



The Eye of Minds

James Dashner

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Michael is a gamer. And like most gamers, he almost spends more time on the VirtNet than in the actual world. The VirtNet offers total mind and body immersion, and the more hacking skills you have, the more fun. Why bother following the rules when most of them are dumb, anyway?

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 there's the possibility that the line between game and reality will be blurred forever.

The Eye of Minds Details

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Author : James Dashner

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Genre : Young Adult, Science Fiction, Dystopia

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From Reader Review The Eye of Minds for online ebook

Lexie says

UGGHH where to begin with this book. Let me first say before I go in to dislike mode, that I am a James Dashner fan I loved the Maze Runner even though that series didn't end the way I wanted I still enjoyed it (even got my brother & boyfriend to read it, which never happens). I was pretty disappointed about this book the entire time I was reading it, as you saw from my status update earlier. Like I mentioned earlier that I really enjoyed the Maze Runner series it was hard to get into at first because of the slang but once I pushed through I was then engulfed by the story & characters, I was hoping that The Eye of Minds would do the same if I just kept pushing through, sadly it didn't.

The first problem that jumped out to me was how easy it was to convince Michael, Sarah & Bryson to go on this crazy life threatening mission. VSN was just like "hey you guys are smart kids wanna work for us free and stop a crazy madman from killing humans" OKAY :O WTF seriously this didn't raise any red flags to anyone.

As I continued reading I noticed there were sentences that I just didn't need to be there and didn't make a lot of sense why a character would do or say something. There were many scenes that just seemed really fake and forced. Which sucks because I swear I really did want to like Michael, Sarah & Bryson's friendship. Also this felt more of an adult book than a young adult book, but this might be just my impression of the book. There were parts that I felt were just way too complicated and not explained very well. It probably didn't help me either that I read this book plus Rush by Eve Silver back to back, both of these books take place in video game type worlds. So I sometimes ran into some issues with getting the two worlds mixed up. Overall I did enjoy Sarah & Bryson's characters a whole lot more than Michael, if I ever decide to continue this series it will be cause I want to know what happens to Sarah & Bryson, I could care less about Michael.

My heart breaks a little about this book, I wanted to love it but I could've cared less to what happened. Plus it also didn't help that "twists" weren't all that surprising. I don't know how James Dashner went from the Maze Runner series to this book. 2/5 stars

Kali Wade says

When I was reading this I hated the writing style and felt we needed a better a introduction of the characters

Burcu says

Neden sa? gösterip sol vuruyorsun be adam! ?kinci kitab? verin bana hemen ?imdi :(

Kelly Brigid says

“Who knows the true definition of real?”

Real ?

/r?(?)l/ *adjective*.

1) "Actually existing as a thing or occurring in fact; not imagined supposed."

2) "(of a substance or thing) not imitation or artificial; genuine."

According to Google's definition of *real* (dictionaries are a thing of the past), anything that is not *artificial* or an *imitation* is *real*. Therefore, everything in a virtual reality is purely a figment of our imagination. Ah, but the question is, is the *VirtNet* real? If we are able to manipulate our brain to experience basic emotions and feelings, then where is the line that defines what's *real* and what's not? A virtual reality is actually oxymoronic in its name; virtual means non-existing, but a reality refers to the state of things as they actually exist. So, how can a non-existent reality exist? If our brains are intertwined to this false world, will the connection between real and not real no longer exist? The average human brain consists of over a thousand trillion connections, which is more links than that of all the world's computers combined. Is it possible to possess the technology to connect our brain with a false reality? And what if, a virtual reality and our reality were one in the same, and we could freely choose to enter...or *leave* either to go to the other? Yes, I adore the concept of virtual realities...which is why *The Eye of Minds* was a **dreadfully tremendous disappointment** for me.

To be perfectly honest, I don't remember much of this book...then again, I didn't remember half of it the day after I read it, anyway. Not that it matters.

You want to know the *main* reason I didn't fancy this book?

Mundane
Insipid
Characterless
Ho-hum
Annoying
Eerie
Loser

I think that summarizes his character very well. I truly believed that Dashner could create a likable protagonist, but alas, Michael makes Thomas look like the greatest character in the history of young-adult fiction. Michael is without doubt, the most dreary, lifeless piece of burnt rat on a stick of a protagonist I've ever had the misfortune to read about. Sure, you can make a character unlikable, but apparently it's possible to make them a complete stranger by the end of the novel too. I couldn't even remember what color his hair was, for crying out loud. Michael was just...odd. Allow me to give you an example of his train of thoughts...

