

Maze Runner The Scorch Trials

After surviving horrific conditions in the Maze, Thomas is entrapped, along with nineteen other boys, in an experiment designed to observe their responses and gather data believed to be essential for the survival of the human race.

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 ...

The Scorch Trials Movie Tie-in Edition (Maze Runner, Book Two) Delacorte Press

Trinity is on high alert--they know Lara Croft is coming and now, under the shrewd command of a new officer, they're ready for any surprises, but Lara is steadfast in her quest to uncover their secrets. Though typically equally prepared, this time Lara may just find herself one step behind. Perfect for new and existing Tomb Raider fans! Artist Phillip Sevy returns to Tomb Raider! "Jackson Lanzing and Collin Kelly have done a wonderful job tying this comic book in with the Tomb Raider canon from the video games and previous Dark Horse comic series." —AiPT!

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

Don't miss book three in the #1 New York Times bestselling Maze Runner series, now a major motion picture starring Dylan O'Brien! WICKED has taken everything from Thomas: his life, his memories, and now his only friends—the Gladers. But it's finally over. The trials are complete, after one final test. What WICKED doesn't know is that Thomas remembers far more than they think. And it's enough to prove that he can't believe a word of what they say. Thomas beat the Maze. He survived the Scorch. He'll risk anything to save his friends. But the truth might be what ends it all. The time for lies is over. The first two books, *The Maze Runner* and *The Scorch Trials*, are also #1 worldwide blockbuster movies featuring the star of MTV's *Teen Wolf*, Dylan O'Brien; Kaya Scodelario; Aml Ameen; Will Poulter; and Thomas Brodie-Sangster! Also look for *The Fever Code*, the much-buzzed-about series conclusion that finally reveals the story of how the maze was built, and James Dashner's other bestselling series, the *Mortality Doctrine: The Eye of Minds*, *The Rule of Thoughts*, and *The Game of Lives*. Praise for James Dashner and 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 "Take a deep breath before you start any James Dashner book." —Deseret News Notice: This is not the actual book *The Scorch Trials* by James Dashner. Do not buy this Summary & Analysis if you are looking for a full copy. This is a Summary & Analysis of *The Scorch Trials* by James Dashner. Dashner's 2010 novel *The Scorch Trials* is a young adult novel and direct sequel to 2009's *The Maze Runner*. In it, Thomas and the other survivors of the Glade find themselves once again in a situation of horror, forced to leave the perceived safety into which they were taken after escaping the Maze. The Scorch Trials of the book's title are supposed to be another step in identifying for WICKED a cure to the plague, the Flare, which emerged in the wake of the solar scorching of much of the planet. Will they succeed? James Dashner's *The Scorch Trials* also continues the story of Thomas and his companions as they negotiate the tests set forth by the international organization WICKED. They are purportedly working toward a cure for the virulent mind-destroying plague, the Flare, but there are so many lies about that nobody can be sure what is really going on. *The Scorch Trials* is not only an entertaining read, but also contains a strong message to its readers which cuts across different age groups. One of such is that an ethical approach is the best one to take, a message worth repeating to the young adult primary readers of the novel. This Analysis of *The Scorch Trials* deciphers all key areas and fills the gap, making you understand more than ever while enhancing your reading experience.

Boxed set includes all of the paperback editions of James Dashner's series.

The conclusion to Dashner's #1 "New York Times"-bestselling series that finally reveals the story of how Thomas and WICKED built the Maze.

Three books in the pulse-pounding *Maze Runner* trilogy! 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 ...

Book two in the blockbuster Maze Runner series that spawned a movie franchise and ushered in a worldwide phenomenon! This special movie tie-in edition includes an eight-page full-color insert with photos from the film. And don't miss *The Fever Code*, the highly-anticipated series conclusion that finally reveals the story of how the maze was built! Thomas was sure that escape from the Maze would mean freedom for him and the Gladers. But WICKED isn't done yet. Phase Two has just begun. The Scorch. The Gladers have two weeks to cross through the Scorch—the most burned-out section of the world. And WICKED has made sure to adjust the variables and stack the odds against them. There are others now. Their survival depends on the Gladers' destruction—and they're determined to survive. Friendships will be tested. Loyalties will be broken. All bets are off. *The Maze Runner* and *Maze Runner: 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. The third movie, *Maze Runner: The Death Cure*, will hit screens in 2018. Also look for James Dashner's edge-of-your-seat 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 "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 "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 fourth book in the blockbuster phenomenon MAZE RUNNER SERIES now features chapters from *The Fever Code*, the highly-anticipated conclusion to the series—the novel that finally reveals how the maze was built! Before WICKED was formed, before the Glade was built, before Thomas entered the Maze, sun flares hit the earth, killing most of the population. Mark and Trina were there when it happened. They survived. But now a virus is spreading. A virus that fills humans with murderous rage. They're convinced that there's a way to save those who are left—if they can stay alive. Because in this new, devastated world, every life has a price. And to some you're worth more dead than alive. The Maze Runner and *Maze Runner: 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. The third movie, *Maze Runner: The Death Cure*, will hit screens in 2018. Also look for James Dashner's edge-of-your-seat 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 "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

