The Fever Code

The Fever Code is the **prequel** to the Maze Runner series, revealing the origins of the Glade, the Maze, and the devastating **Flare virus**. Set before the events of The Maze Runner, this novel follows **Thomas** and **Teresa** as children, recruited by the shadowy organization **WICKED** to find a cure for the Flare—a deadly pandemic that drives people to madness.

As WICKED's experiments grow more brutal, Thomas and his friends—including **Newt**, **Minho**, and **Gally**—begin to question their roles in the organization's ruthless plans. But when WICKED's true intentions become clear, Thomas must decide whether to obey or rebel—before he and his friends become the first subjects of the **Maze Trials**.

A heartbreaking look at loyalty, betrayal, and the making of a hero, *The Fever Code* answers long-standing questions about the *Maze Runner* saga—while raising new ones.

Chapter 1: Prologue: Newt

The chapter opens with a haunting memory of the day the boy's parents were killed, an event disguised as an accident but one he knew was deliberate. Set against a backdrop of relentless heat and societal collapse, the boy's family struggles to survive in a city ravaged by the Flare. The sudden appearance of snow—a rare and surreal phenomenon—briefly brings wonder to their bleak existence, symbolizing a fleeting moment of beauty amid chaos. This moment is shattered when shadows appear outside their home, foreshadowing the violence to come.

The boy's family dynamics are central to the narrative, particularly his deep bond with his younger sister, Lizzy. While he struggles to articulate comfort, Lizzy's bravery and affection provide him with solace. Their mother's small acts of defiance, like covering them with a blanket despite the heat, highlight her resilience. The family's fragile sense of safety is disrupted when intruders arrive, demanding Lizzy with cold efficiency. The boy's helplessness and terror are palpable as he witnesses the brutal confrontation, underscoring the chapter's themes of loss and powerlessness.

The intrusion escalates into chaos as the boy's father attempts to defend the family, resulting in a violent shootout. The boy's perspective captures the disorienting horror of the moment—gunfire, screams, and the shattering of his world. His mother's desperate attempts to protect Lizzy and his father's futile resistance emphasize the family's vulnerability. The boy's internal devastation is mirrored by the physical violence, as the intruders overpower them with ruthless precision. The chapter's tension peaks as the boy watches helplessly, his emotions oscillating between rage and despair.

The chapter concludes with the boy's world irrevocably broken, his family torn apart by forces beyond their control. The intruders' cold justification for taking Lizzy—"we've got no choice"—hints at a larger, ominous system at work. The boy's trauma is compounded by his inability to protect his sister, leaving him with a sense of guilt and impotence. This prologue sets the stage for the broader narrative, introducing themes of survival, sacrifice, and the harsh realities of a dystopian world. The boy's journey, marked by this pivotal loss, foreshadows the challenges he will face in the chapters to come.

The chapter opens with a young boy named Stephen, who has been forcibly separated from his mother and is struggling to cope with the trauma. He clings to his name and memories as his only anchors, resisting attempts by the mysterious "white coats" to rename him Thomas. Stephen's grief and fear are palpable as he curls into a ball, unable to sleep, haunted by nightmares. Despite his young age, he understands the severity of his situation, recalling his father's descent into madness and his mother's tearful goodbye, which adds to his emotional turmoil.

Stephen's defiance grows as he refuses to respond to the name Thomas, even when confronted by the adults in charge. A man in a green jumpsuit enters his room, demanding compliance, but Stephen boldly insults his appearance and asserts his identity. The exchange reveals Stephen's intelligence and stubbornness, as well as the adults' impatience and condescension. The man's amusement only fuels Stephen's anger, highlighting the power imbalance between the child and his captors.

The tension escalates as the man reveals harsh truths about Stephen's parents, implying that his resistance is pointless. He mentions the Flare, a deadly disease, and suggests Stephen's immunity makes him valuable for a larger, unnamed mission. The man's tone shifts from mocking to stern, warning Stephen to accept his new identity and cooperate for the sake of humanity's survival. This moment underscores the moral ambiguity of the situation, where Stephen's personal suffering is weighed against a greater cause.

