

The Eye Of Minds The Mortality Trine One

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The Testing - Joelle Charbonneau 2013

Sixteen-year-old Malencia (Cia) Vale is chosen to participate in The Testing to attend the University; however, Cia is fearful when she figures out her friends who do not pass The Testing are disappearing. 100,000 first printing.

Mortality Doctrine: The Eye of Minds - James Dashner 2013-10-08

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

The Mortality Doctrine Series: The Complete Trilogy - James Dashner 2017-08-29

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

The Game of Lives (The Mortality Doctrine, Book Three) - James Dashner 2017-05-02

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

The Game of Lives (The Mortality Doctrine, Book Three) - James Dashner 2015-11-17

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

Mortality - Christopher Hitchens 2012-09-04

On June 8, 2010, while on a book tour for his bestselling memoir, Hitch-22, Christopher Hitchens was stricken in his New York hotel room with excruciating pain in his chest and thorax. As he would later write in the first of a series of award-winning columns for Vanity Fair, he suddenly found himself being deported "from the country of the well across the stark frontier that marks off the land of malady." Over the next eighteen months, until his death in Houston on December 15, 2011, he wrote constantly and brilliantly on politics and culture, astonishing readers with his capacity for superior work even in extremis. Throughout the course of his ordeal battling esophageal cancer, Hitchens adamantly and bravely refused the solace of religion, preferring to confront death with both eyes open. In this riveting account of his affliction, Hitchens

poignantly describes the torments of illness, discusses its taboos, and explores how disease transforms experience and changes our relationship to the world around us. By turns personal and philosophical, Hitchens embraces the full panoply of human emotions as cancer invades his body and compels him to grapple with the enigma of death. MORTALITY is the exemplary story of one man's refusal to cower in the face of the unknown, as well as a searching look at the human predicament. Crisp and vivid, veined throughout with penetrating intelligence, Hitchens's testament is a courageous and lucid work of literature, an affirmation of the dignity and worth of man.

The Siege - Mark Alpert 2016-07-05

Mission: Sabotage. Adam gave up everything for a new chance at life. Now with a cutting-edge digital mind, he is smarter, faster, better than a normal teen. Except Adam is anything but invincible. He's indebted to the government program that gave him this ability-and freedom comes at a price. Adam and his teammates, the six Pioneers, swore to defend humanity against Sigma, the most ruthless artificial intelligence program ever designed. The Pioneers are all that stand between the AI and world domination. But Sigma has an advantage. It has learned about human weakness, and its new weapon? Betrayal. In this war between good and evil, the battle lines have been drawn...but someone is about to switch sides. The Six Series: The Six (Book 1) The Siege (Book 2) The Silence (Book 3, coming Summer 2017) Praise for The Six: "Questions of principle, power, and possibility keep this look at our modern, hardwired existence fresh and fascinating." - Booklist, STARRED review "Adam is an unusual hero—and he faces a frightening question: Computers can't kill—CAN they? I'm still shaken by the answer. Will the near-future really be this terrifying?" -R.L. Stine, bestselling author of Fear Street

Between Burning Worlds - Jessica Brody 2020-03-24

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

The Leveller - Julia Durango 2015-06-23

Gamers and action fans of all types will dive straight into the MEEP, a virtual-reality gaming world, thanks to Julia Durango's cinematic storytelling. A touch of romance, constant twists, and a vivid, multidimensional journey through a tricked-out virtual city will keep readers flying through to the breathtaking end. Nixy Bauer is used to her classmates being very, very unhappy to see her. After all, she's a bounty hunter in a virtual-reality gaming world—and she's frequently hired by irritated parents to pull kids out of the mazelike MEEP universe. But when the game's billionaire developer loses track of his own son in the MEEP, Nixy is in for the biggest challenge of her bounty-hunting career. Wyn Salvador isn't some lazy kid looking to escape his homework: Wyn does not want to be found. And he's left behind a suicide note. Nixy takes the job but quickly discovers that Wyn's not hiding—he's being held inside the game against his will. But who is holding him captive, and why? Nixy and Wyn attempt to fight their way out of a mind game unlike any they've encountered, and the battle brings them closer than either could have imagined. But when the whole world is virtual, how can Nixy possibly know if her feelings are real?

