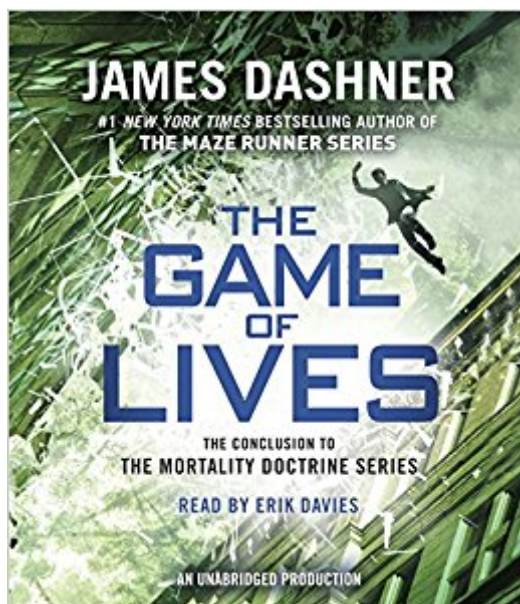


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The Game Of Lives (The Mortality Doctrine, Book Three)



Synopsis

From James Dashner, author of the #1 New York Times bestselling Maze Runner series, comes The Game of Lives, 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. 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's 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. And don't miss The Maze Runner movie and its sequel, Maze Runner: The Scorch Trials, from Twentieth Century Fox! 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

Book Information

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Customer Reviews

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 "An exhilarating adventure story with touches of Anthony Horowitz's Alex Rider books and Orson Scott Card's Ender's Game."Booklist.com "More realistic and addictive than any video game" The Eye of Minds sucked me in from the very first page. The Girl with the Dragon Tattoo meets The Matrix in a vividly rendered world of gamers, hackers, and cyber-terrorists. I can't wait to read the next book in the series!"Kami Garcia, #1 New York Times bestselling coauthor of Beautiful Creatures and author of Unbreakable "Dashner's descriptions are screenplay-ready. . . . This book will satisfy the author's fans . . . [and readers] in search of an adrenaline rush."SLJ "A gripping page-turner, Dashner's latest is sure to please."BookPage "Full of action [and] a rather surprising twist that will leave you flipping pages."fanboynation.com "High on concept, this is an intriguing read for the digital generation."Kirkus Reviews "Dashner once again creates a dystopian world in which nothing is what it seems."VOYA

James Dashner #1 New York Times bestselling author of the Maze Runner series: The Maze Runner, The Scorch Trials, The Death Cure, and The Kill Order, as well as the bestselling Mortality Doctrine series: The Eye of Minds, The Rule of Thoughts, and The Game of Lives. Dashner was born and raised in Georgia, but now lives and writes in the Rocky Mountains. To learn more about him and his books, visit jamesdashner.com, follow @jamesdashner on Twitter, and find dashnerjames on Instagram. From the Hardcover edition.

I choose this rating because the book is good. What I like about the book is that The games are over. 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. But now the line which separates the virtual from the real is blurring. And every time Michael sinks, he risks his life. The VirtNet has become a world of deadly consequences, and the Mortality Doctrine Kaine's master

plan has nearly been realized. 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... 'More realistic and addictive than any video game...' (Kami Garcia, #1 New York Times bestselling co-author of *Beautiful Creatures*) What I dislike about the book is that I wanted to read more of it. I would recommend this book to other people.

The Game of Lives is officially out in paperback! So if you haven't yet picked up Dashner's cyber-adventure trilogy, now is definitely the time to start! This book is just plain cool. In the thrilling conclusion to his *Mortality Doctrine* series, Dashner has brilliantly imagined a world in which virtual reality has been taken to terrifying new levels where the lines between what is real and what is virtual blur dangerously. There are so many twists and turns in this inventive plot, I never knew what to expect. Between trying to decipher what was real from what wasn't, deciding which characters could be trusted and which ones couldn't, and the intense and imaginative action scenes, I was constantly on the edge of my seat. Something Dashner does incredibly well in all of his books is writing teen dialogue. His word choices have such an authentic quality to them that really builds this great camaraderie between some of his characters and keeps the tension at a boiling point between others, and really brings these characters to life. I loved how so many action scenes in this book take place in a virtual setting. Not only is it really creative and fun to read, but it also delivered an action-packed story where brains could very believably, and without any super powers, defeat braun. I loved that! This book is, of course, perfect for fans of *The Maze Runner* series. I also feel like this is an ideal book for gamers as well as fans of YA sci-fi or dystopian novels in general.

A great conclusion to this series. If you like stories that take place in a virtual world, then this series is for you. If you haven't read the other two books, start with *The Eye of Minds*. Tangents (computer programs that have gained sentience) are trying to take over the world and human hosts that have connected to the VirtNet. I was often guessing whether Michael, the main character, was in the real world or in the VirtNet, and whether he is human or just a program. Is this a game? Or are people's lives really at stake? These books always kept me guessing. The only real complaint I have is that the story ended without tying up what happens to one of the main characters. I assume that James left it open to write more books for the series.

It was a good ending to the series, but to be honest, it didn't live up to the first book! I felt that the

first captured my attention completely, the second was hard to get through, and the third wasn't boring but wasn't great. Now that's not to say I didn't enjoy it. It really is a good story, I just feel it could've been better!

Our teenage boys loved this book. We were supposed to read it together, and I kid you not, one of them was done with over 100 pages in one day. I told them there was no way I could keep up since I have to work to be able to buy them more books. They have been enjoying all of the books by James Dashner.

Incredible book, a must read. Read the first two in sequence and you will be mesmerized how you got from page 1 of book one to here- I never knew what would happen next. just plain incredible. :)

Very well written. So many YA books are first person and just stink but this one was great. I highly recommend it. Interesting story humor to keep you going. I really like James Dasher - he tends to keep you on your toes. Something many YA authors don't.

Great finish to a wonderful series. I couldn't stop reading from page 1. Mr Dashner has a flare for creating landscapes in our minds.

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