In the end, Stephen reluctantly obeys, following the man out of the room. His submission marks a turning point, signaling the loss of his autonomy and the beginning of his assimilation into the system. The chapter paints a bleak picture of a child stripped of his identity and forced into a role he doesn't understand, setting the stage for the darker themes of control and survival that define the story.

In Chapter 2 of *The Fever Code*, Stephen, a young boy, is introduced to a mysterious and oppressive environment where he encounters another child, a girl named Teresa, who has already accepted a new identity. As Stephen is led down a dimly lit hallway by a man named Randall Spilker, he grapples with the idea of abandoning his own name, vowing internally never to forget it. Randall's cryptic remarks hint at the psychological manipulation at play, leaving Stephen uneasy but determined to cling to his identity despite the mounting pressure to conform.

Stephen is subjected to a series of unsettling medical procedures, strapped to a chair with sensors attached to his body. Randall reveals their urgency, explaining that Stephen must adopt the name "Thomas" voluntarily, as Teresa did. When Stephen resists, Randall implants a pain-inducing device in his neck, forcing him to endure unbearable agony until he complies. The physical and psychological torment marks a turning point for Stephen, who begins to question his ability to hold onto his original name under such brutal coercion.

The chapter intensifies as Randall repeatedly subjects Stephen to cycles of pain and unconsciousness until he finally breaks and accepts the name "Thomas." Despite his outward submission, Stephen internally clings to his true identity, vowing never to forget it. Randall's demeanor shifts between regret and hardened resolve, reflecting the moral ambiguity of his role in the process. Stephen's resilience is tested to its limits, and his internal conflict underscores the chapter's themes of identity, control, and survival.

By the chapter's end, Stephen—now outwardly identifying as Thomas—lies physically and emotionally drained, his mind repeating his new name like a mantra. Yet, beneath the surface, his determination to remember his true self remains unshaken. The chapter leaves readers with a sense of foreboding, as the line between Stephen and

Thomas blurs, hinting at the psychological toll of his ordeal and the darker forces at work in the narrative.



The chapter opens with Thomas undergoing a routine medical procedure, where a detached doctor draws his blood and prepares him for a brain scan. Thomas dreads these weekly tests, especially the scans, which trigger his anxiety. He struggles with lingering trauma from a past incident involving Randall, which has left him withdrawn and reluctant to recall his real name. The clinical environment and repetitive nature of the procedures highlight the oppressive, impersonal nature of his existence, reinforcing his sense of isolation and vulnerability.

Next, the narrative shifts to Thomas in a classroom with his teacher, Mr. Glanville, who drills him on historical acronyms like FIRE (Flares Information Recovery Endeavor) and PFC (Post Flares Coalition). Thomas is exhausted and struggles to stay awake, but Glanville emphasizes the importance of understanding history to navigate the present. The exchange underscores the weight of the past in shaping Thomas's world, while his fatigue hints at the physical and mental toll of his regimented life. The scene also introduces the broader context of a post-apocalyptic world ravaged by sun flares.

In the following section, Thomas engages in a critical thinking exercise with Ms. Denton, who challenges him with a complex train station problem. Despite his initial frustration, Thomas demonstrates his analytical skills by memorizing intricate details and eventually questioning the problem's assumptions. Ms. Denton's encouragement suggests she values his ability to think beyond surface-level solutions. This segment highlights Thomas's intellectual growth and the rigorous mental training he undergoes, contrasting with the emotional numbness seen earlier.

The chapter concludes with Thomas's gradual realization that some problems lack straightforward answers, mirroring his own uncertain reality. His interactions with authority figures—the doctor, Mr. Glanville, and Ms. Denton—reveal a world that is both controlling and enigmatic. The juxtaposition of medical procedures, historical

lessons, and mental challenges paints a picture of a young boy caught in a system designed to test and shape him, leaving readers to ponder the true purpose behind his suffering.