"Everywhere Michael looked, he saw perfection. Perfect hair, perfect clothes, perfect muscles, perfect legs.

'Not my cup of tea,' he thought with a smile. He preffered dorky girls with messy hair and potato chip crumbs on their shirts."

...Potato chips?

You have exquisite, and awfully peculiar taste in women, Michael. Am I the only one who finds this a little strange?

At least The Maze Runner had several appealing side-characters. I could deal with Thomas being a boring Gary Stu, because I worshiped the very ground Minho, Newt, and Chuck walked on. Michael, Bryson, is there even a difference between you two? I honestly couldn't tell who was who when they were in the same room. And it didn't help that the the book was written in third person. Which is another problem I had - why not first person? I personally think the story would've flowed better that way, but the POV is probably the book's least concern. And then there's Sarah, aka lackluster love interest. Congratulations James Dashner, you have done it again! You have successfully created, yet another, pointless relationship between two uninspiring individuals, purely so you could have romance! *Bravo!*

Why can't James Dashner learn how to develop characters? Please! All I'm asking for, is *one* thought-provoking character, with flaws that he/she learns to overcome throughout the course of the novel. But, no, they're all a bunch of robots that I couldn't care less about. Even the antagonist, Kaine, is underdeveloped.

I've ratted on James Dashner's writing multiple times...and I'll do it again. *Show, don't tell!* I feel like this book was written for an 8-year-old to comprehend. I'm not retarded, I can understand what Michael is feeling without you repeating it a thousand times! His writing hasn't improved since *The Maze Runner*, and has quite possibly gotten worse. I know, I didn't think it was possible either. The English language is incredibly complex, because it's a hodgepodge of many languages. I love stumbling upon a word that I don't know the meaning to, and trying to decipher its Latin or Greeks roots if it has any. I wasn't able to do that with *The Eye of Minds* though, because it was obviously written to be discerned by children. *The Coffin, The Path, The Sleep, The Wake...etc.* Capitalizing a common noun doesn't sound clever, it's tacky.

The Godforsaken Plot. A cyber-terrorist, who goes by the pseudonym Kaine, is a hacker that is holding users hostage in the VirtNet. The government decides to fight fire with fire, and force Michael and his comrades to catch Kaine, or else they'll cut his Wi-Fi. I'm dead serious. Michael must trek off-grid and follow *The Path*, in order to apprehend the terrorist. Here's where it all goes wrong. The fate of the world is at stake, and rather than inquire the help from, gee I don't know, *professionals*, the government decides to ask 3 teenagers for help! Jolly good idea! Oh, and I've got it! If they don't cooperate, we will sever their Wi-Fi! *Dun, dun, dun!!!* Even more preposterous, is that the very second they threaten to cut them from the VirtNet, Michael, Sarah, and Bryson agree to risk their life without a second thought! Apparently, if they can't play World at Warcraft, their life is obsolete.

The plot drags on...and on....and on. For 75% of the book Michael and his friends are on the deadly *Path*. *Ooh, mysterious.* It's pretty much like that one Bruce Lee movie where each floor accommodates a harder foe than its preceder. And all the characters are absolute idiots, so naturally, it takes them forever to defeat each room, floor, zone, or whatever you want to call it.

I also wanted to know how they *code*. They're hackers! I want to know how and what they're hacking. All we get our stuff like:

"They were still on their hands and knees like him, only they were concentrating, eyes twitching back and forth behind closed eyelids, frantically working the code."

"Every once in a while, he closed his eyes to look for anomalies in the code or anything that

stood out. But it was all solid."

When finished coding, he opened his eyes and rubbed them- they were always a little bleary after linking to the code.

Ugh...

The Twist Ending. I do admit, this is the one part of the book that was actually pretty neat...even though the chapters leading up to it were confusing and made no sense. (view spoiler)

The Eye of Minds may try to lure you in with it's title, but it'll be an utter waste of your time.

Eden says

That plot twist might've been way out of left field, but it just created more logistics problems. :S And I read this almost in tandem with Brandon Sanderson's *Steelheart*, which really highlighted for me the main problem with Dashner's books: his writing is so *clunky*. It's really awkward.

Jeff Raymond says

Sigh.

Okay, if I put on my "would kids like this" hat, this book is pretty great. It's a fast-paced techno-thriller with a lot of twists and turns to keep the story moving along. A good gateway book for reluctant readers, perhaps.

