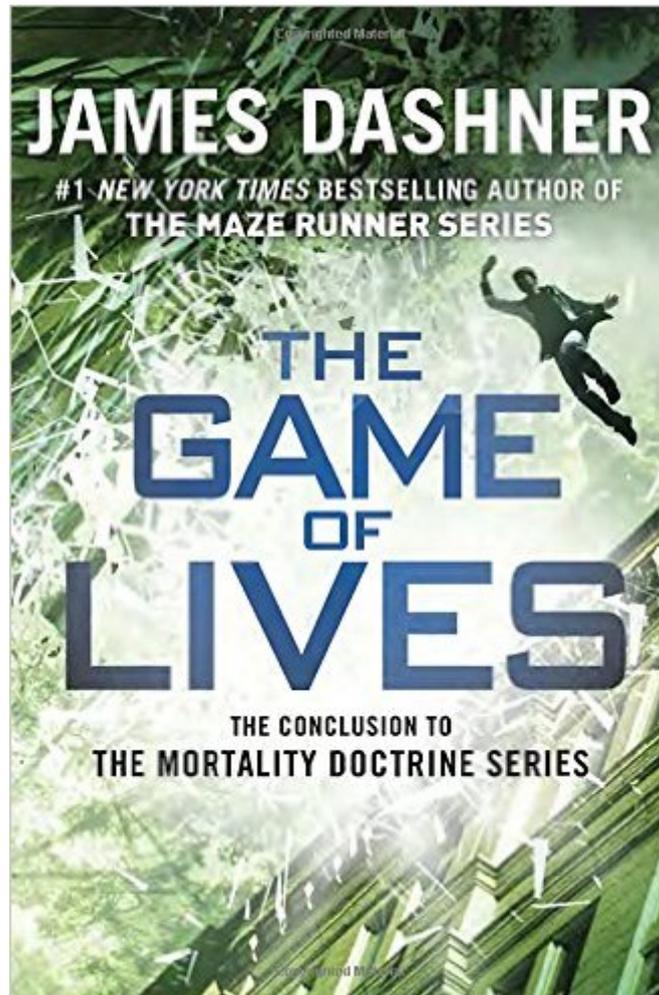


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The Game Of Lives (The Mortality Doctrine, Book Three)



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 look for *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

Series: The Mortality Doctrine

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Average Customer Review: 4.6 out of 5 stars See all reviews (86 customer reviews)

Best Sellers Rank: #4,272 in Books (See Top 100 in Books) #10 in Books > Teens > Literature & Fiction > Social & Family Issues > Emotions & Feelings #24 in Books > Teens > Literature &

Fiction > Boys & Men #46 in Books > Teens > Literature & Fiction > Action & Adventure > Science Fiction

Customer Reviews

The surreal adventure of Michael's virtual reality journey with the final installment of The Mortality Doctrine Series, *The Game of Lives*. A must read for teens who identify themselves as gamers or coders, this trilogy offers action, suspense and solid plot-twists in a good vs. evil quest to save the world. While the third book in this trilogy reads at an unfortunately slow pace, readers who invested themselves in the first two installments will find this novel's close highly satisfying. Recommended for grades 7 and up. ~ Middle School Librarian

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.

This book takes the first two and wraps up all the mysteries. After you pick it up I guarantee you won't be able to put it down. Each chapter has its own unique storyline making each one more and more suspenseful. There's not much more I can say without being a spoiler to the story. So get this book and start **READING!!!!**

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.

Honestly love this better than the maze runner series (love the nod to maze runner in this book though!). Most trilogies tend to die out by the third book but I think this one wrapped things up nicely and the fact that I read all 3 within a weeks time ... Well, in my humble opinion, shows how thoroughly engrossing this was. Good humor, great plot and excellent say whaaaaa moments.

Well everyone's favorite series of the year is done. I just finished it, maybe I cried a few tears, maybe I sat in awe for a few seconds. Maybe but it's now over. What I Liked Everything about The Game of Lives rose the stakes. There were bigger battles and bigger consequences. The final battle was by far my favorite, it was chilling, horrifying, awesome all at once. James Dashner wrote the last battle so well you could see the scene like it was a movie. The whole series was like one AWESOME action movie in my head and that's why I LOVED this series so much. Some parts were quite eerie because people now know who Michael is, and how they react to that is quite creepy. One of my FAVORITE things about The Game of Lives was the fact that the main characters kept making The Maze Runner jokes. I thought it was so cool and funny. They said they were like Cranks and things like that and I loved that a lot. The Game of Lives brings a whole bunch of new virtual reality ideas to the table. Kane's evil plan is genius and a bit terrifying all at once. His mission is something I didn't see coming, it would be interesting if it happened in our world, and was (like I said) new. His idea was good but crazy all at once because of multiple reasons. What I Didn't Like: Sadly, The Game of Lives was a bit slow and boring at times. Their conversations lasted FOREVER and it was slow. Other than that, I LOVED it! In A Nutshell: Originally I was going to give The Game of Lives three stars out of five. But once the ending hit and I closed the last page I looked up at the world and almost cried. The ending was perfect, I couldn't have asked for a better closing, that's why I gave it four stars out of five. I highly recommend this series and this book, but it's best if you start with book one :) you should so give it a try!

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.

I purchased this as a gift for my nephew. It is something I would not personally read, but he has been into the series. I have not actually read it, but according to my nephew it's great. For those of you who may be looking for age appropriate books, he is 16 years old.

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