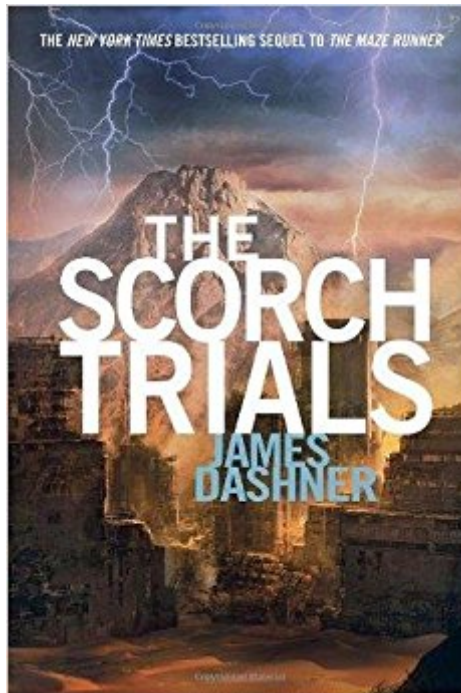




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# The Scorch Trials (Maze Runner, Book 2)



## Synopsis

Book two in the blockbuster Maze Runner series that spawned a movie franchise and ushered in a worldwide phenomenon! And don't miss The Fever Code, the highly-anticipated series conclusion that finally reveals the story of how the maze was built! Thomas was sure that escape from the Maze would mean freedom for him and the Gladers. But WICKED isn't done yet. Phase Two has just begun. The Scorch. The Gladers have two weeks to cross through the Scorch—the most burned-out section of the world. And WICKED has made sure to adjust the variables and stack the odds against them. There are others now. Their survival depends on the Gladers' destruction—and they're determined to survive. Friendships will be tested. Loyalties will be broken. All bets are off. The Maze Runner and Maze Runner: The Scorch Trials are now major motion pictures featuring the star of MTV's Teen Wolf, Dylan O'Brien; Kaya Scodelario; Aml Ameen; Will Poulter; and Thomas Brodie-Sangster. The third movie, Maze Runner: The Death Cure, will hit screens in 2018. Also look for James Dashner's edge-of-your-seat MORTALITY DOCTRINE series! Praise for the Maze Runner series: A #1 New York Times Bestselling Series A USA Today Bestseller A Kirkus Reviews Best Teen Book of the Year An ALA-YASLA Best Fiction for Young Adults Book An ALA-YALSA Quick Pick "[A] mysterious survival saga that passionate fans describe as a fusion of Lord of the Flies, The Hunger Games, and Lost." EW.com "Wonderful action writing—fast-paced but smart and well observed." Newsday "[A] nail-biting must-read." Seventeen.com "Breathless, cinematic action." Publishers Weekly "Heart pounding to the very last moment." Kirkus Reviews "Exclamation-worthy." Romantic Times "James Dashner's illuminating prequel [The Kill Order] will thrill fans of this Maze Runner [series] and prove just as exciting for readers new to the series." Shelf Awareness, Starred "Take a deep breath before you start any James Dashner book." Deseret News

## Book Information

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Best Sellers Rank: #7,426 in Books (See Top 100 in Books) #33 in [Books > Teens > Literature & Fiction > Action & Adventure > Survival Stories](#) #35 in [Books > Teens > Literature & Fiction > Action & Adventure > Science Fiction](#) #42 in [Books > Teens > Literature & Fiction > Social & Family Issues > Friendship](#)

Age Range: 12 and up

Grade Level: 7 and up

## Customer Reviews

Questions for James Dashner Q: Where was the worst place you've ever been lost or trapped? Did you use Thomas-like ingenuity to figure out the problem? A: Interesting you should ask that, because *The Maze Runner* saved my life last Halloween! Ok, not really, but close. My son and I went to a corn maze, and we got lost and stuck. It made me realize how mean I am to my characters! I hadn't been thinking when we entered and I have to be honest, I wasn't paying attention. I didn't think I'd get lost in a Halloween corn maze! But as soon as we realized that we had no idea how to get out I used the trick Thomas learned in the first book--turning right no matter what--and sure enough, we got out. I have a lot more respect for corn mazes now! Q: *The Maze Runner* has been compared to other popular YA series like *The Hunger Games* and *The Uglies*. What do you think of those series? (And what do you think the draw is to post-apocalyptic societies for YA readers?) A: First, let me start by saying that I love both of those series a lot! I think everyone is attracted to the idea of a post-apocalyptic society because it's fascinating to imagine what the future could hold, and scary to know that maybe, just maybe, it could really happen. Although we hope not. Or do we? Seriously, though, there's so much that teens today have to deal with. Life isn't as simple as it used to be with media everywhere at all times. And our country has been at war for a huge part of most teenagers' lives. It's a reality that kids face these days, and to see that life could go on could be almost reassuring. Q: How did you come up with the shuckin' Gladers slang? And have you ever accidentally used it in real life? A: The slang had

