

The Maze Runner

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Dystopia vs. Utopia

Dystopia

An imaginary place where people are unhappy and usually afraid because they are not treated fairly

Utopia

An imaginary place in which the government, laws, and social conditions are perfect



DYSTOPIA

In the grim darkness of the future, there is no paint, wallpaper, or vinyl siding. Obviously the first casualty of the Apocalypse is going to be the redecorating industry.



The Maze Runner: Themes

- **Friendship**
- **Persistence**
- **Death**
- **Apocalypse / Environmental Collapse**
- **Civilization vs. Savagery**
- **Order vs Chaos**
- **Bravery**

Characters

- **Thomas:**
The protagonist of the story. He arrives in the Glade with no knowledge of who he is or was. He only remembers his name and nothing else about his life.
- **Alby:**
The leader of the Gladers, Alby has authority over much of what goes on in the Glade. He is hot-headed but experienced. Only a few Gladers, those who have been there the longest like Minho, ever see fit to question Alby's decisions
- **Newt:**
Named after Sir Isaac Newton, Newt is a tall, muscular boy with long blonde hair who operates as second in command in the Glade. Sarcastic and direct.
- **Chuck:**
A chubby boy who is assigned to be Thomas's guide on his first night in the Glade. Chuck is awkward and one of the youngest Gladers. He is talkative, innocent and naive, and though he is also annoying at times Thomas comes to see Chuck as a friend and even as a sort of younger brother
- **Ben:**
A pale, thin boy who Thomas first hears screaming from the wooden building.
- **Gally:**
An arrogant, dark-haired boy who bullies Thomas on his first day in the Glade. He tells Thomas he has seen him before, during the Changing, and sows suspicion amongst the Gladers.

- **Frypan:**
An older-looking, bearded boy who operates as the cook in the Glade. Frypan does his best to provide nutritious meals for the Gladers every day.
- **Clint:**
The shorter of the two Med-jacks, Clint has dark hair that is already graying at the sides.
- **Jeff:**
A large boy with a high-pitched voice. Jeff is one of the two Med-jacks, along with Clint.
- **Winston:**
The Keeper of the Blood House, the section of the Glade devoted to the slaughter of animals for food.
- **Minho:**
One of the first Gladers, and therefore one of the most senior, Minho is a sometimes brash but dependable leader.
- **The Girl / Teresa:**
A teenage girl who mysteriously arrives in the Glade the day after Thomas. She tells everyone that everything is about to change, before slipping into a coma.
- **Zart:**
The Keeper of the Track-hoes, the Gladers who work the Garden. Zart doesn't speak often and is described as being big and broody.
- **Ava Paige:**
An administrator of some sort, who is cited as the author of a memo sent to the employees of WICKED.
- **Hideous Woman:**
A crazed woman covered in hideous sores who tells Thomas that he is meant to save them all from the Flare.
- **The Creators:**
The individuals who designed the experiments conducted on the Gladers, the ones who imprisoned them in the Glade.

The Maze Runner: Vocabulary

- Baggers:**
Those in the Glade whose job it is to clean up dead bodies. They are also the guards and act as police within the Glade.
- Beetle Blade:**
A silvery creature designed by the Creators to watch the boys in the Glade.
- Blood House:**
The name given by the Gladers to the slaughterhouse where livestock are killed for consumption.
- Cavorting:**
To leap or dance about in a lively manner; to engage in extravagant behavior.
- Claustrophobia:**
A fear of being trapped in close or narrow spaces.
- Dilapidated:**
Decayed, deteriorated, or fallen into near ruin, usually by neglect.
- Emanating:**
Originating or flowing from a particular source.
- Epiphany:**
A sudden understanding or realization of the previously hidden nature of something; an intuitive grasp of reality through an event; an illuminating discovery or disclosure.
- Eradicate:**
To wipe out or destroy.
- Gathering:**
A meeting held by the Keepers, these are called when something unexpected or terrible occurs.
- Gladers:**
Inhabitants of the Glade
- Greenbean/ Greenie:**
Derogatory nickname for anyone who has newly arrived to the Glade.

The Maze Runner: Vocabulary

Grievers:

Giant slug-like monsters that are armed with mechanical arms and weapons. They do not appear to have faces or heads and it is unclear if they are animals or machines or some sort of hybrid. They roam the Maze at night.

Homestead:

The name given to the dilapidated wooden building constructed by the Gladers as their home.

Keepers:

The leaders of the Glade, these individuals each independently supervise various jobs in the Glade. Together they form a council that meets to make executive decisions.

Klunk:

Euphemism for feces or defecation.

Litany:

A lengthy recitation or enumeration; a prayer consisting of a series of invocations and supplications by the leader with alternate responses by the congregation.

Lurching:

Staggering, abrupt movement

Map-makers:

The job title of those Gladers who are charged with mapping out the Maze from information brought to them by the Runners.

Med-jacks:

The medical personnel of the Glade.

Normalcy:

The state or fact of being normal.

Obscurity:

The quality or state of being obscure; a state of being shrouded in or hidden by darkness, or not readily known or understood.

The Maze Runner: Vocabulary

- Piqued:**
 Having a feeling of resentment; feeling that one's pride has been hurt; also to arouse interest; to arouse curiosity as in "piqued my interest."
- Runners:**
 The group of Gladers who spend their days out in the Maze, attempting to map it and find a way out.
- Shank:**
 A new member of the Glade.
- Shuck**
 A euphemism for the F-word.
- Slim it:**
 "Shut up", to order someone to be quiet.
- Slinthead;**
 A derogatory insult
- Slopper:**
 Job title for this Gladers who clean the toilets, showers, kitchen, as well as the Blood House after the slaughter. It is generally viewed as the worst job in the Glade.
- Stoic:**
 One who is seemingly indifferent to or unaffected by joy, grief, pleasure, or pain. Also, A member of an originally Greek school of philosophy, founded by Zeno about 308 B.C., believing that God determined everything for the best and that virtue is sufficient for happiness. Its later Roman form advocated the calm acceptance of all occurrences as the unavoidable result of divine will or of the natural order.
- The Changing:**
 The term used to describe the changes one goes through after being stung by a Griever.

The Maze Runner: Vocabulary

- **The Flare:**
A terrible disease that plagued the world before the Gladers were imprisoned. Alby remembers it while going through the Changing.
- **The Pole:**
A long aluminum shaft with a retractable collar at the end. It is used to escort banished Gladers to the Maze.
- **The Serum:**
Medicine, delivered intravenously, that is given to any Glader that is stung by a Griever. The medicine is part of the regular delivery that comes to the Glade via the Box. Without the Serum it is unclear how long one can survive following a Griever sting.
- **The Slammer:**
A jail built into the north side of the Homestead.
- **Track-hoes:**
The name given to Gladers who work in the Gardens - tilling, weeding, planting and harvesting.
- **Trepidation:**
A state of alarm or dread; apprehension.