The chapter opens with Thomas reflecting on the past two years of rigorous training and testing at the facility where he has been held since his name was taken from him. Despite constant monitoring, blood samples, and endless classes, he has received no real information about his purpose or the outside world. Thomas has grown accustomed to the sterile environment, interacting only with adults, and has never seen Randall again, though the man's memory still unsettles him. His life is marked by isolation, broken only by fleeting glimpses of Teresa, a girl in the neighboring room, and his immersion in books, which provide a rare escape.

Thomas's routine is disrupted when a stranger summons him to a meeting with Chancellor Anderson. As he is led to a lobby guarded by armed men wearing uniforms emblazoned with "WICKED," Thomas's curiosity is piqued, but the guards offer no explanation. The encounter leaves him uneasy, and he struggles to decipher the meaning of the word. When Chancellor Anderson arrives, his forced cheerfulness and tired demeanor do little to reassure Thomas. The chancellor's office is sparse, and the prolonged silence as Anderson studies Thomas only heightens the tension.

The conversation takes a melancholic turn as Anderson brings up Christmas, a topic that evokes painful memories for Thomas. The chancellor's attempts to evoke nostalgia—asking about past gifts and family traditions—feel cruel, given Thomas's implied loss of his parents. Thomas fights back tears, refusing to engage with the emotional manipulation. Anderson reminisces about his own childhood Christmas, but Thomas remains guarded, his grief and anger simmering beneath the surface.

The chapter underscores Thomas's emotional and psychological strain, trapped in a facility where he is both a student and a subject. His longing for connection, whether with Teresa or his lost family, contrasts sharply with the cold, controlled environment of WICKED. The meeting with Chancellor Anderson hints at deeper mysteries and

manipulations, leaving Thomas—and the reader—questioning the true nature of the organization and its plans for him. The chapter ends on a note of unresolved tension, setting the stage for further revelations.



In Chapter 5 of *The Fever Code*, Thomas finds himself in an unsettling conversation with Chancellor Anderson, the leader of WICKED. The chapter opens with an awkward silence as Thomas observes the chancellor's distant demeanor, even worrying he might be dead. When Thomas finally speaks, expressing his desire for a return to normalcy, Anderson snaps back to attention, revealing his optimism about curing the Flare and rebuilding the world. The chancellor's fervor contrasts sharply with Thomas's confusion and unease, setting the tone for their interaction.

The conversation takes a darker turn as Anderson explains the purpose of WICKED, an acronym for *World In Catastrophe, Killzone Experiment Department*. He emphasizes their mission to save humanity "at any cost," though Thomas is disturbed by the term *killzone*, which refers to the brain's vulnerability to the Flare. Anderson's enthusiasm for the organization's brutal efficiency unsettles Thomas, who struggles to reconcile his own role in their plans. The chancellor hints at upcoming tests and a larger role for Thomas, who reluctantly agrees despite his mounting doubts.

Thomas's internal conflict deepens as he questions a female staff member about the other children like him, particularly Teresa, the girl next door. Her vague reassurance that he will meet them "soon"—possibly in a year—leaves him devastated. This moment highlights Thomas's isolation and longing for connection, contrasting with WICKED's cold, clinical approach to their subjects. The chapter underscores the tension between Thomas's humanity and the organization's ruthless pragmatism.

The chapter closes with Thomas collapsing onto his bed, overwhelmed by loneliness and the weight of his circumstances. His fleeting excitement about gaining more freedom within WICKED is overshadowed by shame and despair, foreshadowing the moral dilemmas he will face. The chapter masterfully captures Thomas's emotional turmoil and the sinister undertones of WICKED's mission, leaving readers questioning

the true cost of survival.



The chapter opens with Thomas, the protagonist, being visited by Dr. Paige, a kind and reassuring figure in his life. Her early morning knock has become routine, but her presence is a welcome surprise. Thomas feels a strong connection to her, as she is the only one who makes him feel at ease in the sterile, clinical environment. Dr. Paige reveals she will now be his dedicated doctor, which thrills Thomas, though he struggles to express his excitement. Their interaction is warm and genuine, contrasting with the otherwise impersonal nature of his daily life.