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

Newt has been to hell and back with his friends. The Glade. The Maze. The Scorch. The inner halls of WICKED. But now he has a burden that can't be shared with Thomas and the others—the Flare. And Newt can't bear the thought of his friends watching him descend into madness as he succumbs to the virus. Leaving only a note, Newt departs the Berg before the Gladers return from their mission into Denver, Colorado. From there, he experiences the gritty nightmare of life on the streets, running from the infected and those hunting them, until he ends up in the Crank Palace, the last dumping ground of those without hope. Although Newt thought he was running away from his friends to save them from himself, along the way he meets a young mother named Keisha and her son, Dante, who end up saving Newt in a way he could never have imagined. Taking place during the latter events of *The Death Cure*, Crank Palace tells the story of Newt like never before, from inside his own mind, as he searches for meaning in a life gone horribly wrong. He will try to fulfill a new-found destiny before his path leads to its inevitable conclusion—and one last meeting with his best friend.

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 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.

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 "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"--All will be revealed.

The first book in the blockbuster phenomenon The Maze Runner series now features chapters from the highly-anticipated series conclusion, The Fever Code, the book that finally reveals the story of how the maze was built! This special movie tie-in edition includes an eight-page full-color insert with photos from the film. The Maze Runner and Maze Runner: 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. The third movie, Maze Runner: The Death Cure, will hit screens in 2018. When Thomas wakes up in the lift, the only thing he can remember is his name. He's surrounded by strangers—boys whose memories are also gone. Outside the towering stone walls that surround them is a limitless, ever-changing maze. It's the only way out—and no one's ever made it through alive. Then a girl arrives. The first girl ever. And the message she delivers is terrifying: Remember. Survive. Run. Also look for James Dashner's edge-of-your-seat 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 "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 "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 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

"Chris Weitz has made a beautiful transition from writing and directing films to novels. The Young World is populated with characters you won't forget and a story as fresh and urgent as Divergent."--James Patterson, #1 NY Times bestselling author of Maximum Ride. Welcome to New York, a city ruled by teens. After a mysterious Sickness wipes out the rest of the population, the young survivors assemble into tightly run tribes. Jefferson, the reluctant leader of the Washington Square tribe, and Donna, the girl he's secretly in love with, have carved out a precarious existence among the chaos. But when a fellow tribe member discovers a clue that may hold the cure for the Sickness, five teens set out on a life-altering road trip, exchanging gunfire with enemy gangs, escaping cults and militias, braving the wilds of the subway--all in order to save humankind. This first novel from acclaimed film writer/director Chris Weitz is the heart-stopping debut of an action-packed trilogy.

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

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.

"With exclusive bonus content"--Front cover.

Thomas was sure that escape from the maze meant he and the Gladers would get their lives back. But no one knew what sort of life they were going back to. The earth is a wasteland. Government and order have disintegrated and now Cranks, people driven to murderous insanity by the infectious disease known as the Flare, roam the crumbling cities hunting for their next victim...and meal. Thomas can only wonder - does he hold the secret of freedom somewhere in his mind? Or will he forever be at the mercy of WICKED? The pulse-pounding sequel to The Maze Runner.

After having escaped the Maze, the Gladers now face a new set of challenges on the open roads of a desolate landscape filled with unimaginable obstacles.

