

Kill Order James Dashner

The Kill Order

[The Maze Runner](#)

[The Maze Runner \(Maze Runner, Book One\)](#)

The Maze Runner Files

Crank Palace: A Maze Runner Novella

[Maze Runner 3: The Death Cure](#)

The Game of Lives (The Mortality Doctrine, Book Three)

[The Journal of Curious Letters](#)

The Fever Code (Maze Runner, Book Five; Prequel)

Preacher Book Five

Die Auserwählten - Kill Order

The Maze Runner Series Complete Collection (Maze Runner)

The Maze Runner

Maze Runner 2: The Scorch Trials

Maze Runner: The Scorch Trials

Inside The Maze Runner

Six Easy Pieces

The Maze Runner: Enhanced Movie Tie-in Edition

[The Eye of Minds](#)

[The House of Tongues](#)

Gone Series Complete Collection

Ghosts

The Chosen One

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

The Complete Cookbook for Teen Chefs

The Words in My Hands

No Picnic on Mount Kenya

[Love, Decoded](#)

A Mutiny in Time (Infinity Ring, Book 1)

What I Didn't Say

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What is the Kill Order James Dashner?

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2014-08-19 Garth Ennis Writer Garth Ennis's violent, scabrous journey across America's religious landscape continues in this fifth volume. Preacher Jesse Custer's dark journey to find God, accompanied by his gun-toting girlfriend and Irish vampire buddy, continues as Jesse becomes the sheriff of a troubled Texas town. Then, he decides it's high time to renew his quest to find God and hold him accountable for all of his actions. But before he can continue down that path, he must reunite with his girlfriend, Tulip.

2009-12-22 James Dashner Atticus Higginbottom, a.k.a. Tick, is an average 13-year-old boy until the day he receives a strange letter informing him that dangerous events have been set in motion that could result in the destruction of reality itself. Illustrations.

2021-11-09 Asphyxia Part coming of age, part call to action, this fast-paced #ownvoices novel about a Deaf teenager is a unique and inspiring exploration of what it means to belong. Smart, artistic, and independent, sixteen year old Piper is tired of trying to conform. Her mom wants her to be "normal," to pass as hearing, to get a good job. But in a time of food scarcity, environmental collapse, and political corruption, Piper has other things on her mind—like survival. Piper has always been told that she needs to compensate for her Deafness in a world made for those who can hear. But when she meets Marley, a new world opens up—one where Deafness is something to celebrate, and where resilience means taking action, building a community, and believing in something better. Published to rave reviews as Future Girl in Australia (Allen & Unwin, Sept. 2020), this empowering, unforgettable story is told through a visual extravaganza of text, paint, collage, and drawings. Set in an ominously prescient near future, The Words in My Hands is very much a novel for our turbulent times.

2016 Raina Telgemeier Catrina and her family are moving to the coast of Northern California because her little sister, Maya, is sick. Cat isn't happy about leaving her friends for Bahia de la Luna, but Maya has cystic fibrosis and will benefit from the cool, salty air there.

2012-04-30 Keary Taylor Getting drunk homecoming night your senior year is never a good idea, but Jake Hayes never expected it all to end with a car crash and a t-post embedded in his throat. His biggest regret about it all? What he never said to Samantha Shay. He's been in love with her for years and never had the guts to tell her. Now it's too late. Because after that night, Jake will never be able to talk again. When Jake returns to his small island home, population 5,000, he'll have to learn how to deal with being mute. He also finds that his family isn't limited to his six brothers and sisters, that sometimes an entire island is watching out for you. And when he gets the chance to spend more time with Samantha, she'll help him learn that not being able to talk isn't the worst thing that could ever happen to you. Maybe, if she'll let him, Jake will finally tell her what he didn't say before, even if he can't actually say it.