several purposes, but mainly it was to give the Gladers' language a different flavor. To show how a community can evolve. Not only is it in the future, but they've been isolated as well. And on a more realistic note, an unsupervised group of boys would definitely be using language that could begin to take over the story itself. I wanted it to be realistic, but not a glossary of bad language. It would have become limiting for the book in terms of readership and, well, IÃ¢â¬âm a parent! Q: What made you decide on a solar flare as a catastrophe (vs. all the other apocalyptic scenarios)? A: I have to admit, IÃ¢â¬âm somewhat of an apocalypse buff. When I first started working on *The Maze Runner* I read an article somewhere about solar flares and I was fascinated. Not only were they a unique idea back then, but it seems completely plausible. Solar flares are natural occurrences, and the cycle for larger flares is again approaching. WeÃ¢â¬âll be seeing larger flares that really do affect things like communication and space travel. I just took things a little farther. I also didn't want it to be a nuclear holocaust because I think that's overdone. And it doesn't seem like weÃ¢â¬âll need something that violent anymore to cause our own end. WeÃ¢â¬âve done a great job of making Mother Nature pretty angry! Q: One thing that always bugged me: Why couldn't the Gladers climb up and run around on top of the walls? (At least during the day.) A: There's a part where Thomas asks Minho about that actually. Minho answers that they've tried it and can't get up that far. The maze has a lot of illusion and technology to make it seem bigger than it is. And I wanted the reader to imagine a maze with walls so high that you could never get to the top. Q: IÃ¢â¬âve heard that *The Maze Runner* might be made into a movie. If it is, what would you like fans of the book to see up there on the screen? Sometimes literary elements can be lost in translation to film--what's important for you to remain unchanged? A: I would love to see a movie made! My biggest hope would be that they cast it well, write it well, and really transfer the mystery of it to the big screen, not just the action. Q: There are a lot of scenes in the first two books with very graphic violence and death both against and initiated by teenagers--why did you choose to make the brutality so prevalent in a YA series? A: There is a lot of violence, yes. Next question? Really, though--I wanted to show what a brutal world it has become, and what a desperate situation the GladersÃ¢â¬â are in, so the reader can understand the stakes. If everything is safe, why would the boys want to leave? I also wanted to blur the lines of what is acceptable to survive in such an environment. WeÃ¢â¬âve been interested in the idea of survival for as long as weÃ¢â¬âve been telling stories. And in modern culture, weÃ¢â¬âve gone from *Swiss Family Robinson*, to *Lord of the Flies*, to *Lost*...if there's no law anymore, who's to say what's right and wrong? Q: You ended *The Scorch Trials* with a cliffhanger to rival the ending of *The Empire Strikes Back*. What sorts of things can your readers

look forward to in *The Death Cure*? A: I just turned in the third book, and I'm very proud of it and excited about it. Every last question is resolved, you see much more of the real world, and the ending is not what people may expect but I'm confident they'll be satisfied with the resolution. And lots of twists and action of course! --This text refers to an alternate Paperback edition.