Insignia - S. J. Kincaid 2012-07-10

"Insignia expertly combines humor with a disarming and highly realistic view of the future. The characters

are real, funny, and memorable. You won't be able to put this book down."—Veronica Roth, #1 New York Times bestselling author of *Divergent* and *Insurgent* The earth is in the middle of WWII in Insignia, the first entry in S. J. Kincaid's fast-paced sci-fi adventure trilogy perfect for fans of *Ender's Game*. The planet's natural resources are almost gone, and war is being fought to control the assets of the solar system. The enemy is winning. The salvation may be Tom Raines. Tom doesn't seem like a hero. He's a short fourteen-year-old with bad skin. But he has the virtual-reality gaming skills that make him a phenom behind the controls of the battle drones. As a new member of the Intrasolar Forces, Tom's life completely changes. Suddenly, he's someone important. He has new opportunities, friends, and a shot at having a girlfriend. But there's a price to pay. . . .

The Maze Runner - James Dashner 2014-08-05

Sixteen-year-old Thomas wakes up with no memory in the middle of a maze and realizes he must work with the community in which he finds himself if he is to escape.

The Zigzag Effect - Lili Wilkinson 2014-10

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

Maze Runner 3: The Death Cure - James Dashner 2013-12-05

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?

The Game of Lives - James Dashner 2015-11-19

The games Michael is 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. From the New York Times bestselling author of the Maze Runner series comes The Game of Lives, the thrilling finale to the Mortality Doctrine series. Perfect for fans of *Divergent* and *The Hunger Games*.

Dreamhunter - Elizabeth Knox 2014-12-09

Laura comes from a world similar to our own except for one difference: it is next to the Place, an unfathomable land that fosters dreams of every kind and is inaccessible to all but a select few, the Dreamhunters. These are individuals with special gifts: the ability to catch larger-than-life dreams and relay them to audiences in the magnificent dream palace, the Rainbow Opera. People travel from all around to experience the benefits of the hunters' unique visions. Now fifteen-year-old Laura and her cousin Rose, daughters of Dreamhunters, are eligible to test themselves at the Place and find out whether they qualify for the passage. But nothing can prepare them for what they are about to discover. For within the Place lies a horrific secret kept hidden by corrupt members of the government. And when Laura's father, the man who discovered the Place, disappears, she realizes that this secret has the power to destroy everyone she loves . . . In the midst of a fascinating landscape, Laura's dreamy childhood is ending and a nightmare beginning. This rich novel, filled with beauty, danger, politics, and intrigue, comes to a powerful crescendo, leaving readers clamoring for Book Two. Dreamhunter is a 2007 Bank Street - Best Children's Book of the Year. "It is like nothing else I've ever read." -- Stephenie Meyer, *The Twilight Saga*

The Eye of Minds (The Mortality Doctrine, Book One) - James Dashner 2014-07-22

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

The Awakening #1 - Michael Carroll 2008-05-01

Fans of the hit TV show Heroes will love Quantum Prophecy! Ten years ago, all the superhumans vanished. No one knows what happened to them—until now. Thirteen-year-olds Danny and Colin are shocked to discover that they are in fact the beginning of a renewed superhuman race. As they rise to take the place of the lost generation, the unimaginable truth behind the explosive final battle that occurred ten years ago between the superheroes and the supervillains is exposed. And when the past resurfaces, Danny and his fellow superheroes must face the new challenges that threaten their survival. On the run from everyone, and not knowing who is friend or foe, the one ability the new heroes are going to need most is the power to distinguish good from evil.

SYLO - D. J. MacHale 2013-07-02

The ultimate action-fueled end-of-the-world conspiracy trilogy from #1 New York Times bestselling author D.J. MacHale THEY CAME FROM THE SKY parachuting out of military helicopters to invade Tucker Pierce's idyllic hometown on Pemberwick Island, Maine. They call themselves SYLO and they are a secret branch of the U.S. Navy. SYLO's commander, Captain Granger, informs Pemberwick residents that the island has been hit by a lethal virus and must be quarantined. Now Pemberwick is cut off from the outside world. Tucker believes there's more to SYLO's story. He was on the sidelines when the high school running back dropped dead with no warning. He saw the bizarre midnight explosion over the ocean, and the mysterious singing aircraft that travel like shadows through the night sky. He tasted the Ruby—and experienced the powers it gave him—for himself. What all this means, SYLO isn't saying. Only Tucker holds the clues that can solve this deadly mystery. LOOK TO THE SKY because Pemberwick is only the first stop.