During a blood draw, Thomas questions Dr. Paige about the purpose of the endless tests he undergoes. He seeks reassurance about his health and his role in finding a cure for the virus. Dr. Paige praises his contributions, emphasizing how valuable he and the others are to their research. Her words boost Thomas's morale, though he remains skeptical about whether she's just trying to make him feel better. The chapter highlights Thomas's growing awareness of his significance in the larger mission, even as he grapples with the monotony and isolation of his existence.

In a classroom setting, Thomas struggles with boredom during a lecture on cellular technology. He interrupts his teacher, Ms. Landon, to express his disinterest and redirect the discussion to more engaging topics like the Flat Trans. Their exchange reveals Thomas's impatience and curiosity, as well as his tendency to challenge authority when he feels uninspired. Despite his frustration, he maintains a respectful tone, showing his underlying fondness for his teachers, even when their lessons fail to captivate him.

The chapter concludes with Thomas working on a complex puzzle under the guidance of Ms. Denton, who emphasizes the importance of patience and mental visualization. Thomas questions the purpose of these puzzles, but Ms. Denton explains their value in sharpening his cognitive abilities. Her pride in his progress is evident when he

correctly identifies extra pieces in the puzzle. The repetitive nature of Thomas's life—filled with tests, classes, and puzzles—is underscored, leaving the reader with a sense of the relentless routine that defines his existence.



The chapter opens with Thomas encountering Dr. Leavitt, a stern and unwelcoming stranger who replaces his usual caretaker, Dr. Paige. Leavitt delivers breakfast with cryptic remarks about Thomas needing strength for the day, heightening Thomas's unease. Despite his discomfort, Thomas eats reluctantly, disturbed by Leavitt's cold demeanor and vague references to being "one of the Psychs." The absence of Dr. Paige leaves Thomas unsettled, and he struggles to suppress his frustration as Leavitt insists on strict adherence to the schedule.

Thomas is escorted by Dr. Leavitt to an unfamiliar ninth floor, which resembles a hospital ward. The sterile environment and obscured rooms amplify his anxiety, especially when he hears unsettling noises, including screams. Leavitt dismisses Thomas's concerns, urging him to trust the process. The tension escalates when Thomas witnesses a drugged boy, Minho, break free and warn him about painful procedures involving their heads. Minho's frantic outburst and subsequent sedation deepen Thomas's fear, but Leavitt dismisses it as a reaction to anesthesia.

The encounter with Minho leaves Thomas questioning the true nature of the facility and the experiments being conducted. Despite his growing dread, he follows Leavitt into a hospital room, where the drawn curtains suggest another patient is present. Thomas contemplates fleeing but feels paralyzed by fear, contrasting his inaction with Minho's defiance. The chapter ends on a cliffhanger, with Thomas standing in the ominous room, unsure of what awaits him behind the curtain.

Throughout the chapter, themes of control, fear, and mistrust are prominent. Thomas's reliance on routine is disrupted, and his interactions with Leavitt highlight the oppressive atmosphere of the facility. The introduction of Minho serves as a catalyst for Thomas's growing suspicion, hinting at darker truths about the experiments. The chapter effectively builds tension, leaving readers eager to uncover the secrets of the

mysterious ninth floor and Thomas's role in the unfolding events.



In Chapter 8 of *The Fever Code*, young Thomas is confronted by Dr. Leavitt about breaking medical protocols after he interacts with another child, Minho, who has undergone surgery. Leavitt emphasizes the importance of safety and explains that Thomas is being prepped for a procedure to implant a device in his head, framing it as vital for researching immunity to the Flare virus. Thomas, though confused and fearful, reluctantly agrees, but his panic grows when he overhears Teresa, a girl from a nearby room, screaming in the hallway. Ignoring Leavitt's warnings, Thomas rushes to her aid, only to be subdued by nurses and sedated by Leavitt.