2015-08-28 James Dashner Die Vorgeschichte zur Maze Runner-Trilogie - düster, packend, nervenaufreibend! 13 Jahre bevor Thomas ins Labyrinth kam: Unerträgliche Hitze, radioaktive Strahlen und riesige Flutwellen - das Land liegt brach. Jeder Tag ist ein Kampf ums Überleben. Mark und seine Freunde irren durch verlassene Städte auf der Suche nach einem Ort, an dem sie bleiben können. Als sich ein Hubschrauber nähert, glauben sie an Rettung. Doch sie werden beschossen, mit infizierten Pfeilen, die einen Virus verbreiten. Wer tut den Menschen so etwas an? Mark und seiner Truppe bleibt nicht viel Zeit das herauszufinden, denn der Virus mutiert und wird zur tödlichen Gefahr ... Vorsicht: Spoiler-Alarm für die Trilogie. Alle Bände der weltweiten Bestseller-Serie »Maze Runner«: Die Auserwählten im Labyrinth (Band 1) Die Auserwählten in der Brandwüste (Band 2) Die Auserwählten in der Todeszone (Band 3) Die Auserwählten - Kill Order (Band 4, spielt 15 Jahre vor Band 1) Die Auserwählten - Phase Null (Band 5, spielt unmittelbar vor Band 1) Die Auserwählten - Crank Palace (exklusive digitale Bonusgeschichte)

2016-09-27 James Dashner 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

2016-05-03 James Dashner 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 Tangent, 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 Tangent 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

2017-05-02 James Dashner 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 now, the games are over. The VirtNet has become a world of deadly consequences, and cyber terrorist 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 Maze Runner: The Scorch Trials—now brings you an electrifying 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

2013-11-07 James Dashner 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.

2017-12-26 James Dashner Book five in the blockbuster Maze Runner series that spawned a movie franchise and ushered in a worldwide phenomenon! Don't miss the highly-anticipated series conclusion that finally reveals the story of how Thomas and WICKED built the Maze. 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! 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. 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. 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

2013-12-05 James Dashner The Trials are over. WICKED have collected all the information they can. Now it's up to the Gladers to complete the blueprint for the cure to the Flare with a final voluntary test. But something has happened that no-one at WICKED has foreseen: Thomas has remembered more than they think. And he knows WICKED can't be trusted ... The time for lies is over. But the truth is more dangerous than anyone could have imagined. With the Gladers divided, can they all make it?

2015-08-04 James Dashner 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.

2015-11-12 Felice Benuzzi A rediscovered mountaineering classic and the extraordinary true story of a daring escape up Mount Kenya by three prisoners of war. When the clouds covering Mount Kenya part one morning to reveal its towering peaks for the first time, prisoner of war Felice Benuzzi is transfixed. The tedium of camp life is broken by

the beginnings of a sudden idea - an outrageous, dangerous, brilliant idea. There are not many people who would break out of a P.O.W. camp, trek for days across perilous terrain before climbing the north face of Mount Kenya with improvised equipment, meagre rations, and with a picture of the mountain on a tin of beef among their more accurate guides. There are probably fewer still who would break back in to the camp on their return. But this is the remarkable story of three such men. No Picnic on Mount Kenya is a powerful testament to the human spirit of revolt and adventure in even the darkest of places. "The history of mountaineering can hardly present a parallel to this mad but thrilling escapade" - Saturday Review "A most extraordinary prisoner-of-war and escape story" - New Yorker "A mad venture and a gallant tribute to man's deep yearning for freedom" - Kirkus Reviews "The book crackles with the same dry humour as its title. It contains the prison-yard bartering and candlelight stitching that mark a classic jailbreak yarn; the encounters with wild beasts in Mount Kenya's forest belt are as gripping, and the descriptions of sparkling glaciers as awe-inspiring, as any passage in the great exploration diaries of the early 20th century" - The Economist

2022-03-01 America's Test Kitchen Kids For the first time ever, America's Test Kitchen Kids is bringing their rigorous testing, kitchen knowhow, and hands-on learning to teenagers in the kitchen. Fiercely independent and searching for culinary adventure, teen chefs are ready for exciting, global recipes made to share with friends and family—with the support of fundamental kitchen techniques and approachable instruction. Set for release on March 1, 2022, The Complete Cookbook for Teen Chefs offers just that, filled with over 70 recipes that have been tested and approved by thousands of teens from across the country. Whether a teen is looking to make Tik Tok-worthy sticky buns or a simple egg and cheese breakfast sandwiches before school, The Complete Cookbook for Teenage Chefs has something for everyone. With recipes ranging from Biang Biang Mian (Hand-Pulled Noodles) to Steak Tacos with Charred Corn Salsa, Arepas to Congee, French Fries and Cheeseburger Sliders to Apple-Cider Donuts, this book features helpful sidebars to ensure that teens can learn more about why a recipe works, and how to take their recipes to the next level.

