

The Maze Runner Files James Dashner

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 Grievers, half-machine, half-animal horror that patrol its corridors, to try and find out.

For fans of *The Maze Runner* and *The Fifth Wave*, this debut YA novel from Hugo Award winner Will McIntosh pits four underprivileged teens against an evil billionaire in the race of a lifetime. No one knows where the brilliant-colored spheres came from. One day they were just there, hidden all over the earth like huge gemstones. Burn a pair and they make you a little better: an inch taller, skilled at math, better-looking. The rarer the sphere, the greater the improvement—and the more expensive the sphere. Sully is a sphere dealer at a flea market. It doesn't pay much—Alex Holliday's stores have muscled out most of the independent sellers—but it helps him and his mom make the rent. When Sully meets Hunter, a girl with a natural talent for finding spheres, the two start searching together. One day they find a Gold—a color no one has ever seen. There's no question the Gold is priceless, but what does it actually do? None of them is aware of it yet, but the fate of the world rests on this little golden orb. Because all the world fights over the spheres, but no one knows where they come from, what their powers are, or why they're here. PRAISE: "Burning Midnight is for (1) adrenaline junkies and gamers, (2) obsessive collectors, and (3) people who can't get enough of crazy endings. I'm all of these things, and I loved it." —Margaret Stohl, *New York Times* bestselling author of *Black Widow: Forever Red* and coauthor of the internationally bestselling *Beautiful Creatures* series

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.

When a void from the Fourth Dimension opens up, unleashing monsters throughout the Realities, Mister George has one last weapon at his disposal--the mysterious, powerful Karma button, which might be even more dangerous than anyone imagined.

This four-book collection of 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! 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. *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*

Complete your *Divergent* library with the Four stories! Fans of the *Divergent* series by #1 *New York Times* bestselling author Veronica Roth will be captivated by "Four: The Transfer," the first of four stories, each between fifty and seventy-five pages long, set in the world of *Divergent* and told from Tobias's perspective. In "The Transfer," readers witness Tobias's aptitude test, Choosing Day, and the moment he is given the infamous nickname "Four."

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. 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*

All will be revealed.

"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.

Curated by the #1 New York Times bestselling author of *Wild*, this volume shares intimate perspectives from some of today's most acclaimed writers. As Cheryl Strayed explains in her introduction, "the invisible, unwritten last line of every essay should be and nothing was ever the same again." The reader, in other words, should feel the ground shift, if even only a bit. In this edition of the acclaimed anthology series, Strayed has gathered twenty-six essays that each capture an inexorable, tectonic shift in life. Personal and deeply perceptive, this collection examines a broad range of life experiences—from a man's relationship with Mormonism to a woman's search for a serial killer; from listening to the music of Joni Mitchell to surviving five months at sea; from triaging injured soldiers to giving birth to a daughter; and much more. *The Best American Essays 2013* includes entries by Alice Munro, Zadie Smith, John Jeremiah Sullivan, Dagoberto Gilb, Vicki Weiqi Yang, J.D. Daniels, Michelle Mirsky, and others.

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 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

An original ebook-only novella in the *Splintered* series from the point of view of fan-favorite character, Jeb.

"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"--

A modern-day classic. This highly acclaimed adventure series about two friends desperate to save their doomed city has captivated kids and teachers alike for almost fifteen years and has sold over 3.5 MILLION copies! The city of Ember was built as a last refuge for the human race. Two hundred years later, the great lamps that light the city are beginning to flicker. When Lina finds part of an ancient message, she's sure it holds a secret that will save the city. She and her friend Doon must race to figure out the clues before the lights go out on Ember forever! Nominated to 28 State Award Lists! An American Library Association Notable Children's Book A New York Public Library 100 Titles for Reading and Sharing Selection A Kirkus Reviews Editors' Choice A Child Magazine Best Children's Book A Mark Twain Award Winner A William Allen White Children's Book Award Winner "A realistic post-apocalyptic world. DuPrau's book leaves Doon and Lina on the verge of undiscovered country and readers wanting more." —USA Today "An electric debut." —Publishers Weekly, Starred "While Ember is colorless and dark, the book itself is rich with description." —VOYA, Starred "A harrowing journey into the unknown, and cryptic messages for readers to decipher." —Kirkus Reviews, Starred 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.