During sedation, Thomas experiences vivid dreams, including nightmares of a dystopian world and a fleeting, peaceful memory of his parents. His dreams repeatedly return to Teresa, recalling her defiant words: *"Someday we'll be bigger."* These words comfort him, symbolizing hope and rebellion against their oppressive circumstances. The dream shifts as he is forcibly awakened, leaving him clinging to the brief connection he shared with Teresa, a girl he barely knows but feels deeply drawn to as a potential ally and friend.

Upon waking, Thomas is disoriented and encounters Dr. Paige, who reassures him about the procedure while keeping details vague. Though groggy, Thomas recalls his impulsive attempt to help Teresa with a mix of amusement and pride, despite its futility. Dr. Paige's calm demeanor contrasts with Leavitt's sternness, but her evasiveness about the surgery's specifics leaves Thomas with lingering unease. The chapter highlights his vulnerability and courage, as well as the moral ambiguity of the adults' actions in the name of saving humanity.

The chapter underscores themes of trust, resistance, and the loss of innocence as Thomas navigates a world where children are manipulated for a greater cause. His fleeting bond with Teresa becomes a symbol of defiance, hinting at future alliances. The medical procedures and the adults' justifications raise ethical questions, while Thomas's dreams and reactions reveal his inner turmoil and longing for connection in a controlled, hostile environment.



Thomas, recovering from a mysterious brain operation, resumes his isolated routine in the WICKED facility, attending classes alone and hearing distant voices of other children. He struggles with loneliness and questions why he's kept separate, though Dr. Paige reassures him it's for his safety in a world ravaged by the Flare. Despite occasional headaches and the lingering scar from his surgery, Thomas accepts his solitary life, finding solace in books and entertainment provided by Dr. Paige. Yet, his curiosity about the other kids, especially Teresa, lingers, leaving him eager for interaction.

One day, Thomas wakes with a severe headache and grogginess, only to be surprised by Dr. Leavitt, who announces a planned meeting with Teresa. Overwhelmed by déjà vu, Thomas agrees eagerly, hopeful for companionship. The encounter is arranged in a sparse office, where Teresa waits shyly. As they sit together, Thomas is struck by an intense sense of familiarity, as if they've met before, though he dismisses it to focus on their conversation. The awkwardness fades as they bond over shared experiences of isolation and bland food.

Their dialogue reveals similarities in their lives—both are kept separate from other children, fed in their rooms, and constantly praised for their intelligence. Teresa speculates their isolation relates to the Flare, hinting at a deeper purpose behind WICKED's experiments. Thomas, however, grows uncomfortable when she asks about his parents, abruptly shutting down the topic. Despite this, their connection deepens, offering Thomas a rare moment of camaraderie and relief from his loneliness.

The chapter ends with Teresa's probing questions about their pasts and the Flare, leaving Thomas unsettled but intrigued. Their interaction hints at a shared history and a possible role in WICKED's plans, though many questions remain unanswered. The encounter leaves Thomas with a mix of joy and unease, as the familiarity between

them suggests their connection may be more significant than either realizes. The chapter sets the stage for further exploration of their bond and the mysteries of the facility.



In Chapter 10 of *The Fever Code*, Thomas reunites with Teresa after a week of agonizing separation, during which he questioned whether their meetings would continue. Their previous encounter left him unsettled due to unexplained déjà vu, but he avoids bringing it up, fearing judgment. Instead, he asks Teresa about the rumored deaths of other children, a topic she dismisses as possibly exaggerated or misunderstood. Their conversation is tinged with paranoia, as both suspect they are being monitored by WICKED, the organization holding them captive. Despite this, they share laughter, using humor to deflect their unease.

The chapter delves into their shared frustration with their confined lives, dominated by medical tests and schooling. Teresa expresses boredom and resentment toward WICKED, joking that the organization should be called "BORING" instead. Thomas questions why they are kept indoors, and Teresa speculates about the dangers of the outside world, referencing radiation and her fragmented memories of traveling by Berg and Flat Trans. Her brief mention of losing her parents hints at a traumatic past, though she quickly shifts focus to avoid dwelling on it.

