



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

By James Dashner

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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*

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Editorial Review

From School Library Journal

Gr 7 Up—Beginning where *The Eye of Minds* (Delacorte, 2013) left off, *The Rule of Thoughts* finds Michael reeling from the knowledge that he is—or was—a Tangent: a nonhuman string of code that lived only in the VirtNet. Thanks to Kaine's experiments, Michael now possesses the body and mind of human Jax Porter, and he is doing his best to process what has happened. He realizes that Kaine is out to get him and that Agent Weber, from VirtNet Security, isn't going to protect him as promised. Michael/Jax reunites with Sarah and Bryson and the "Trifecta to Dissect-ya" heads back into the Sleep, to code and hack their way to find answers. As in *The Eye of Minds*, Dashner's action-packed short chapters are divided into numbered sections. The gamers leap from one dangerous situation to another in the Wake and in the virtual reality of Lifeblood Deep. Dashner's descriptions are screenplay-ready, with Portals in malls, virtual battles, and a giant purple Ray of Power. This book will satisfy the author's fans, reluctant readers, and gamers in search of an adrenaline rush. Suggest to fans of Debra Driza's "Mila 2.0" trilogy (HarperCollins) and William Campbell Powell's stand-alone *Expiration Day* (Tor, 2014). This title will please older teens comfortable with a slower narrative pace.—Maggie Knapp, Trinity Valley School, Fort Worth, TX

Review

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*

"**A gripping page-turner**, Dashner's latest is sure to please."—*BookPage*

"Dashner's descriptions are screenplay-ready...**This book will satisfy** the author's fans...[and readers] in search of an adrenaline rush."—*School Library Journal*

"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

A Junior Library Guild Selection

A YALSA Teens Top Ten Pick

From the Hardcover edition.

About the Author

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

From the Hardcover edition.

Users Review

From reader reviews:

Mary West:

Information is provisions for anyone to get better life, information today can get by anyone on everywhere. The information can be a information or any news even a huge concern. What people must be consider if those information which is in the former life are challenging to be find than now is taking seriously which one is suitable to believe or which one the resource are convinced. If you find the unstable resource then you understand it as your main information we will see huge disadvantage for you. All those possibilities will not happen throughout you if you take *The Rule of Thoughts* (*The Mortality Doctrine*, Book Two) as the daily resource information.

Jolene Rivera:

Playing with family inside a park, coming to see the marine world or hanging out with close friends is thing that usually you have done when you have spare time, in that case why you don't try issue that really opposite from that. A single activity that make you not experience tired but still relaxing, trilling like on roller coaster you are ride on and with addition associated with. Even you love *The Rule of Thoughts* (*The Mortality Doctrine*, Book Two), it is possible to enjoy both. It is fine combination right, you still desire to miss it? What kind of hang type is it? Oh can occur its mind hangout men. What? Still don't get it, oh come on its referred to as reading friends.

Marian Knight:

This *The Rule of Thoughts* (*The Mortality Doctrine*, Book Two) is great reserve for you because the content

which is full of information for you who all always deal with world and have to make decision every minute. This specific book reveal it facts accurately using great manage word or we can claim no rambling sentences inside it. So if you are read the idea hurriedly you can have whole information in it. Doesn't mean it only offers you straight forward sentences but difficult core information with lovely delivering sentences. Having The Rule of Thoughts (The Mortality Doctrine, Book Two) in your hand like obtaining the world in your arm, data in it is not ridiculous 1. We can say that no e-book that offer you world within ten or fifteen tiny right but this publication already do that. So , it is good reading book. Heya Mr. and Mrs. active do you still doubt which?

Ruth Hill:

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