



The Rule of Thoughts

James Dashner

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Reality just became a virtual nightmare in *The Rule of Thoughts* from MAZE RUNNER author James Dashner, the sequel to *The Eye of Minds* and the second book in the edge-of-your-seat MORTALITY DOCTRINE series.

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.

From 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*—comes an electrifying adventure that takes you into a world of hyperadvanced technology, cyber terrorists, and gaming beyond your wildest dreams . . . and your worst nightmares.

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*

From the Hardcover edition.

The Rule of Thoughts Details

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Author : James Dashner

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From Reader Review The Rule of Thoughts for online ebook

LB says

This review is also posted at <http://readingnookandcranny.blogspot....>

Oh, James Dashner, what have you gone and done here? Actually, I know exactly what you did. You sat at your desk and thought, 'Hey, what if I take The Eye of Minds and just reverse the plot? Now that Michael is known to be AI, we'll make him human instead of in the first book where he was known to be human and we made him AI. And then, since he thought he lived in the Wake when really he was in the Sleep in the Eye of Minds, now we'll make him think he's in the Sleep when he's really in the Wake. And then I can use the same basic plot as the first novel and just change the details around so it feels like a new story'. Suffice to say, to me this sequel feels like it is retelling almost the exact same plot as the first novel. They still spend the entire novel teamed up with VNS trying to chase after Kaine and shut him down, and Michael is still teamed up with his duo of friends.

I tried to give Dashner the benefit of the doubt and go into The Rule of Thoughts with an open mind, but this is a sequel I just couldn't stomach. Since I wasn't all that impressed with the first novel, reading pretty much the same story over again feels like an insult on my intellect. The group still spends way too much time in the Sleep, even though they admit that it makes it about 500 times easier for Kaine to track them that way. And when you reach the end of this novel, you still are completely unsatisfied that you've reached any sort of conclusion, because Dashner just throws another Hail Mary "shocker" of an ending, and once again absolutely nothing has been resolved, even though we are two novels into this series now. I say "shocker" in parenthesis as, since I basically read this novel already, I guessed the ending well before I reached it. In fact, I was kind of surprised the characters themselves couldn't get their heads out of their butts and figure it out, as Michael sees hints along the way, but just seems to ignore them.

I gave it a valiant attempt, but this is the end of the road for me and Dashner. There are so many better written, better plotted novels out there to spend my time on. Sorry Michael.

Siobhan says

When everyone was crazy about young adult dystopian novels, I decided to jump into James Dashner's The Maze Runner series. If the truth is to be known, it's my least favourite of the popular young adult dystopian trilogies. I like to think I'm a pretty nice reader, in that I give authors multiple chances before I decide they are not for me. Sometimes I'm surprised and realise it's just a single series by the author that is not for me, other times I am shown it is the author who is not for me.

James Dashner seems to fall into the latter category. As my second chance to James Dashner, I decided to grab The Mortality Doctrine trilogy – it seemed interesting enough, offering something different to The Maze Runner series – yet the first book did little to win me over. The second book I enjoyed even less.

Like The Eye of Minds, The Rules of Thoughts was interesting enough on the surface based upon all that could have occurred. Unfortunately, I found I wasn't sucked into any of the events that took place. I'm stubborn, so I kept turning the pages, I kept hoping something entertaining would come about, but it never

Christopher Xia says

The Rule of Thoughts is an amazing follow up to The Eye of Minds book. It showed me James Dashner's imaginative thoughts and how he would picture the future based on his writing. In the book, I was able to connect with Michael having problems trusting other people because he was lied to and betrayed a countless amount of times before. Sometimes, all you need is time to gain the trust back again. Other times, the trust would be lost forever.

Nicole Alycia says

4.5 stars

I was a little confused when I started this one, it had been a while since I read the first book and I didn't quite remember the ending.

But that quickly changed and everything that happened at the end of the previous book was more or less rehashed so I was no longer confused and then the story got really good from there.

I'm not a gamer but this whole world that was created is just so cool to me. It's kinda like an inception but in video games. I also really enjoy the characters, they are all pretty badass.

Anna Steele says

The Rule of Thoughts by James Dashner is the thrilling sequel to his first book in this series, The Eye of Minds. Having read the first book in September 2013, I was absolutely delighted when I spotted this book on my library's "New Arrivals" shelf. James Dashner's books have never disappointed me so far, so I immediately jumped in and began to read!

The first thing I noticed was how poorly he introduced the book. He seemed to jump right in, which wouldn't be a problem if you had recently read The Eye of Minds, but since they came out nearly a year apart most people won't do that. I had a vague remembrance of the main characters and plot, but found myself reading the entire series over again so that I could remember who was who, as well as at least a couple of major points. A few vague concepts he had introduced in the first book he didn't introduce again, so if you find yourself wondering "What the heck is a tangent???", you're not alone.

The characters are built very strongly in The Eye of Minds, but not so much in The Rule of Thoughts. Sarah and Bryson, his two best friends, have a lot of background from the first book that isn't reintroduced. It's confusing if you just jump into the book without knowing anything about the characters beforehand.

Don't get me wrong, it's a great book! However, it's definitely disappointing compared to James Dashner's other books, such as The Maze Runner series. Anyone looking for a sci-fi/fantasy novel will definitely enjoy this book, just make sure to read The Eye of Minds first!!!