The Fever Code (Maze Runner, Book Five; Prequel) - James Dashner 2016-09-27

All your questions are answered in the fifth book in James Dashner's #1 New York Times bestselling Maze Runner series. The story that fans all over the world have been waiting for — the story of how Thomas and WICKED built the Maze — is finally here. You do not want to miss it. Once there was a world's end. The forests burned, the lakes and rivers dried up, and the oceans swelled. Then came a plague, and fever spread across the globe. Families died, violence reigned, and man killed man. Next came WICKED, who were looking for an answer. And then they found the perfect boy. The boy's name was Thomas, and Thomas built a maze. Now there are secrets. There are lies. And there are loyalties history could never have foreseen. This is the story of that boy, Thomas, and how he built a maze that only he could tear down. All will be revealed. A prequel to the worldwide Maze Runner phenomenon, The Fever Code is the book that holds all the answers. How did WICKED find the Gladers? Who are Group B? And what side are Thomas and Teresa really on? Lies will be exposed. Secrets will be uncovered. Loyalties will be proven. Fans will never see the truth coming. Before there was the Maze, there was The Fever Code. Don't miss The Maze Runner, Maze Runner: The Scorch Trials, and Maze Runner: The Death Cure all now major motion pictures from Twentieth Century Fox, starring Dylan O'Brien, Kaya Scodelario, Thomas Brodie-Sangster, Rosa Salazar, Giancarlo Esposito, and Aidan Gillen. And look for James Dashner's new bestselling series the Mortality Doctrine: The Eye of Minds, The Rule of Thoughts, and The Game of Lives. Praise for the Maze Runner series: A #1 New York Times Bestselling Series A USA Today Bestseller A Kirkus Reviews Best Teen Book

of the Year An ALA-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

The Journal of Curious Letters - James Dashner 2009-12-22

Thirteen-year-old Atticus "Tick" Higginbottom begins receiving mysterious letters from around the world signed only "M.G.," and the clues contained therein lead him on a journey to the perilous 13th Reality and a confrontation with evil Mistress Jane.

The Daily Stoic - Ryan Holiday 2016-10-18

From the team that brought you The Obstacle Is the Way and Ego Is the Enemy, a beautiful daily devotional of Stoic meditations—an instant Wall Street Journal and USA Today Bestseller. Why have history's greatest minds—from George Washington to Frederick the Great to Ralph Waldo Emerson, along with today's top performers from Super Bowl-winning football coaches to CEOs and celebrities—embraced the wisdom of the ancient Stoics? Because they realize that the most valuable wisdom is timeless and that philosophy is for living a better life, not a classroom exercise. The Daily Stoic offers 366 days of Stoic insights and exercises, featuring all-new translations from the Emperor Marcus Aurelius, the playwright Seneca, or slave-turned-philosopher Epictetus, as well as lesser-known luminaries like Zeno, Cleanthes, and Musonius Rufus. Every day of the year you'll find one of their pithy, powerful quotations, as well as historical anecdotes, provocative commentary, and a helpful glossary of Greek terms. By following these teachings over the course of a year (and, indeed, for years to come) you'll find the serenity, self-knowledge, and resilience you need to live well.

The 13th Reality Books 1 & 2 - James Dashner 2015-07-28

From the New York Times bestselling author of The Maze Runner comes the first two action-packed adventures of The 13th Reality series in one exciting edition! What if every time you made a choice that had a significant consequence, a new, alternate reality was created—the life that would've been? What if those new Realities were in danger? What if it were up to you to save all the realities—and in turn, the entire universe? Atticus Higginbottom, a.k.a. Tick, is living a regular life until the day a strange letter arrives in his mailbox. Postmarked from Alaska and cryptically signed with the initials "M.G.," the letter informs Tick that dangerous—perhaps even deadly—events have been set in motion that could result in the destruction of reality itself. Join Tick as he embarks on a series of adventures that cross time and space in the first two books of the acclaimed The 13th Reality series.

The Power of Six - Pittacus Lore 2011-08-23

The second book of the #1 New York Times bestselling I Am Number Four series! In the beginning, nine aliens left their home planet Lorien when it fell under attack by the evil Mogadorians. They scattered on Earth and went into hiding. They look like ordinary teenagers but have extraordinary powers. The Mogs have come for them. They killed Number One in Malaysia, Number Two in England, and Number Three in Kenya. They tried to get John Smith, Number Four, in Ohio—but they failed. Now John has joined forces with Number Six, and they are on the run. But they are not alone. Already John and Six have inspired Marina, Number Seven, who has been hiding in Spain. She's been following the news of what's happening, and she's certain this is the sign she's been waiting for. It's time to come together. Michael Bay, director of Transformers, raved: "Number Four is a hero for this generation." This epic story is perfect for fans of action-packed science fiction like The Fifth Wave series by Rick Yancey, The Maze Runner series by James Dashner, and Orson Scott Card's Ender's Game. The battle for Earth's survival wages on. Don't miss the rest of the series: #3: The Rise of Nine, #4: The Fall of Five, #5: The Revenge of Seven, #6: The Fate of Ten, and #7: United as One. Don't miss the first book in the brand-new I Am Number Four spin-off series: Generation One.

