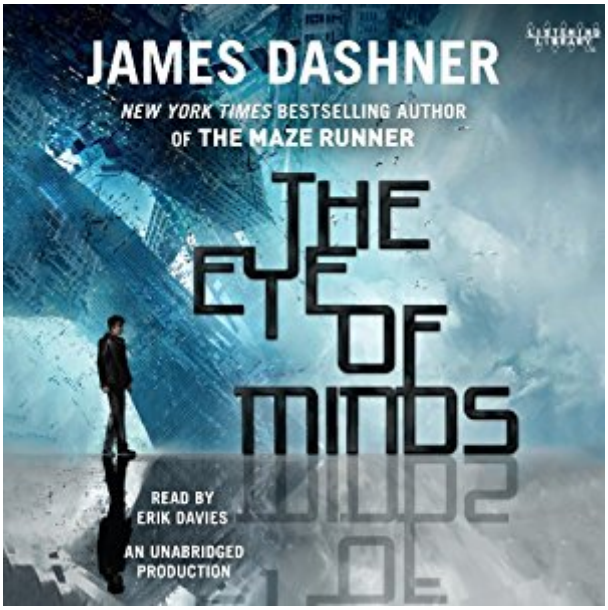
Ebook Directory
the best source of ebook

The book was found

# The Eye Of Minds: Mortality Doctrine, Book One




PDF
Adobe
DOWNLOAD EBOOK

## Synopsis

From James Dashner, the author of the New York Times best-selling Maze Runner series, comes an all-new, edge-of-your seat adventure. Eye of Minds is the first book in The Mortality Doctrine, a series set in a world of hyperadvanced technology, cyberterrorists, and gaming beyond your wildest dreams...and your worst nightmares.Michael is a gamer. And like most gamers, he almost spends more time on the VirtNet than in the actual world. The VirtNet offers total mind and body immersion, and it’s addictive. Thanks to technology, anyone with enough money can experience fantasy worlds, risk their life without the chance of death, or just hang around with Virt-friends. And the more hacking skills you have, the more fun. Why bother following the rules when most of them are dumb, anyway? But some rules were made for a reason. Some technology is too dangerous to fool with. And recent reports claim that one gamer is going beyond what any gamer has done before: he’s holding players hostage inside the VirtNet. The effects are horrific - the hostages have all been declared brain-dead. Yet the gamer’s motives are a mystery. The government knows that to catch a hacker, you need a hacker. And they’ve been watching Michael. They want him on their team. But the risk is enormous. If he accepts their challenge, Michael will need to go off the VirtNet grid. There are back alleys and corners in the system human eyes have never seen and predators he can’t even fathom - and there’s the possibility that the line between game and reality will be blurred forever.

## Book Information

Audible Audio Edition
Listening Length: 8 hoursÃ Â andÃ Â 36 minutes
Program Type: Audiobook
Version: Unabridged
Publisher: Listening Library (Audio)
Audible.com Release Date: October 8, 2013
Whispersync for Voice: Ready
Language: English
ASIN: B00EZ5D7GU
Best Sellers Rank: #144 inÃ Â Books > Teens > Literature & Fiction > Boys & Men #280 inÃ Â Books > Teens > Literature & Fiction > Action & Adventure > Science Fiction #1026 inÃ Â Books > Teens > Science Fiction & Fantasy > Science Fiction

## Customer Reviews

Since I am a bit of a nerd (ok, maybe a big nerd) I really enjoyed the ideas behind this book. It was interesting, as I read it, to see parallels with our dependency and fascination with technology and the internet. With the advent, and more universal acceptance, of Virtual Reality and Augmented Reality devices (think Oculus unit and Microsoft's HoloLens) it is not too much of a stretch to believe we could someday find ourselves spending more time in a "virtual" world than our own. That is the case for Michael and his friends in this story. They find themselves more attached to the VirtNet, as it is called, and less attached to the real world.James Dashner does a great job of making the reader care about his main protagonist right off the bat and we begin to get caught up in Michael's "adventure" pretty quickly. Its hard to explain the entire book without getting into too many spoilers. The pace is nice, but at times gets bogged down with too much technical information about the VirtNet and its "worlds". But, I was never bored and looked forward to getting back to reading about what would happen next.In all honesty I was not a big fan of the Maze Runner Series. I actually prefer the movies over the books on that one, which is a rarity for me. But The Eye Of Minds really captured my attention and kept me wanting for more. I have moved on to the final book in the series and have enjoyed each one a little more than the first, which is saying something. The second book was really great.This is a great launching pad for the series though and if you like the YA type of books with a technical and "futuristic" twist then you can't go wrong with this series. Give it a try!

