
Eye Of Minds James Dashner

The Eye of Minds (The Mortality Doctrine, Book One)
 The Mortality Doctrine Series: The Complete Trilogy
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 The 13th Reality The Complete Set (Boxed Set)
 The Tragedy Paper

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PHELPS GREYSON

The Eye of Minds (The Mortality Doctrine, Book One) Chicken House

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 . . .

The Mortality Doctrine Series: The Complete Trilogy Delacorte Press

Perfect for fans of Thirteen Reasons Why and Looking for Alaska, Jennifer Weiner, #1 New York Times bestselling author, calls Elizabeth LaBan's *The Tragedy Paper* "a beguiling and beautifully written tale of first love and heartbreak." It follows the story of Tim Macbeth, a seventeen-year-old albino and a recent transfer to the prestigious Irving School, where the motto is "Enter here to be and find a friend." A friend is the last thing Tim expects or wants—he just hopes to get through his senior year unnoticed. Yet, despite his efforts to blend into the background, he finds himself falling for the quintessential "It" girl, Vanessa Sheller, girlfriend of Irving's most popular boy. To Tim's surprise, Vanessa is into him, too, but she can kiss her social status goodbye if anyone ever finds out. Tim and Vanessa begin a clandestine romance, but looming over them is the Tragedy Paper, Irving's version of a senior year thesis, assigned by the school's least forgiving teacher. Jumping between viewpoints of the love-struck Tim and Duncan, a current senior about to uncover the truth of Tim and Vanessa, *The Tragedy Paper* is a compelling tale of forbidden love and the lengths people will go to keep their secrets.

The Maze Runner (Maze Runner, Book One) Ember

Alexandra Stewart doesn't just walk down memory lane, she lives on it. Her eidetic memory records and plays back her experiences, DVD style. It's great when she aces a test, but not so great when she topples over a cute guy. After her Russian professor at the university gives her an impossible puzzle, Alex discovers he has a secret -- one that will catapult her into a life of cryptic codes and covert missions. Of course, running secret ops would be easier if she weren't trying to impress her handsome new running partner. As if love weren't hard enough already, now she's trying to find it while dodging bullets and going undercover. One thing is for certain, whatever happens will be forever etched into her memory. And some things are better left forgotten. -- page [4] of cover.

Maze Runner: The Scorch Trials Delacorte Press

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.

Scavengers Random House

From James Dashner, author of the #1 New York Times bestselling *Maze Runner* series, comes the first book in the bestselling *Mortality Doctrine* series, an edge-of-your-seat cyber-adventure trilogy that includes *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! 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. 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
Level 2 (Set) Simon and Schuster

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
Emma's Rug Usborne Publishing Ltd

"A savvy, smart, and funny book about embracing your body and taking control of your destiny." —Kathleen Glasgow, author of the New York Times bestselling novel *Girl in Pieces* "Bold, unique, and completely original...A debut both spirited and inventive, much like its indomitable heroine." —Laurie Elizabeth Flynn, author of *Firsts* From debut author Kelly DeVos comes an unforgettable story about fierce fashion, pursuing your dreams, and loving yourself at any size. FAT Cookie Vonn's dreams include getting out of Phoenix and becoming the next great fashion designer. But in the world of fashion, being fat is a cardinal sin. It doesn't help that she's constantly compared to her supermodel mother—and named after a dessert. Cookie scores a trip to New York to pitch her design portfolio, but her plans are put on standby when she's declared too fat to fly. When she finally arrives, she finds she's been replaced by her ultrathin rival. Cookie vows to lose weight, get out of the friend zone with her crush, and put her dreams back on track. SKINNY Cookie expected sunshine and rainbows, but nothing about her new life is turning out like she planned. When the fashion designer of the moment offers her what she's always wanted—an opportunity to live and study in New York—she finds herself in a world full of people more interested in putting women down than dressing them up. Her designs make waves, but her real dream of creating great clothes for people of all sizes seems to grow more distant by the day. Will she realize that she's always had the power to make her own dreams come true? "A realistic portrayal of the frustrations of weight loss and size acceptance...sex, body positivity, and ambition. VERDICT A strong choice for most YA shelves." —School Library Journal "Packed with smart zingers about what it feels like to be fat and have a body that people criticize...Also a fairytale romp through the New York City fashion world." —Carolyn Mackler, B&N Teen Blog

The Eye of Minds Knopf Books for Young Readers

Michael completed the Path. What he found at the end turned everything he'd ever known about his life completely upside down. He thought he'd been helping *VirtNet* Security to track down the cyber-terrorist Kaine. He thought the *VirtNet* would be safe for gamers once more. But the truth is more terrifying than he could ever have imagined. Kaine is in fact a Tangent, a computer program that has come alive. And Kaine's master plan is to populate the earth entirely with human bodies harbouring Tangent minds. Unless Michael can stop him . . . From the New York Times bestselling author of the *Maze Runner* series comes *The Rule of Thoughts*, the exciting sequel to *The Eye of Minds*. Fans of the *Divergent* series by Veronica Roth and *The Hunger Games* will love the new *Mortality Doctrine* series.

Crank Palace Random House

From James Dashner, author of the #1 New York Times bestselling *MAZE RUNNER* series, comes the second book in the bestselling *Mortality Doctrine* series, an edge-of-your-seat cyber-adventure trilogy that includes *The Eye of Minds* 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! Michael thought he understood the *VirtNet*, but the truth he discovered is more

terrifying than anyone at VirtNet Security could have anticipated. The cyber terrorist Kaine isn't human. It's a Tagent, a computer program that has become sentient. And Michael just completed the first step in turning Kaine's master plan, the Mortality Doctrine, into a reality. The Mortality Doctrine will populate Earth entirely with human bodies harboring Tagent minds. The VNS would like to 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 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 Fever Code (Maze Runner, Book Five; Prequel) Random House

Scholastic's next multi-platform mega-event begins here! History is broken, and three kids must travel back in time to set it right! 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 Harlequin

From James Dashner, author of the #1 New York Times bestselling MAZE RUNNER series, comes the second book in the bestselling Mortality Doctrine series, an edge-of-your-seat cyber-adventure trilogy that includes The Eye of Minds 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! Michael thought he understood the VirtNet, but the truth he discovered is more terrifying than anyone at VirtNet Security could have anticipated. The cyber terrorist Kaine isn't human. It's a Tagent, a computer program that has become sentient. And Michael just completed the first step in turning Kaine's master plan, the Mortality Doctrine, into a reality. The Mortality Doctrine will populate Earth entirely with human bodies harboring Tagent minds. The VNS would like to 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 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 Maze Runner: Enhanced Movie Tie-in Edition KaBOOM! 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 Death Cure Scholastic Inc.

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

Soar Ember

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 Maze Runner Aladdin

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 Journal of Curious Letters Delacorte Press

Michael is a skilled internet gamer in a world of advanced technology. When a cyber-terrorist begins to threaten players, Michael is called upon to seek him and his secrets out.

The Rule of Thoughts (The Mortality Doctrine, Book Two)

Createspace Independent Publishing Platform

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.

Rembrandt Penguin

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.

[Gunner Skale: An Eye of Minds Story \(The Mortality Doctrine\)](#)

Random House

Book one in the blockbuster Maze Runner series that spawned a movie franchise and ushered in a worldwide phenomenon! And don't miss *The Fever Code*, the highly-anticipated series conclusion 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*, and *Maze Runner: The Death Cure* all 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 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 Game of Lives \(The Mortality Doctrine, Book Three\)](#) Ember 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-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

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- [The Nightingale: A Novel](#)
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