The perfect gift for fans of "The Hunger Games" and "Divergent," this boxed set includes all five hardcover editions of James Dashner's #1 "New York Times" bestselling 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! 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." "If you ain't scared, you ain't human." When Thomas wakes up in the lift, the only thing he can remember is his name. He's surrounded by strangers--boys whose memories are also gone. "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"

With more than 3.5 million copies sold, the City of Ember books are modern-day classics. Lina and Doon's heart-pounding journey to save their people has captivated readers around the world, and the four adventures are bound together here for the very first time! Escape the Dark. Discover the Adventure. The city of Ember was built as a last refuge for the human race. But now with terrifying blackouts sweeping through the streets, Lina and Doon know it's only a matter of time before the lights go out and never come back on again. When Lina finds part of an ancient message, she and Doon explore long-forgotten parts of their dying city as they race to solve the mystery. If they succeed, they will have to convince everyone to follow them into danger and an exciting new world. But if they fail? The lights will burn out and the darkness will close in forever. The series begins with the groundbreaking dystopian novel The City of Ember, the story of a girl, a boy, and their beleaguered city. Through the sequel, The People of Sparks, the satisfying conclusion, The Diamond of Darkhold, and the prequel, The Prophet of Yonwood, author Jeanne DuPrau offers a vision of hope that, while sometimes flickering against the darkness, ultimately shines through, like the bright dawning of a new world.

In April 2005, Ashley Smith made headlines around the globe when she miraculously talked her way out of the hands of alleged courthouse killer Brian Nichols after he took her hostage for seven hours in her suburban Atlanta apartment. In this moving, inspirational memoir, the 26-year-old widowed mother of a six-year-old girl shares for the first time the little-known details of her traumatic ordeal, and expands on how her faith and the bestselling book The Purpose-Driven« Life helped her survive and bring the killer's murderous rampage to a peaceful end. Just as she told her 6'1", 210-pound captor that his ultimate "purpose" in life was to end up spending the rest of his life in prison, preaching the teachings of Jesus Christ to his fellow inmates, Smith believes her own purpose is to spread that message of love to the rest of us. Juxtaposing the minute-by-minute tale of her experience with the never-before-told tragedies and triumphs of her own life, Unlikely Angel is a gripping tale of downfall and redemption, involving addiction, violence, death, loss, faith, and love. It is a story that will leave no reader untouched.

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

"The ethics in a world of blood are gray--and an underground strata of blood magicians has been engineering disasters for centuries in order to acquire enough fuel for their spells. They are not good people. Some practitioners, however, use the Words and a swipe of the blade to cast simpler spells, such as Charms and Cantrips to gas up one dollar bills so they appear to be twenty dollar bills. Lem Vonnegan and his sidekick Mags fall into this level of mage, hustlers and con men all. Lem tries to be ethical by using only his own blood, by not using Bleeders or "volunteers." But it makes life hard. Soon they might have to get honest work. When the pair encounters a girl who's been kidnapped and marked up with magic runes for a ritual spell, it's clear they're in over their heads. Turning to Lem's estranged master for help, they are told that not only is the girl's life all but forfeit, but that the world's preeminent mage, Mika Renar, has earth-shattering plans for her-- and Lem just got in the way. With the fate of the world on the line, and Lem both spooked and intrigued by the mysterious girl, the other nominates him to become the huckleberry who'll take down Renar. But even if he, Mags, and the simpletons who follow him prevail, they're dealing with the kind of power that doesn't understand defeat, or mercy."--Amazon.com

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.

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.

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. Like Thomas, the Gladers don't know why or how they came to be there - or what's happened to the world outside. All they know is that every morning when the walls slide back, they will risk everything - even the Grievors, half-machine, half-animal horror that patrol its corridors, to try and find out.

After surviving horrific conditions in the Maze, Thomas is trapped with 19 other boys in an experiment designed to observe their responses and gather data essential to the survival of the human race.

For years the Garde have fought the Mogadorians in secret, but now the invasion has begun. If the Garde can't find a way to stop the Mogs, humanity will suffer the same fate as the Lorien: annihilation. When the Elders sent the Garde to Earth, they had a plan -- one which the Garde are finally starting to understand. A group of the Garde traveled to an ancient pyramid in Mexico where they awoke a power that had been hidden for generations. Now this power can save the world or destroy it. It will all depend on who wields it.

"Straight from the world of 'The Maze Runner' comes an anthology of five short stories revealing the hidden history of characters from the upcoming film. Explore how the terrifying W.C.K.D. (World in Catastrophe: Killzone Department) organization came to be, and how the very first Maze was designed. Find out what it takes to survive in a post-Flare world, against the violent Cranks that have begun to take over the world. Finally, discover that the Glade may not be the only Maze W.C.K.D. was running. [This graphic novel] sets the stage for the next chapter of The Maze Runner universe"--Page 4 of cover.

As the third Trial draws to a close, Thomas and some of his cohorts manage to escape from WICKED, their memories having been restored, only to face new dangers as WICKED claims to be trying to protect the human race from the deadly FLARE virus.

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