Their discussion turns to the mysterious implants in their heads, which cause strange sensations like itching or an urge to "scratch" internally. Teresa reveals she overheard the term "trigger switch" during anesthesia, suggesting their implants may have untapped functions. Thomas recalls Dr. Paige mentioning something "special," but his memory is hazy. Teresa describes attempting to mentally activate the implant, as if using her brain as a tool, though she acknowledges how absurd it sounds. Thomas, while skeptical, remains intrigued, validating her concerns.

The chapter ends with Teresa and Thomas whispering to evade surveillance, their closeness fostering a sense of camaraderie. Teresa vows to continue exploring the implant's potential, grateful Thomas doesn't dismiss her theories. Their bond

strengthens as they speculate about WICKED's advanced technology and their own unexplained abilities, leaving readers with lingering questions about the true nature of their captivity and the secrets hidden within their minds.



In Chapter 11 of *The Fever Code*, Thomas and Teresa are escorted by Dr. Leavitt to a mysterious basement level of the complex, where they encounter an unfamiliar elevator and a tense atmosphere. Despite their silent exchange of questioning glances, Thomas finally breaks the silence, asking about the "amazing thing" they're being shown. Leavitt evades the question, hinting at a surprise orchestrated by higher authorities. The elevator arrives, revealing Chancellor Anderson, Dr. Paige, and two other officials, Katie McVoy and Julio Ramirez, who greet them with a mix of excitement and secrecy, further heightening the suspense.

The group descends deeper into the facility, with Thomas growing increasingly uneasy. Chancellor Anderson reassures them that the visit is a "reward" for their exceptional performance in testing, though Teresa presses for answers about why they're being singled out. McVoy explains that Thomas and Teresa, along with a few others, have outperformed their peers and are now being granted privileged access to a significant project. The elevator stops at an unknown depth, leaving Thomas both curious and apprehensive about the "others" mentioned and the purpose of their journey.

Upon exiting the elevator, they enter a vast, unfinished room filled with construction materials and equipment. Anderson reveals this will be the command center for the "Maze Trials," a cutting-edge research facility set to be completed in stages over the next few years. Thomas and Teresa are visibly confused by the term, prompting McVoy to redirect their attention to a nearby door leading to an observation platform. The group proceeds, with Ramirez maintaining a vigilant rear guard, as Thomas notices large power docks lining the walls, hinting at undisclosed projects.

The chapter culminates as the group reaches a heavily fortified door, which McVoy unlocks with a security code. Beyond it lies a cavernous space of staggering scale, illuminated by blinding lights and framed by steel girders. Thomas is overwhelmed by

the sight, his anticipation giving way to sheer shock as he struggles to comprehend the enormity of the project before him. The chapter ends on a cliffhanger, leaving the true nature of the Maze Trials and its implications for Thomas and Teresa tantalizingly unresolved.



In Chapter 12 of *The Fever Code*, Thomas and Teresa meet with WICKED officials, including Ms. McVoy, Dr. Paige, and Mr. Ramirez, to discuss their role in the organization's latest project. The chancellor expresses excitement about their potential contributions before leaving the meeting. Thomas struggles to process the enormity of the underground caverns he's just seen, feeling overwhelmed in the confined space. Ms. McVoy encourages them to ask questions, and Teresa inquires about the purpose of the caverns, which McVoy reveals will house two massive mazes designed as controlled testing environments for studying immune subjects and finding a cure for the Flare virus.

Thomas is stunned by the revelation and questions the logic behind building such mazes. McVoy explains that the enclosed spaces are necessary to eliminate external variables and allow precise observation of test subjects. She emphasizes the urgency of their mission to save humanity from the virus. When Teresa asks how they will contribute, McVoy reveals that Thomas, Teresa, and two other children—Aris and Rachel—will assist in designing and constructing the mazes, leveraging their exceptional abilities. Despite the gravity of the situation, McVoy frames the project as an exciting challenge, and Thomas and Teresa reluctantly agree to participate.