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 get mad, get even! In this poignant and hilarious novel, Rachael Allen brilliantly explores the nuances of high school hierarchies, the traumas sustained on the path to finding true love, and the joy of discovering a friend where you least expect. In the small town of Ranburne, high school football rules and the players are treated like kings. How they treat the girls they go to school with? That's a completely different story. Liv, Peyton, Melanie Jane, and Ana each have their own reason for wanting to teach the team a lesson—but it's only when circumstances bring them together that they come up with the plan to steal the one thing the boys hold sacred. All they have to do is beat them at their own game.

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.

If you have read the Maze Runner books, then you know that WICKED has a lot of secrets. This book gathers together classified documents, confidential memos, internal emails, transcripts, and even selected erased memories of the Gladers. It's a must read for all the fans of the series.

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"

James Dashner's debut fantasy series, *The 13th Reality*, is sure to keep readers guessing--and coming back for more!

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.

"With exclusive bonus content"--Front cover.

A charming and imaginative new YA novel about getting lost before you can be found, for fans of Adi Alsaid's *Let's Get Lost* and Margo Rabb's *Kissing in America*. *LOST* Frannie and Louis met online when they were both little and have been pen pals ever since. They have never met face-to-face, and they don't know each other's real names. All they know is that they both have a mysterious tendency to lose things. Well, really, things just seem to . . . disappear. *FOUND* Louis and Frannie both receive news in the mail that sets them off on a road trip to Austin, Texas, looking for answers—and each other. Along the way, each one begins to find, as if by magic, important things the other has lost. And by the time they finally meet in person, they realize that the things you lose might be things you weren't meant to have at all, and that you never know what you might find if you just take a chance. 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

Head Waiter Grover and his assistant Elmo welcome readers to the Good Eats Cafe, where they serve up tasty tidbits of information about healthy eating. This story reinforces all the important information about good nutrition and healthful eating habits

and includes a giant helping of Sesame Street hilarity!

"Stitch Mountain is a beautiful collection of cozy, cold-weather knitwear inspired by snowy mountain landscapes and the skiers and snowboarders who have conquered their slopes. The 30 warm, stylish garments and accessories--hats, headbands, cowls, mittens, scarves, and sweaters--are inspired by the treasured winter knits of renowned U.S. Ski and Snowboard team athletes"-- 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 ...

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. "As our vision becomes more global, our storytelling is stretching in many ways. Stories increasingly change point of view, switch location, and sometimes pack as much material as a short novel might," writes guest editor Elizabeth Strout. "It's the variety of voices that most indicates the increasing confluence of cultures involved in making us who we are." The Best American Short Stories 2013 presents an impressive diversity of writers who dexterously lead us into their corners of the world. In "Miss Lora," Junot Díaz masterfully puts us in the mind of a teenage boy who throws aside his better sense and pursues an intimate affair with a high school teacher. Sheila Kohler tackles innocence and abuse as a child wanders away from her mother, in thrall to a stranger she believes is the "Magic Man." Kirstin Valdez Quade's "Nemecia" depicts the after-effects of a secret, violent family trauma. Joan Wickersham's "The Tunnel" is a tragic love story about a mother's declining health and her daughter's helplessness as she struggles to balance her responsibility to her mother and her own desires. New author Callan Wink's "Breatharians" unsettles the reader as a farm boy shoulders a grim chore in the wake of his parents' estrangement. "Elizabeth Strout was a wonderful reader, an author who knows well that the sound of one's writing is just as important as and indivisible from the content," writes series editor Heidi Pitlor. "Here are twenty compellingly told, powerfully felt stories about urgent matters with profound consequences."

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 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 Maze Runner Files is a 50+ page collection of classified records and concealed information from the world of the New York Times bestselling series. A must for any fan of The Maze Runner.

After being kidnapped by Mr. Chu, Atticus "Tick" Higginbottom and his friends Paul and Sofia must survive a series of tests in several different Realities.

Complete your Divergent library with the Four stories! Fans of the Divergent series by #1 New York Times bestselling author Veronica Roth will be delighted by "Four: The Initiate," the second of four stories, each between fifty and seventy-five pages long, set in the world of Divergent and told from Tobias's point of view. "The Initiate" provides readers with a glimpse into Tobias's Dauntless initiation experience, including an epic game of late-night Dare; his first tattoo; the beginning of his passion for training new initiates; and his nascent understanding of the danger of being Divergent. 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.

The Maze Runner Files (Maze Runner)Delacorte Press

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

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