If I put on my "is this a good book" hat, I just want to throw it across the room in frustration and agony. While the book certainly falls in line with Tad Williams's *Otherland* and Conor Kostick's *Saga* thematically, it's written more like a Dan Brown or Brad Meltzer book that focuses almost all on moving the plot along than any sort of real characterization or worldbuilding. There's a place for those books, sure, but I'm not sure it's what I want from my sci-fi.

So yes. Worth reading if you work with kids, worth picking up for your kid who isn't much of a reader, but if you're really into reading or an adult reader of YA, beware.

Braiden says

Review originally posted at Book Probe Reviews.

After I finished reading *The Eye of Minds*, the first in James Dashner's new YA sci-fi series *The Mortality Doctrine*, all I basically did was:

1. eat in my sleep...

.

2. run in my sleep...

... then wake up in shock horror.

3. play the guitar, pretending I'm a rock god in my own VirtNet...

...while really feeling considerably itchy.

Basically *The Eye of Minds* will mess with your mind.

Even Sassy attempted to access the VirtNet again...

.

.

...but she ended up on the floor because I attempted to as well.

Sorry. Too many dogs. 'Twas the only way that I could illustrate without being a pervert and filming myself - when asleep .

Dashner's new offering is what you get when you put Rick Riordan's *Heroes of Olympus* (or any Percy Jackson or Kane Chronicle book) and Michael Grant's *BZRK* in the same room, with a pinch of *Inception* or *The Matrix* to spice up the gene. Loved *The Maze Runner*? Then doubtless you'll love *The Eye of Minds*, if not more. Dashner presents the reader with a trio of characters to get behind – Michael, Sarah, and Bryson – as they go on a quest inside the VirtNet to find *The Mortality Doctrine* and bring down the cyberterrorist Kane in the process. Once you enter the VirtNet with the trio, you won't want to leave – even if you become an unresponsive robot by the end, unable to comprehend a life without technology, transformed into a bunch of coloured pixels struggling to hold themselves together. Lost. Defective. Dea---

*System Gone Into Hibernation Until Book #2, *The Rule of Thoughts**

To think I knew everything that hid up Dashner's sleeves. All those plot twists, all those surprises. But I really didn't. Every turning point in *The Eye of Minds* surprised me, my fingers bled from the razor-edged pages of the ARC, my skin blistered from how tight I held it. *The Eye of Minds* had a balanced weight of action, adventure, and suspense, with only a page to give those hopeless romantics something "romantic" to look out for. Dashner knows how to write stories for boys, writing more what boys want – the action and the adventure – than what the Young Adult age category usually dictates and the rules/tropes YA books usually follow. I wouldn't even call the "romance" in this book a romance – it's more of a friendly reminder that you can feel attracted to someone, without spending pages and pages explaining how, or even an entire book.

I found the plot of *The Eye of Minds* completely original. I found the characters completely refreshing. I found the world completely addictive. There wasn't anything in *The Eye of Minds* that I didn't like. And because of that, I couldn't let *The Eye of Minds* depart my hands.

The Eye of Minds is successful at addressing modern issues and future scenarios in a manner that speculates at the rawest level. Would we, in our future, have a Virtual Reality that we can escape to? And what if this perfect escape becomes hell, war-torn, just like the world we had left? The public arena of the internet and media. The identities people hide behind to keep themselves safe – which they never really are. *The Eye of Minds* is a relevant novel for the technologically advanced – gamers, internet-users, every person that uses technology in this day-and-age. They will find something to relate to in this novel, and with two more books to come in this trilogy there may just be so much more to explore and speculate on than what we were presented with in *The Eye of Minds*.

I don't want to spoil anything, and it's difficult not to when you just want to talk and talk and talk about it, specifically because the last couple of chapters of *The Eye of Minds* will BLOW YOUR MIND and you'll wonder why you never had thought about it while you read. All I can really say is that I'll be recommending *The Eye of Minds* to every boy that walks into my bookstore in October when this book comes out, to every gamer, to every *The Maze Runner* or Rick Riordan fan. Want an epic sci-fi adventure? Go with *The Eye of Minds*!

The Eye of Minds is a fast-moving, mind-altering sci-fi adventure that will leave you wanting to get back into the VirtNet as soon as you can, an addiction unsettled.

