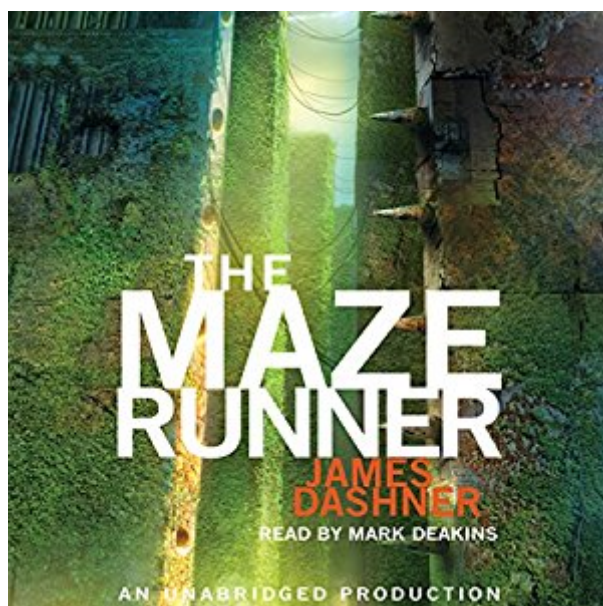


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The Maze Runner: Maze Runner, Book 1



Synopsis

FOR USE IN SCHOOLS AND LIBRARIES ONLY. Thomas wakes up with no memory in the middle of a maze and realizes he must work with the community in which he finds himself if he is to escape.

--This text refers to the Paperback edition.

Book Information

Audible Audio Edition

Listening Length: 10 hours and 50 minutes

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Version: Unabridged

Publisher: Listening Library

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Whispersync for Voice: Ready

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Audiobooks > Children's Books > Science Fiction & Fantasy

Customer Reviews

This is a full analysis of the book, full spoilers included. You have been warned.[ALSO, if you choose to downvote my review saying it wasn't helpful, please tell me why in the comments. I welcome everyone's thoughts and opinions, but if you downvote a review of this size without commenting I will be under the assumption you simply downvote all negative reviews.]The story itself was interesting enough for the most part, but the pace was painfully slow and Dashner committed a few things you are not supposed to do in fictional writing, ever. I'm talking newbie mistakes here.The second largest thing that Dashner violated was the Show, Don't Tell rule. He almost assuredly does not understand this, as a lot of his descriptions are flatly told instead of explained. "Thomas felt sad." "Thomas snapped." Dashner does not do a good job showing us his world or his characters, instead just telling us how things are. This interweaves with my next points a bit and is explained in greater detail later.For my second point, marking the biggest mistake Dashner did with this story, he began the book with the White Room Syndrome. Much like the Show, Don't Tell rule, this is one thing that almost all writers know very deeply - do not start your story off with the white room syndrome.The white room syndrome is where your character suddenly

wakes up in a completely unfamiliar setting and knows nothing about anything - his past, his name, people he knew, etc... This is cheap because it allows you to dodge any sort of actual development in the world, its characters or the relationships that the characters have. This book in particular suffered a lot because Dashner decided to go this way.

I do not typically write reviews, but I feel compelled to save you a few hours of your life. :) So many try to excuse this book's atrocious plot and character development by saying, "It's Young Adult". I'm 32 yrs old; I almost exclusively read books written for children/teens because most are written fairly fast-paced in order to keep the younger audience engaged, allowing the focus to be on the storytelling. I love storytelling. In other words, this is the time for the character and plot to shine. Harry Potter, the Hunger Games: here are two examples that have reached the masses. But there are many, many more. The Maze Runner ain't one of them. I finished the book because the premise had so much potential, and I wanted to find out what happened. For those of you who would argue that means the book was at least interesting enough to suck me in, so it must have been half-way decent, I say not if it NEVER delivered. At some point, I just felt past the point of no return and slogged through to the abysmal ending. By the way, many YA books fall apart at the end, giving the reader the feeling that the author was bored with the story, rushing to meet a deadline, or never had a good plot resolution lined up in the first place. Dasher's ending is a train wreck, feeling like he's pulling events out of his butt as the train picks up speed. I'd say Dashner's greatest flaw is telling the readers, instead of showing. He thinks we will swallow his nonsense because he said it was so. Examples: The Maze is compelling enough to make young boys run around exploring it for 2 years. These boys have above average intelligence. (That one really got me. What?? Compared to what, a chimp? That's an insult to chimps, imo.) Thomas is a hero genius everyman.

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