — the story of how Thomas and WICKED built the Maze — is finally here. You do not want to miss it. Once there was a world's end. The forests burned, the lakes and rivers dried up, and the oceans swelled. Then came a plague, and fever spread across the globe. Families died, violence reigned, and man killed man. Next came WICKED, who were looking for an answer. And then they found the perfect boy. The boy's name was Thomas, and Thomas built a maze. Now there are secrets. There are lies. And there are loyalties history could never have foreseen. This is the story of that boy, Thomas, and how he built a maze that only he could tear down. All will be revealed. A prequel to the worldwide Maze Runner phenomenon, *The Fever Code* is the book that holds all the answers. How did WICKED find the Gladers? Who are Group B? And what side are Thomas and Teresa really on? Lies will be exposed. Secrets will be uncovered. Loyalties will be proven. Fans will never see the truth coming. Before there was the Maze, there was *The Fever Code*. Don't miss *The Maze Runner*, *Maze Runner: The Scorch Trials*, and *Maze Runner: The Death Cure* all now major motion pictures from Twentieth Century Fox, starring Dylan O'Brien, Kaya Scodelario, Thomas Brodie-Sangster, Rosa Salazar, Giancarlo Esposito, and Aidan Gillen. And look for James Dashner's new bestselling series the Mortality Doctrine: *The Eye of Minds*, *The Rule of Thoughts*, and *The Game of Lives*. Praise for the Maze Runner series: A #1 New York Times Bestselling Series A USA Today Bestseller A Kirkus Reviews Best Teen Book of the Year An ALA-YALSA Best Fiction for Young Adults Book An ALA-YALSA Quick Pick "[A] mysterious survival saga that passionate fans describe as a fusion of *Lord of the Flies*, *The Hunger Games*, and *Lost*." —EW "Wonderful action writing—fast-paced...but smart and well observed." —Newsday "[A] nail-biting must-read." —Seventeen "Breathless, cinematic action." —Publishers Weekly "Heart pounding to the very last moment." —Kirkus Reviews "Exclamation-worthy." —Romantic Times "Take a deep breath before you start any James Dashner book." —Deseret News

Very Bad Things Susan McBride 2014 When her boyfriend is accused of cheating on her with a girl who has gone missing and is presumed murdered, Katie resolves to uncover the truth and, in the process, learns unsettling secrets about her best friend. By the award-winning author of the *Debutante Dropout Mysteries*. Simultaneous eBook.

The House of Tongues James Dashner 2021-10-21 The author of the New York Times best-selling Maze Runner series leads us on a dark journey of generational horror as we visit *The House of Tongues*. David Player has spent 30 years trying to forget the traumas of his childhood. The threats, the kidnappings, the murders. The imagined curses of a people born centuries earlier, passed from father to son, mother to daughter, generation to generation. Its climax came in human form, a monster of a man, one of the most notorious serial killers the nation has ever seen: Pee Wee Gaskins. And Gaskins had a particular hatred for the Player family, then for David, himself, who barely escaped those years with his own life intact. Now David is back, his four children in tow, visiting his parents' home, a place he has learned to cherish despite the evils that haunted his younger days. But no sooner does he return than a stranger visits their doorstep, the son of Pee Wee Gaskins. In a terrifying display, right in front of the kids, the man utters threats until he chokes on his own tongue, sparking a series of events that drag David and his family back into the days of curses and murders, onto a path of unimaginable terror, all too familiar. That path leads to an old gothic tower in the woods, a place David had blocked from his memory, a house of horrors both past and present. *The House of Tongues*.

Rise of the Sea Witch Stacey Rourke 2017-04-27 Details of the sea witch's banishment have been exaggerated. The body count that preempted it was not. Once an illustrious princess, her hands and tentacles were stained with the blood of thousands. No one could comprehend how the hooks of madness dragged her down from her life of privilege. Born Princess Vanessa of Atlantica, the ambitious young royal was one of two children born to the great King Poseidon. She and her brother, Triton, were groomed from birth to rule. Yet only one would ascend that coveted throne. While carefree Triton flits through his training with a cavalier demeanor and beguiling charm, Vanessa's hunger for her father's acceptance drives her to push herself to the limits of magic, and combat to become a leader worthy of her people. When war against the humans ravages their once regal kingdom, political sides are chosen. Factions from the seven seas challenge the existing leadership, pitting Vanessa against her brother in a vicious battle for the crown. Traitors are exposed, dark family secrets revealed, and a once strong sibling bond is strained to its breaking point. Only when the ink black waters from the ultimate betrayal rescind, will the truth be known of how the villainous sea witch rose with one name on her vengeful lips—Triton.

Jimmy Fincher Saga Set James Dashner 2017-01-10 *The Jimmy Fincher Saga*, now in a box set. *A Door in the Woods* Jimmy Fincher never expected that a normal day in the

woods would drastically change his life. Deep in the forest, he discovers an old wooden door, setting off a chain of events that explode into a torrent of suspense and excitement. One mysterious door is going to change the world . . . forever. *A Gift of Ice* In an impossible place under a door in the woods, Jimmy Fincher received the first of four gifts, given by a mysterious and desperate people trying to save the world from a ruthless enemy. Now, Jimmy flees to Japan in search of the second gift. Peril is inescapable, and mysteries abound as Jimmy receives a haunting warning: *The Stompers Are Coming*. *The Tower of Air* Jimmy Fincher has been given two powerful gifts, and with them a responsibility he wouldn't wish on his worst enemy. Time is running out, and Jimmy finds himself in a desperate search for the third gift. The entire world is on the edge of chaos, and the most terrifying secret of all is about to be revealed-the identity of the Stompers. *War of the Black Curtain* The Black Curtain has ripped open, allowing the Shadow Ka to rule the lands with a mighty vengeance. *The Black Coma* is consuming the people of the Earth, and the world looks grim. Jimmy Fincher must accomplish the impossible and solve the Riddle of the Red Disk to receive the fourth gift and save the world.

The Zigzag Effect Lili Wilkinson 2014-10 Sage is delighted to land a holiday job at a theatre. Mostly because it will earn her the money she needs for the photography course she's coveted since she first picked up a camera. And working for a magician should be interesting, right? Plus there's a cute stagehand named Herb, who could make it even more interesting.

the-eye-of-minds-by-james-dashner

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