2018-07-12 Walter Mosley Easy should be living a contented life, with steady work as senior head custodian of Sojourner Truth High School, and a loving family. But happiness is as elusive for Easy as smoke in shadows. Easy's the man folks seek out when they can't take their problems to anyone else. Trading favors and investigating cases of arson, murder, missing persons, and false accusations, it's hard to steer clear of trouble. Easy walks the line in this must-have collection from bestselling, award-winning author Walter Mosley.

2010-08-05 Carol Lynch Williams Thirteen-year-old Kyra has grown up in an isolated community without questioning the fact that her father has three wives and she has twenty brothers and sisters. That is,

without questioning them much - if you don't count her secret visits to the Mobile Library on Wheels to read forbidden books, or her meetings with Joshua, the boy she hopes to choose for herself instead of having a man chosen for her. But when the Prophet decrees that she must marry her sixty-year-old uncle - who already has six wives - Kyra must make a desperate choice in the face of violence and her own fears of losing her family forever.

2013-12-05 James Dashner 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.

2010-08-24 James Dashner 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

2023-10-17 James Dashner "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 other, 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."-- Publisher's description.

2014-06-03 Michael Grant This collection contains all six books in New York Times bestselling author Michael Grant's breathtaking dystopian sci-fi Gone saga. These page-turning thrillers invoke the classic The Lord of the Flies along with the horror of Stephen King. King himself said: "I love these books." In the blink of an eye, everyone disappears. Gone. Except for the young. There are teens, but not one single adult. Just as suddenly, there are no phones, no internet, no television. No way to get help. And no way to figure out what's happened. Hunger threatens. Bullies rule. A sinister creature lurks. Animals are mutating. And the teens themselves are changing, developing new talents—unimaginable, dangerous, deadly powers—that grow stronger by the day. It's a terrifying new world. Sides are being chosen, a fight is shaping up. Townies against rich kids. Bullies against the weak. Powerful against powerless. And time is running out: on your birthday, you disappear just like everyone else. . . . Michael Grant's Gone series has been praised for its compelling storytelling, multidimensional characters, and multiple points of view. Included in this collection are: Gone, Hunger, Lies, Plague, Fear, and Light.

2014-09-19 James Dashner 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

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

2022-03-08 Jennifer Yen A hilarious, heartfelt rom-com about the unexpected consequences of one teen's quest to help her friends find love, perfect for fans of Jenny Han and Jane Austen. High school junior Gigi Wong strives to be the best. After all, that's what everyone expects of her—her parents, friends, and even potential colleges. Thankfully, her best friend, Kyle, is always there to listen with a smile and a delicious bowl of ramen. Still, with her future—and her dreams—on the line, how is she to stand out when her classmates seem so perfect too? Her answer comes in the form of an app writing contest. If Gigi can secure the nomination to represent her school, she has a chance at a prestigious tech internship. That's sure to get her applications noticed . . . All she needs is a winning entry. When transfer student and new friend Etta confides that she's struggling to fit in, it gives Gigi an idea. What if she takes what she's learned from shadowing her aunt Rose, a professional matchmaker, to create a fun friend-making app? Perfect! When Gigi's app goes viral at school, she's the center of attention—and a major scandal. She never meant to hurt anyone, let alone Etta and Kyle. Can she save all she worked so hard for and the relationships that mean so much to her?

2012-08-28 James Dashner 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!

2023-10-17 James Dashner The author of the New York Times bestselling Maze Runner series debut Adult novel 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.

2013-12-05 James Dashner When sun flares hit the Earth, intense heat, toxic radiation and flooding followed, wiping out much of the human race. Those who survived live in basic communities in the mountains, hunting for food. For Mark and his friends, surviving is difficult, and then an enemy arrives, infecting people with a highly contagious virus. Thousands die, and the virus is spreading. Worse, it's mutating, and people are going crazy. It's up to Mark and his friends to find the enemy - and a cure - before the Flare infects them all ...

2014 Random House "The photo companion to The Maze Runner movie based on the New York Times bestselling series by James Dashner"--

2013 James Dashner 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 . . .

2015-06-23 Jackson Lanzing 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.