Gunner Skale: An Eye of Minds Story (The Mortality Doctrine) - James Dashner 2014-03-11

From James Dashner, author of the #1 New York Times bestselling MAZE RUNNER series, comes an original thirty-page e-short returning fans to the fast-paced, high-tech world in the Mortality Doctrine series

that includes *The Eye of Minds*, *The Rule of Thoughts*, and *The Game of Lives*. Includes a sneak peek of *The Fever Code*, the highly anticipated conclusion to the *Maze Runner* series—the novel that finally reveals how the Maze was built! Find out how Gunner Skale, the best gamer on the VirtNet, becomes a legend in this story available exclusively online. Praise for the Bestselling MORTALITY DOCTRINE series: “Dashner takes full advantage of the Matrix-esque potential for asking ‘what is real.’” —io9.com “Set in a world taken over by virtual reality gaming, the series perfectly capture[s] Dashner’s hallmarks for inventiveness, teen dialogue and an ability to add twists and turns like no other author.” —MTV.com “A brilliant, visceral, gamified mash-up of *The Matrix* and *Inception*, guaranteed to thrill even the non-gaming crowd.”

—Christian Science Monitor

Crank Palace - James Dashner 2020-09-04

The Morality Doctrine 01. Eye of Minds - James Dashner 2013-10-08

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"

Lies - Michael Grant 2010-05-04

The third book in Michael Grant's New York Times bestselling *Gone* series, *Lies* is another heart-in-your-throat page-turner, both chilling and thought-provoking. It's been seven months since all the adults disappeared. *Gone*. It happens in one night. A girl who died now walks among the living; Zil and the Human Crew set fire to Perdido Beach, and amid the flames and smoke, Sam sees the figure of the boy he fears the most: Drake. But Drake is dead. Sam and Caine defeated him along with the Darkness—or so they thought. As Perdido Beach burns, battles rage: Astrid against the Town Council; the Human Crew versus the mutants; and Sam against Drake, who is back from the dead and ready to finish where he and Sam left off. And all the while deadly rumors are raging like the fire itself, spread by the prophetess Orsay and her companion, Nerezza. They say that death is a way to escape the FAYZ. Conditions are worse than ever and kids are desperate to get out. But are they desperate enough to believe that death will set them free?

“Disturbing, brilliantly plotted, and boasting a balanced mix of action and scheming.” —ALA Booklist Read the entire series: *Gone* *Hunger* *Lies* *Plague* *Fear* *Light* *Monster* *Villain* *Hero*

The Rule of Thoughts (The Mortality Doctrine, Book Two) - James Dashner 2016-05-03

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

The Maze Runner Files - James Dashner 2013-11-07

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*.

The Greatest Zombie Movie Ever - Jeff Strand 2016-03-01

After producing three horror movies that went mostly ignored on YouTube, Justin and his filmmaking buddies decide it's time they create something noteworthy, something epic. They're going to film the Greatest Zombie Movie Ever. They may not have money or a script, but they have passion. And, after a rash text message, they also have the beautiful Alicia Howtz-Justin's crush-as the lead. With only one month to

complete their movie, a script that can't possibly get worse, and the hopes and dreams of Alicia on the line, Justin is feeling the pressure. Add to that a cast of uncooperative extras and incompetent production assistants, and Justin must face the sad, sad truth. He may actually be producing *The Worst Zombie Movie Ever...* "Fans of Strand's other novels of outrageous circumstance...will not be disappointed. A delightfully ludicrous read."-School Library Journal on *I Have a Bad Feeling About This*