Will add more in the coming week

• • •

Books in the Mortality Doctrine:

1. **The Eye of Minds** (October, 2013)
2. *The Rule of Thoughts* (2014)
3. *Untitled* (2015)

Other books by James Dashner:

- *The 13th Reality*
- *The Mortality Doctrine*
- *Infinity Ring*

- The Jimmy Fincher Saga

Comparable Titles:

- *BZRK* by Michael Grant
 - *Ready Player One* by Ernest Cline
 - *The Lost Hero* by Rick Riordan
-

Irmak says

2.5/5

Kitap benim için büyük hayal kırıklığı oldu. Çok büyük beklenti ile başladım, konusu çok ilgimi çekti ama umduğunu buldum mu dersiniz bulamadım.

Konu çok güzeldi gerçekten her ne kadar Avatar çakması olsa da (Tabut'a girip kablolarla başlanıp SanalA'a geçme kısmı Avatardaki evrene geçiş ile aynıydı neredeyse) Fakat kitabın anlatımı bana inanılmaz sıkıcı geldi. 3.tekil ağızdan anlatılmaması beni çok sıkıyor ama o bir yana yazarın yazım tarzını da sevmedim. Labirent serisini okumamıştım, artık hiç okumam.

Başta çeviriden olabileceğini düşündüm ama çevirmene bakınca Selim Yeniçeri olduğunu gördüm. Ki kendisinin çevirdiği bir sürü kitap okudum ve hiç bir problem yaşamadım hatta kitapları çok severek okudum. O yüzden bu kitapta problemin çeviri değil yazarın anlatımı olduğunu düşünüyorum.

Karanlık Zihinlere 2 verdi mi göz önünde bulundurduğumda bu kitaba 2.5'tan daha az puan vermemin de haklılık olacağını düşündüm.

Yaaaani diyeceğim o ki Oyun Ustası benim için büyük hayal kırıklığı oldu. Nokta.

Wesley says

I have a problem with the way Dashner writes.

First things first, the book was okay after I finished it. I read *The Maze Runner* (really liked it) and *The Scorch Trials* (hated it), so this was my third Dashner book and the book that would sort of solidify my opinion of Dashner. And I've decided I don't like the way he writes.

While I found the book okay as a whole after finishing, it was not fun to read; it was just annoying. Similar to the *Maze Runner* series, I appreciate the concept and core story (even though I find this one not as unique or creative as *Maze Runner*) but I don't like what Dashner's built around it. For me, the book's imagination ends at the concept. Everything in between is so random and frankly, a waste of my time. It was like how every unexplained and illogical thing from *Maze Runner* was justified by a character vaguely saying, "It's the variables." A cop-out to a more fully developed and completely thought-out idea.

This book, as with *The Scorch Trials*, comes across as a harebrained creative writing assignment with little to no forethought. Dashner had the beginning and end in mind, and filled the middle with whatever random thing he could muster up for the sake of lengthening the book. My honest guess at his thought process would be:

Hm...something needs to happen now. What's weird? Tentacles are always weird. Let's make

them wires cause this is sci-fi. Okay moving tentacles attack the characters. What next? Talking animals! Those are always strange. What should they say? They should recite something. It should rhyme; rhymes are nice. Okay, it'll be a poem, like the ones every ominous character knows...

Fitting his directionless ideas into his chunky writing style only makes them worse. He cuts up a single chapter into anywhere from two to eight sub-chapters, with little to no time passing in between these sub-chapters, which makes me wonder why he didn't just hit Enter (maybe hit it twice even) when typing up this book instead of adding a gimmicky little square with a sub-chapter number. Many other books segment chapters, but it usually indicates a change in scenery or a noticeable amount of time passing. The bottom line is that in my opinion, the way he segmented his chapters was rarely necessary, if ever. Does a three page chapter on a small page and 12-point font really need sub-chapters?

Sure, this is a book for young adults, but so is the *The Hunger Games* and *Harry Potter*, yet an adult could read the *Games* or *Harry Potter* and still enjoy them. The latter's worlds are so thoroughly imagined that the quirks are believable. Dashner's worlds are like sticky tape across the carpet of a public place: they're a collection of raw, unrelated, and discarded half-thoughts.

I usually finish books because I want to know what happens at the end and one of the markers of a good book for me is that I enjoy the entire experience of getting to the end. With Dashner and with *Eye of Minds*, I just want a two-sentence summary because that's all I believe he has to offer. Everything in between has no value.