Gr 7 Up — This dystopian novel begins where *The Maze Runner* (Delacorte, 2009) ends. Thomas and the rest of the group's escape from the Maze and the horrifying creatures called Grievers has proven to be short-lived because *WICKED*, the group behind it all, has another trial in store for them. Sun flares have destroyed most of the Earth, and a virus called the Flare has ravaged its population. Infected people turn into zombies called Cranks that attack and eat one other. The kids are told that they have the Flare but if they succeed in surviving the second trial, they will be cured. With few supplies, they must travel across 100 miles of hot and scorched land within two weeks to reach a safe house to receive the cure. When Teresa, Thomas's best friend and the only girl in the group, disappears, and he loses the ability to communicate telepathically with her, he and the other guys determine to find her. As they trek across the barren desert encountering crazed Cranks, the teens' loyalty to one another and the group is tested. The fast-paced narrative and survival-of-the-fittest scenario is reminiscent of Suzanne Collins's *The Hunger Games* (Scholastic, 2008). Although these characters aren't quite as compelling and their made-up slang takes a little getting used to, each character's personality is distinct. The unresolved ending will leave readers impatiently waiting for the conclusion to the trilogy. — Sharon Rawlins, New Jersey State Library, Trenton. (c) Copyright 2010. Library Journals LLC, a wholly owned subsidiary of Media Source, Inc. No redistribution permitted. --This text refers to an alternate Paperback edition.

After reading *The Maze Runner*, which I found absolutely brilliant, I naturely went straight into the sequel. Unfortunately, I found the *Scorch Trials* quite a trial to read. Whereas *The Maze Runner* was full of mysteries that I pondered and couldn't wait to be resolved, *The Scorch Trials* seemed to put the characters through a whole lot of suffering and death for no reason other than for suffering's sake. There wasn't the same degree of mysteries and questions, and the setting of endless desert didn't even begin to compare to the brilliance of the maze in the previous book. Seemed to be a lot less character development as well, but could be explained as a consequence of spending the whole book on a journey. Still, a disappointing read on the whole, and a rather too repetitive ending.

So I'm pretty sure this book gave me more questions than answers and the ending left me cranky because of reasons, but for the most part it was an enjoyable read. This really is a cool dystopian world and I do enjoy trying to figure out what the heck is going on. Thomas is a great MC and I really love reading from his perspective. He is a great character and the kind of character it is very easy to root for. It's amazing how much he has been through and how he continues to persevere. I also love Newt and I really missed him in this one and wish he had gotten more page time. Then we have Teresa who was a character I LOVED, so if you've read the book I'm sure you know I'm not thrilled with some of the developments concerning her character. That was probably my biggest struggle with the book. I was so frustrated with the things surrounding her. Also, the kinda sorta love triangle wasn't exactly my cup of tea, but whatever. The other thing that got to me a bit was that it did feel like a filler book in parts. Sure we moved along and got some answers, BUT there were aspects that felt repetitive to me. As a whole I liked the story and I found myself listening at every chance I got. I mean it's bananas and so much is going on. It's just when I think back on it, I wish more had developed in the answer department. The audio for this one is awesome. Mark Deakins is great and does a fantastic job with all of the different character voices. I'm always engaged and hooked. The Scorch Trials is a good follow up to The Maze Runner. While I enjoyed the first book more, I still really enjoyed this one as well and I can't wait to see where the series goes next.

The Scorch Trials...how can I say it? I'm a little disappointed and a little intrigued at the same time. The disappointment part? Well, I feel like I know NOTHING about what's really going on in this series. It's like being handed a box, someone describing what's in it in a roundabout way, and then opening it only to find that it doesn't make sense what you're looking at. I'm just totally confused as to what this WICKED means. I'm even more confused about why they had to go through the Maze and The Scorch Trials. I'm confused why Thomas was placed in that room by his so-called friends. Why he likes Teresa? What is it about her other than his connection in the past? And why she does the things she does? Every character, even when they know stuff, are very cryptic. My questions and aggravation are endless with this book. The intriguing part??? It goes along with the disappointment. Let's just say I couldn't stop reading it because I was so hoping to get some inkling of what's really going on. I held on to hope like Thomas from the very beginning that the answers will be revealed. Unfortunately, there was none. I have no idea what's the purpose of the kids going through so much turmoil and dying. Is it even worth it what they're doing? I hoped that Mr. Dashner

would have revealed something, anything, to show the tribulations that these kids are going through are worth the means to the end. I didn't mind the Maze Runner being so mysterious, but this one only makes the mystery more aggravating because more is added with no resolve. I would give it two stars because of my aggravation, but I gave it three because it did keep my attention.

Admittedly, it was an exciting read. Didn't care too much for the monsters and zombies, but it's an element that oddly enough brings 'life' to the book. Will I be purchasing the final installment? I'll think about it. I just feel like I've been lead into a story with a lot of secrets that the author is not willing to share. Makes me wonder will the third book reveal anything at all.

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