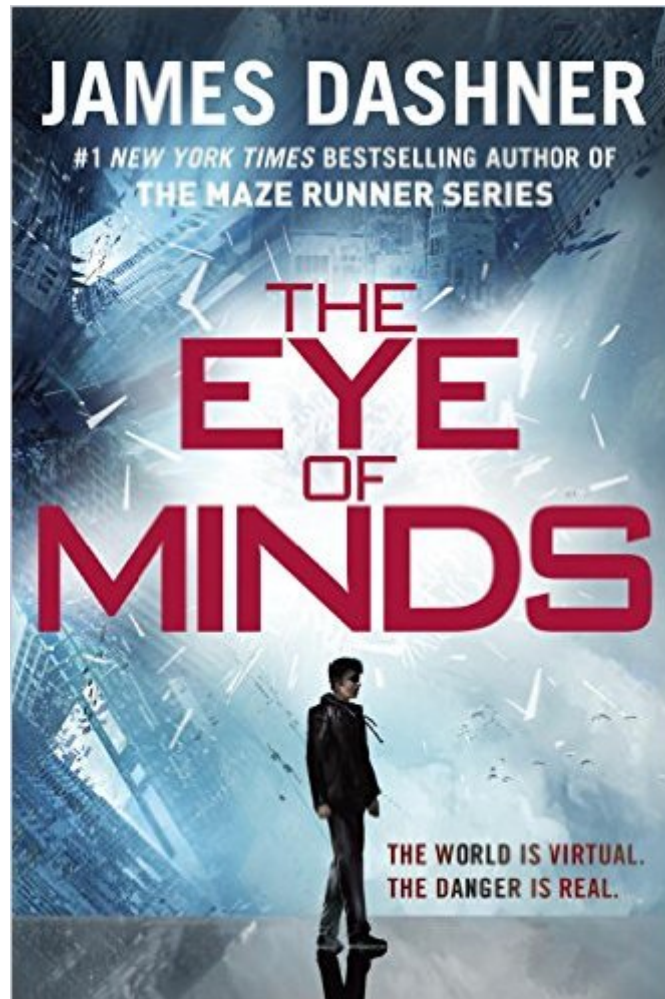


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The Eye Of Minds (The Mortality Doctrine, Book One)



Synopsis

The world is virtual, but the danger is real in the next series from MAZE RUNNER author James Dashner. 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 The Eye of Minds, the first book in THE MORTALITY DOCTRINE series, 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. Dashner takes full advantage of the Matrix-esque potential for asking "what is real." 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. "A brilliant, visceral, gamified mash-up of The Matrix and Inception, guaranteed to thrill even the non-gaming crowd." Christian Science Monitor

From the Hardcover edition.

Book Information

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Age Range: 12 and up

Grade Level: 7 and up

Customer Reviews

When I read THE MAZE RUNNER, I was pulled in from the very first page, and couldn't put the book down. So, I eagerly picked up THE EYE OF MINDS, hoping for - and expecting - the same result. Did that happen? Not so much. I'll start by saying that, even with the above in mind, this is not a bad book, and in all fairness, I had let my expectations rise a bit too high. As other reviews have mentioned, it does have some shades of READY PLAYER ONE (an excellent book), in terms of the gamer culture, references to the various games being played, the point of playing them, and all the wonders of the virtual reality in which all of it takes place. Just as is the case with the aforementioned book, one does not have to be a gamer to understand and/or enjoy the plot, the characters, or the book, as a whole. The amount of exposition given is enough to explain all of those things and give readers an understanding of the world-building, while not straying too heavily into boring recitations of information that would make one's eyes glaze over and seek to skip any number of pages devoted to nothing but rote explanations. All of that was fine. My problems with the book started with the pacing. Initially, even though the story doesn't get bogged down in unnecessary details, it does take awhile for the action to really get going, so my interest was not captured right off the bat with this one. That may sound odd, given what transpires when the book begins, but after that first situation is resolved after a handful of pages, nothing much happens until Michael is given his mission (which is mentioned in the book's summary). After that comes the preparation for the mission, and it is only after Michael and his friends begin that particular journey that things really take off.

The Eye of Minds is an action-packed and edgy cyber adventure with plot that revolves around the concept of virtual reality, otherwise known as VirtNet. Sporting an intriguing, futuristic premise and highly imaginative vision, this book is a treat for all fans of science fiction thrillers. Suspenseful and twisty, The Eye of Minds blurs the line between what's real and what's not, making the reader question everything that transpires within the pages. It's a great mind-bender written in signature Dashner style - gripping, intense and stimulating. Michael, the lead character, is a gamer addicted to Lifeblood Deep. Lifeblood is a game mimicking real life - realistic and gritty. And it's the most popular game in VirtNet. And what is VirtNet, you may ask? Why, VirtNet is a cool concept in itself!

It's a vast cyber world, with games and hangouts for gamers of all ages. In VirtNet, you can experience just about anything you wish to - from physical pleasure to pain - and it's a whole body, full-stimulation experience. You can eat, but you'll never get fat in the real world because the Coffin (which is what most people call the NerveBox that allows them to connect to virtual reality) feeds you pure, healthy nutrients, even if you think you're eating some high calorie junk food. You can cut your hair, take a shower, even pee if you want to, and the Coffin will provide your brain and body with stimulants that will make the experience feel real. It's all extremely cool and entertaining, until someone decides to turn it into a nightmare. A cyber-terrorist named Kaine is somehow trapping people inside the Sleep, not letting them wake up. And not being able to get back to their real lives, some of them end up killing themselves. And not just in the virtual reality, but in the Wake, too.

This was not a book I took to immediately. For a good chunk of the first section of the book, I was not immersed in the story for a variety of reasons. As interesting as the concept was, I didn't think it was executed all that well for a good stretch. Some spoilers to follow. The writing for a good portion of the beginning part of the book is not very good. The dialogue often felt stilted and unnatural. I also thought some sections were not just superfluous, but boring. There's too much mundane activity going on, things that don't have any real reason to be in the text. Hand in hand with this, I didn't find the characters particularly compelling, and some of them just felt silly. The descriptions of them are laden with heavy details that serve as flags to let the reader know at an instant what sort of character they're dealing with. Agent Weber in particular struck me as ridiculous, and the description of her is so heavy with cliché that it almost dripped right off her. After a while, though, both Michael and Sarah began to grow on me, and their strongest moments took place when I saw what they were doing instead of listening to them talk or explain themselves. I still take some issue with Michael, though, as there is heavy implication of how special he is, yet at no point did I feel like there was anything overly extraordinary about him. If he's so special, show me him being special, don't keep insisting that he is without providing any evidence to back the claim up. Setting was also disappointingly weak for a good chunk of this novel. I loved *The Maze Runner* because the setting was so well imagined.

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