Denisse says

3.5 Not as bad as some people are saying, not as good as I thought it was going to be, either. The worst thing is that we're all comparing it with The Maze Runner series, it is not better, so, people get really dissatisfied. But I liked some details and plot twists, it is also a very fast-paced book with no wasted pages at all. It has some good funny dialogue...I don't know, is not bad or good, it is just entertaining. It has the possibility of a very good continuation, hope I can read it soon. I was going to give it just 3 stars, but I really liked the ending.

"Who knows the true definition of real?"

No soy mucho de los video juegos, de hecho, no soy **nada** de videojuegos pero sentí que el libro tenía cierta vibra de eso exactamente, del tipo *"tienes que pasar pruebas para llegar a la prueba final bla bla bla"*.

Me gusta la idea, y se plantea de forma rápida y entretenida, pero los personajes no me llegaron tanto, Bryson fue el mejor a mi parecer. No es que los amara u odiara, o sea, si me agradaban pero no a un nivel muy emocional XD De todas formas me gustaban los diálogos que tenían entre ellos.

Un futuro donde la gente pasa mas tiempo dentro de un videojuego que en la vida real. Pero la experiencia es tan real que un fallo puede ocasionarte la muerte cerebral.

Me gusta que James no le de tantos rodeos a las cosas, solo las dice y listo, eso le funciona muy bien con su trilogía pasada, pero ya que esta tiene una trama muy centrada en todo sobre programación, o sea, es un poco mas técnica, **siento que si hubiera explicado ciertas cosas mas a fondo me hubiera tomado todo el asunto un mas en serio**. Pero es una lectura fácil cuando le agarras la onda y rápida si no le pierdes el ritmo.

Vuelvo a hacer énfasis en los ENORMES márgenes que tenía mi edición y la ENORME letra XD O sera que últimamente he estado leyendo libros con letra chiquita de mas?

"A knife is a godsend to the man tied in ropes, death to the man in chains"

No creo que sea una lectura para todos, tiene muchos datos técnicos, pero entre todo eso voy a destacar ciertas ideas que me gustaron bastante. **1. LOS KILLSIMS**, me gusto su función y las descripciones que teníamos de ellos. Al menos en mi cabeza se ven geniales XD **2. LA ESCENA CON LOS CUERPOS**, bastante creepy. *Me likes.*

No digo que es lo mejor que he leído en mi vida, solo que me parecieron detalles buenos dentro de una novela sin muchos detalles.

Recomendado si quieres leer algo rápido pero no tan ligero. Según mis gustos, esta seria la típica lectura de *"En mitad de mi semestre escolar"*. No estas tan ocupado, pero no tan libre.

Creo que el final salvo mucho a la historia, me gusto el twist y si leeré la continuación, solo que no ahora.

No te recomiendo compararla contra TMR porque saldrá perdiendo por mucho XD

Meli says

Das Ende war so genial ... ich brauch Band 2!!

C.P. Cabaniss says

DNF around 18%.

I read the first 10% or so of this in 2014, because it sounded like something I would love. Don't as me why, but I love books (or the idea of books) that are somehow set around gaming. Not being a gamer myself I don't know why this is, but I do. So this sounded like the perfect book for me. I put it aside quickly then, but recently wanted to give it another chance. After listening to an hour and a half or so of the audio, I think I will relegate this one to the DNF pile permanently.

Dashner's writing style is difficult for me to get into and I don't find the characters that compelling. The terminology used within the society he has created also really bugged me, for some reason. It just seemed so...I don't know. It just didn't work for me.

I gave it a second chance and I'm glad I did. I just wish the outcome had been different.

Jon says

Check out Scott Reads It! for giveaways, reviews & more!

Thank you to the lovely Go Flash Go! from Read, Rinse, Repeat! It was so kind of you to send me TEOm and I really appreciate it ;) Thanks for being awesome!!!

The Eye Of Minds was one of my most anticipated read of 2013 and it definitely delivered. I have been a huge, huge James Dashner fan ever since I first read The Maze Runner in my pre-blogging days. I consider myself a member of the Dashner Army, and I was so happy when Go Flash Go! sent me a copy of this book. Warning: This review may consist of a lot of fanboying and ranting. That being said, I loved The Eye Of Minds!

I was pretty worried that The Eye Of Minds would be too similar to Ready Player One, which I really enjoyed. Sure, the books have very similar premises, but they have few similarities beyond that. Seriously, don't be dismissed by the few similarities and think of it as a "YA Ready Player One rip-off". The only reason I chose to address this concern is because so many people on Goodreads have commented that this book sounds way too similar to Ready Player One.