Jacob says

Honestly, I don't know why I read this. And I know I'm going to read the next one, although I can't figure out why I'm going to do that either. Maybe I'm just checking to see whether Dashner's writing got any better; (spoiler) it didn't. Again, the core idea is interesting (and has been done before), but the execution is terrible. On a positive note, there isn't anything more wrong with this than the first one, The Eye of Minds, so if you

loved that you'll probably love this.

So, to review: the writing isn't very good, particularly the dialogue between the main character kids. In addition, there's even more of a difference between the kids now than there was in the first one and they are still treated interchangeably. Most insights, exclamations, and actions to drive the plot seem to come from a random member of the team so each can feel valuable, but the overall effect is that two of the three are unnecessary (pick your least favorite two). It's sad because there are differences in circumstance that the antagonist could have used to try to split the group and treat them differently, but it just doesn't happen. And the characters desperately need to have different skills or specializations so you can tell them apart, but we'll have to hope that shows up in *The Game of Lives*.

The programming descriptions still suck. The vocabulary is just as limited (let me double it by adding the terms "API", "interface", and "object"). They say to write what you know, and I'm feeling like that should be extended to "don't write about what you can't be bothered to learn". If you want to read about programming and living in a computer-generated world but you don't actually want to know anything about programming or virtual realities, this is just the book for you. If you would like an author to present a coherent idea about how a virtual reality might happen and how you could program for it, you'll want to look somewhere else (like in my review of *The Eye of Minds*). I don't think it should be that hard to write a convincing programming scene in a virtual reality: just decide what the code is actually doing when someone takes an action or interacts with a virtual object.

Instead, the author has a lot of beautiful images, scenes, and feelings he wants to express, and the virtual reality expresses them. This policy is pursued to the exclusion of plausibility (already discussed) or consistency of plot (wait, streams of bad guys and good guys just appear from two opposing black holes and start fighting, but for no reason and are promptly forgotten because the main characters just disappear from the scene?). It was also maddening that the main character thinks reality feels exactly like the virtual reality (doubtful that will happen in my lifetime), but then later it doesn't feel the same and then the issue is never brought up again, perhaps because that revision conflicts with where the author wants to take the story (people can't tell the difference). I gotta say, the movie *Inception* did this better.

And the pet peeve for this book: there are still those bad urgency-inducing cliches like "no time to explain, just do it!" Those don't work when the characters are about to spend 24 hours (or three days in one case) with the character who is claiming there's no time to explain. What, you can't take an hour, or even an extra 15 minutes to explain just a little bit more? When the fate of the world is at stake? When for some never-fully-justified reason you are relying on three kids to do what an entire government agency cannot? And the explanation of how the kids do it is they sift through an ocean of broken code to get a feel for where the bad guy is hiding? 'Nuff said already!

Michelle says

Give me this book RIGHT NOW. I NEED TO KNOW.

Besides the fact that i completely fangirl over the first book (i'm contemplating reading it again), you're not allowed to just end there.

Nope, sorry. Not going to happen.

Edit: The cover. *dies*

I picked the wrong book to fangirl over.

Meh. but still.

dies again

wow, I died a lot.

Nana says

I don't even know what to say.

Lauren says

I NEED THIS BOOK NOW.

EDIT: HOLY MOTHER OF FRENCH FRIES THE COVER!!!!!! *dies*

Lindsey says

Rule of Thoughts was fast-paced and hard to put down. I read it in a day, which is pretty typical for me with Dashner's books.

We didn't learn much in this book. It spent more time on dealing with the final twist of the first book and setting up the next book than presenting many new discoveries. There ARE some though. Dashner knows how to give us just enough to keep us wanting more. (I want to know more! How long 'till the next book?)

My biggest problem with this book, was, ah, spoiler.
(view spoiler)

I'm also not feeling the romantic element, though it's only barely introduced in this book. It just felt forced.

jus says

COME ON I NEED THIS BOOK LIKE RIGHT NOW. I CAN'T WAIT FOR IT ANYMORE
[VIOLENTLY CRIES]

[REAL REVIEW]

THE PLOT TWIST AT THE END THE FREAKING PLOT TWIST, dude all i want now is the game of lives.

Chayse Sundt says

Many of you might know James Dashner by his series *The Maze Runner* and may not notice his other series which I started out, a little rocky, but thankfully he worked his magic and wrote a brilliant sequel in *The Mortality Doctrine* and it brought my interest back into the series.

We follow the main character Michael as he finds out that completing *The Path* was all part of Kaine's plan. Now in a new body with a new life, Michael must find a way to defeat Kaine and decide on whether he wants to risk being in the two people he trusts more or doing this alone and risking just himself.

I feel that all that Michael has been through has made him look at things at a much different way but there are times where he still making these rash decisions and more than once he is having to depend on his friends to come to their rescue. Although, I feel that he is a much stronger character and having himself continuously think about the person whose body he took over is not helping the situations they find themselves to be in.

This book is for full on technology lovers. However, what I love about Dashner is that he writes so that you don't need to understand fully what is going on but you have the gist of it. I felt like Penny from *The Big Bang Theory* while reading this.

I knew there had to be some type of cliffhanger because James Dashner is really good at those and so I wasn't too surprised at what happened at the end but it still made me take a second to process on what really happened.

I am excited to see what comes next in Kaine's plan and I highly encourage all readers to get over that bumpy start the first book might provide and dive into the world of the *VirtNet* once more.

Happy Reading!