KO High School English PreAP Book ReviewI definitely would recommend this book! ItÃƒÂ¢Ã â ¬Ã â„¢s extremely intense and suspenseful, similar to The Maze Runner trilogy. As the first in this series, this sets up an unconscious decision of commitment. Once you start reading, youÃƒÂ¢Ã â ¬Ã â„¢ll be hooked.Reading the introduction of the book, I was instantly drawn in. My favorite hobby -- gaming, and an interesting storyline about a virtual world being corrupted by an AI, what could be better in my interest? The book takes place in a dystopian/post-apocalyptic setting, with an underlying, surprisingly positive setting. There is a virtual world (VirtNet) that people can connect to, to distract them from the real life. It is akin to the real world, with all feelings and experiences feeling real, but nothing actually happens, so even death is non-existent, you would just be sent back and "reset".The main character, Michael, accompanied by friends Bryson and Sarah, are assigned the task of tracking down Kaine, a cyber-terrorist who has been trapping people inside the VirtNet.It may or may not be all too interesting at first glance, especially to people who are not that into virtual reality novels or ones about gaming. However, in addition to having a general appeal to gamers like me and alike, this novel actually should appeal to almost any teen, any lover of a dystopian novel, which could in the future end up turning into a movie.Although

Michael gets most of the attention, Sarah and Bryson are equally treated as very important characters. I always hated rooting for the outcast or underdog in a book, movie, or TV show, and just having them get cut off, or not enough attention, but this book does not do that and it makes me love it even more.Personally, I am not too into love relationships when it comes to movies or books, and this novel in particular (at least so far as I have read) does not seem to have one. It is pure drama and action.The reason I gave this 4 stars is because of the one flaw that constantly pestered me was the lack of the "gaming" aspect. Yes, admittedly, the whole plot takes place in a gamer's virtual world, however the only real gaming aspect to it was the constant scanning of the environmental code. Aside from the tracers and hiders, there could be a lot more "gaming" to it. It's hard to explain unless you're a gamer. There's something missing. They needed more weapons, more fire, more magic, more abilities implemented into the storyline. Stuff like that.The Eye of Minds is a real page-turner, and is the type of novel that even though you may be discouraged to even pick up a book, once you start up again, you'll be hooked and not want to put it down. That sounds like a clichÃƒÂ© thing to say, but IÃƒÂ¢Ã â ¬Ã â„¢m serious. This is coming from an avid fan of all dystopian books.

I'll have to be honest, the reason I picked this book up was because of the cover and the title. I've never read Maze Runner (James Dasher's other series) so I didn't know what to expect.So I'll start off with the basics and give no spoilers to the best of my ability.The book setting is in the future where technology for the younger generation (and the younger at heart) run around in a Virtual world, VirtNet for short, doing everything and feeling everything one could ever imagine. That's right, they can FEEL it too, after all what's the point of a game if it isn't realistic?Now the main character, Michael has the dream of being the best gamer in the world and is one of the many after the notorious "Life Blood Deep", an even more realistic dimension of "Life Blood" where, as mentioned above, you can do and be whatever you want (so long as you have money). So in the present age it would be like going to a local casino, and after pulling so many slots, you get a free all access pass to Las Vegas! Cool Right? Well bad news there's a cyber terrorist who has the VNS (VirtNet Security) going mad! Seriously, this organization makes the Secret Service look like punks and they still can't get a hold of this one terrorist. However, for some reason the VNS believe Michael and his two friends can and they send them on the mission of hunting the cyber terrorist down. The reward, being set for life and not getting in trouble for doing anything illegal in the VirtNet (sweet!), the penalty for refusing, no technology access (heavens above not that!) and suggestive death threats to friends and family.Now, all of this opens up the book and the rest is laid out in a typical quest