The Eye Of Minds is everything readers have learned to expect from James Dashner: a thrilling plot, fantastic characters, subtle romance, and incredible world-building. James Dashner never disappoints! The Eye Of Minds is definitely a page-turner and I zoomed through this book faster than I expected. I only planned on reading a few pages, but I actually I ended up reading 100's of pages and a few hours went by. This book is absolutely riveting and it's incredible how easily I was immersed in this story.

The plot is incredibly original with enough action, adventure, and romance to satisfy readers. James Dashner has a knack for creating such tense, action-packed books and I absolutely loved this one. Gah. Don't even get me started on the incredible plot twists that were just so unexpected and absolutely epic. If you've read The Maze Runner series, you know that Dashner knows how to create terrifying creatures like the Grievers and Cranks. Once again, Dashner has created an extremely terrifying species of creatures called the Killsims. I really don't know how to do the Killsims but they are freaking scary.

The world building in EoM is thorough, extremely original, and perfectly executed. The world Dashner created is a world that I would love to live in, on one hand, but on the other hand this world scares the bejeezus out of me. Seriously, I would love to use the Virtnet without all the complications that occur in EoM. Doesn't a virtual reality sound so epic? I am the type of person who would get so addicted to the VirtNet that I'd probably lose sight of reality. Maybe I don't really want to use the VirtNet after all. It doesn't matter if you think you would love the VirtNet, it's impressive how intricate the world Dashner created is.

Lastly, our protagonists in EoM are the kinds of characters that I love to read about. Michael, Bryson, and Sarah aren't perfect; they each have their fair share of flaws and faults. The thing is because of their faults and the fact that Dashner doesn't try to sugarcoat their personalities, these characters feel so realistic. Michael, Bryson, and Sarah are extremely likeable, and I quickly grew attached to them. I loved reading the banter and dialogue between the three, and they definitely made me laugh a handful of times.

Seriously, I'd highly recommend reading this book because it's just so fantastic. Only Dashner could pull off a sci-fi book of this magnitude. I know I'm being very vague in this review, but I'm afraid that I will spoil something by accident. Once again, James Dashner has created a sci-fi book that is unparalleled and I'm dying to read book #2. The only bad thing about this book is how long I have to wait for the following installment in The Mortality Doctrine. Reading The Eye Of Minds is definitely a must!

dyanne says

My thoughts after I finished this book:

What the *HELL* did I just read?

James Dashner's writing style is nothing like anything I've ever read, or anything I ever will read. It's simple and complex at the same time. It is full of so many contradictions, so many layers, so much depth that it's really impossible to describe his books.

The thing about James Dashner:

He does everything for a reason.

No detail is too trivial. No plot twist too big or small. Everything matters. In the end, when everything fits together, it counts. It matters. You read the book a second time and realize how much he was leading you on to that big AHA moment.

It's amazing, really.

This book is classified as science fiction, but it's really not limited to one genre. At times, there were more than one elements that contributed to a mystery, or a horror, or a realistic-fiction, or even an action/adventure type of atmosphere.

And that ending!

James Dashner has written a complex, intriguing, action-packed book that might even come to rival the Maze Runner series. And for that, I have to raise my glass to you, Mr. Dashner.

But really, why did the book end like that?

Karl says

I go off track my reading challenge schedule. I just got a ton of work and I really have to set aside reading the last 100 pages of this book. I hate it when work interferes with pleasure reading. It's just ain't right.

Hahaha.

Okay back to the book.

5 stars.

This Dashner novel is very reminiscent of the anime "sword art online".

I really really liked that anime show a lot! Plus I was an avid fan of MMORPG back in my days (It was the dawn of Ragnarok Online)..

So the inspiration is not really new to me anyway. It felt I was revisiting the old pastime that I had years ago...

Well the story starts very similar to the japanese anime I was referring to. Instead of using helmets that could connect to virtual reality, it used coffins instead.

Same action packed adventure along the way where Dashner is good at and boom! It had an awesome twist at the end. I was never really expecting that.

Having read the maze runner trilogy, I just really hoped that Dashner does not mess it up to the next book. I have high hopes for this series. So please let it be a good one.

Please Mr. James Dashner, make the next book so awesome.
A year is an agony to read a book that would suck.