The Maze Runner: Enhanced Movie Tie-in Edition - James Dashner 2014-09-19

The book that began the #1 New York Times bestselling *Maze Runner* series is now a major motion picture, as well as its sequel, *The Scorch Trials*, from Twentieth Century Fox! Read *The Maze Runner* like never before with this enhanced movie tie-in edition. This special edition includes: · Clips from the movie. · Individual character introductions. · Behind-the-scenes interviews with the cast, featuring the star of MTV's *Teen Wolf*, Dylan O'Brien, as Thomas; Kaya Scodelario as Teresa; Aml Ameen as Alby; Will Poulter as Gally; and Thomas Brodie-Sangster as Newt. · A walk-and-talk tour of the set with author James Dashner and director Wes Ball. · An interview with James Dashner · A full-color insert featuring thrilling photos from the film. · The movie trailer, never-before-seen footage, and more! Nice to meet ya, shank. Welcome to the Glade. Outside the towering stone walls that surround the Glade is a limitless, ever-changing maze. It's the only way out—and no one's ever made it through alive. Everything is going to change. Then a girl arrives. The first girl ever. And the message she delivers is terrifying. Remember. Survive. Run. Praise for the *Maze Runner* series: A #1 New York Times Bestselling Series A USA Today Bestseller A Kirkus Reviews Best Teen Book of the Year An ALA-YASLA Best Fiction for Young Adults Book An ALA-YALSA Quick Pick "[A] mysterious survival saga that passionate fans describe as a fusion of *Lord of the Flies*, *The Hunger Games*, and *Lost*."—EW.com “Wonderful action writing—fast-paced...but smart and well observed.”—Newsday “[A] nail-biting must-read.”—Seventeen.com “Breathless, cinematic action.”—Publishers Weekly “Heart pounding to the very last moment.”—Kirkus Reviews “Exclamation-worthy.”—Romantic Times [STAR] “James Dashner’s illuminating prequel [*The Kill Order*] will thrill fans of this *Maze Runner* [series] and prove just as exciting for readers new to the series.”—Shelf Awareness, Starred "Take a deep breath before you start any James Dashner book."-Deseret News

Independent Study - Joelle Charbonneau 2014

Now a freshman at the University in Tosu City with her hometown sweetheart, Tomas, Cia Vale attempts to expose the ugly truth behind the government's grueling and deadly Testing put her and her loved ones in great danger.

The Last Star - Rick Yancey 2017-05-23

The highly-anticipated finale to the New York Times bestselling *5th Wave* series. The enemy is Other. The enemy is us. They're down here, they're up there, they're nowhere. They want the Earth, they want us to have it. They came to wipe us out, they came to save us. But beneath these riddles lies one truth: Cassie has been betrayed. So has Ringer. Zombie. Nugget. And all 7.5 billion people who used to live on our planet. Betrayed first by the Others, and now by ourselves. In these last days, Earth's remaining survivors will need to decide what's more important: saving themselves . . . or saving what makes us human. Praise for *The Last Star* “Yancey’s prose remains achingly precise, and this grows heavier, tighter, and more impossible to put down as the clock runs out...this blistering finale proves the truth of the first two volumes: it was never about the aliens.”—Booklist, starred review “A haunting, unforgettable finale.”—Kirkus Reviews “Yancey doesn’t hit the breaks for one moment, and the action is intense, but the language always stays lyrical and lovely. It’s a satisfying end to an impressive trilogy, true to the characters and the world Yancey created.”—Entertainment Weekly “Yancey has capped off his riveting series with a perfect ending.”—TeenReads.com “[T]he ending provides both satisfaction and heartbreak.”—Publishers Weekly “Yancey's writing is just as solid and descriptive as in the first two books....What Yancey does beautifully is reveal the human condition.”—Examiner.com "Rick Yancey sticks the (alien) landing in the action-packed finale to his *The 5th Wave* invasion saga And the author gives us a major dose of girl power as well, pairing Cassie and Ringer for an uneasy alliance that provides the best moments in this fantastic series’ thought-provoking and satisfying conclusion.”—USA Today Praise for *The 5th Wave* Now a major motion picture starring Chloë Grace Moretz "Remarkable, not-to-be-missed-under-any-circumstances."—Entertainment Weekly "A modern sci-fi masterpiece . . ."—USAToday.com "Wildly

entertaining . . . I couldn't turn the pages fast enough."—Justin Cronin, The New York Times Book Review
Praise for The Infinite Sea "Heart-pounding pacing, lyrical prose and mind-bending twists . . ."—The New York Times Book Review
"Impressively improves on the excellent beginning of the trilogy."—USA Today
"An epic sci-fi novel with all the romance, action, and suspense you could ever want."—Seventeen.com
Books in the series: The 5th Wave (The First Book of The 5th Wave) The Infinite Sea (The Second Book of The 5th Wave) The Last Star (The Third Book of the The 5th Wave)

The Eye of Minds (The Mortality Doctrine, Book One) - James Dashner 2013-10-08

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

Level 2 - Lenore Appelhans 2013-01-15

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

Michael Vey - Richard Paul Evans 2012-07-10

Michael Vey, a fourteen-year old who has Tourette's syndrome and special electric powers, finds there are others like him, and must rely on his powers to save himself and the others from a diabolical group seeking to control them.

The 13th Reality: The Complete Set - James Dashner 2013-02-05

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

The Kill Order - James Dashner 2013-12-05

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 ...

The Rule of Thoughts (The Mortality Doctrine, Book Two) - James Dashner 2014-08-26

Reality just became a virtual nightmare in book two 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! 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. 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 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 Death Cure - James Dashner 2017-12-26

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