format that James Dashner does well, although, fair warning it is extremely graphic! I won't go into detail but I found myself just wanting to skip ahead to see if the characters actually got anywhere. And another thing I didn't like was the fact that the main character always seems to be in pain. I mean geez this kid could take a beating, both physiological and physical.On a good note the world building and settings of "Life Blood" were simply incredible! The world seemed so large and detailed that it just exploded out of the book. It was hard not to get sucked in and see what the character saw down to the neon wire. This includes the characters. I loved all of them and they were developed in such a way that I felt an attachment, meaning I wanted what they want and were rooting or boo-ing them when they did something good or bad.The villain (cyber terrorist) is done really well too, with enough mystery to keep the reader going. Now villains come in two varieties, ones you love to hate or ones who you can relate but still believe they are going about things the wrong way. The cyber terrorist is a unique blend of both where at first you love to hate him but then, once you get a closer look, you realize he does have a compelling purpose.So to conclude the book is really easy to get into but once there you find the story stalls a bit from the constant violence and graphic scenes. It picks up though and the ending is well worth it! The twist is truly one that makes the readers think and ingeniously wants one to go back and re-examine the beginning where all the clues are flashing in our faces.I'm looking forward to book 2 to see what James Dashner will do with this twist he leaves with us.

Download to continue reading...

The Rule of Thoughts (Mortality Doctrine, Book Two) (The Mortality Doctrine) The Eye of Minds (The Mortality Doctrine, Book One) The Eye of Minds: Mortality Doctrine, Book One Third Eye: Third Eye Activation Mastery, Easy And Simple Guide To Activating Your Third Eye Within 24 Hours (Third Eye Awakening, Pineal Gland Activation, Opening the Third Eye) The Game of Lives (The Mortality Doctrine, Book Three) The Rule of Thoughts (The Mortality Doctrine, Book Two) The Wills Eye Manual: Office and Emergency Room Diagnosis and Treatment of Eye Disease (Rhee, The Wills Eye Manual) Third Eye Awakening: Guided Meditation to Open Your Third Eye, Expand Mind Power, Intuition, Psychic Awareness, and Enhance Psychic Abilities (3rd Eye, Higher Consciousness, Spiritual Enlightenment) Third Eye: Third Eye, Mind Power, Intuition & Psychic Awareness: Spiritual Enlightenment (3rd Eye, Spiritual Awakening, Psychic Abilities, Mediumship, Pineal Gland) The Doctrine of Human Beings & Sin (NGIM Guide to Bible Doctrine Book 6) The Doctrine of Creation (NGIM Guide to Bible Doctrine Book 4) Cooking for One: 365 Recipes For One, Quick and Easy Recipes (Healthy Cooking for One, Easy Cooking for One, One Pot, One Pan) Musical Genius: A Story about Wolfgang Amadeus Mozart (Creative Minds Biography) (Creative

Minds Biography (Paperback)) Go Free or Die: A Story about Harriet Tubman (Creative Minds Biography) (Creative Minds Biography (Paperback)) The Darkest Minds (A Darkest Minds Novel) Remarkable Minds: 17 More Pioneering Women in Science and Medicine (Magnificent Minds) One Eye Laughing, The Other Eye Weeping: The Diary of Julie Weiss, Vienna, Austria to New York 1938 (Dear America Series) The Eye Book: A Complete Guide to Eye Disorders and Health (A Johns Hopkins Press Health Book) The Girl Who Takes an Eye for an Eye: A Lisbeth Salander Novel, Continuing Stieg Larsson's Millennium Series, Book 5 Third Eye: Awaken Your Third Eye ,Peneal Gland (Mind Power, Intuition & Psychic Awareness Book 1)

Contact Us

DMCA

Privacy

FAQ & Help