After the meeting, Thomas reflects on McVoy's comment about becoming "a part of WICKED," leaving him uneasy about his growing involvement with the organization. Back in his room, he discovers his door is unlocked for the first time in years, sparking both fear and curiosity. He suspects WICKED is monitoring him and debates whether exploring the facility is a test of his obedience or a trap. Despite his apprehension, he resolves to venture out at night, his fear gradually giving way to anticipation.

As night falls, Thomas prepares to explore, battling doubts about the consequences of his actions. He worries that leaving his room could jeopardize his role in the maze project and his relationship with Teresa. However, his curiosity outweighs his fear, and he decides to take a cautious look outside. The chapter ends on a cliffhanger as the door unexpectedly opens further, leaving Thomas—and the reader—wondering what awaits him in the halls of WICKED.



In Chapter 13 of *The Fever Code*, Thomas faces a pivotal moment when Newt unexpectedly appears at his door late at night. Despite his suspicions about WICKED's motives and the possibility of a trap, Thomas decides to trust Newt and joins him, bringing Teresa along. The trio's unlocked doors and Newt's cryptic invitation heighten the tension, as Thomas grapples with the risks of defiance versus the thrill of rebellion. Newt's casual demeanor and Teresa's eagerness to participate suggest a shared desire to break free from WICKED's rigid control, setting the stage for an clandestine adventure.

Newt leads Thomas and Teresa through a maze-like complex to a hidden basement room, where they meet Alby and Minho, two other boys who have been secretly exploring the facility. The encounter is initially awkward but quickly becomes warm, with Minho's playful teasing and Alby's wise demeanor breaking the ice. The group's camaraderie contrasts sharply with the sterile, controlled environment of WICKED, offering Thomas and Teresa a rare sense of belonging. The boys reveal they've been sneaking out for some time, defying authority under the assumption that WICKED either doesn't know or doesn't care—a risky but liberating mindset.

The conversation shifts to the mystery surrounding Thomas and Teresa's isolation from the other subjects. Newt and Alby admit they've heard rumors about the pair but don't understand why they've been kept separate. Teresa's quick wit and Thomas's cautious curiosity hint at their intelligence and resilience, earning the group's respect. Minho suggests their meeting is more than social—it's the beginning of an alliance to share information and potentially challenge WICKED's secrecy. However, he emphasizes the need for trust to develop before diving into deeper plans, leaving the future open-ended.

The chapter concludes with Newt proposing a tour of Group B's territory, signaling the start of a broader exploration of the facility. Thomas and Teresa, though still wary, are drawn into the group's rebellious spirit, finding solace in their newfound friendships. The encounter marks a turning point for Thomas, who begins to question WICKED's authority while embracing the exhilaration of defiance. The chapter blends tension, humor, and camaraderie, foreshadowing larger conflicts and alliances to come.



In Chapter 14 of *The Fever Code*, Thomas and his friends—Newt, Alby, Minho, and Teresa—venture into a hidden area of WICKED's facility, uncovering the existence of Group B, a segregated dormitory housing only girls. Newt, visibly emotional, reveals his sister, Lizzy (renamed Sonya by WICKED), is among them. The group navigates cramped, dusty passages, learning this is a secret ritual for Newt to catch glimpses of his sister, despite WICKED's strict prohibitions. The discovery highlights the cruel control WICKED exerts, separating siblings and erasing their identities, which deeply affects Thomas and fuels his growing anger toward the organization.

The chapter delves into the emotional toll of WICKED's manipulations, particularly on Newt, who openly grieves the loss of his connection to Lizzy. His raw vulnerability contrasts with the group's usual resilience, underscoring the psychological trauma inflicted by WICKED. Thomas empathizes, imagining how he would feel if his own mother were in Lizzy's place. The somber mood lingers as the group returns to their quarters, their silence reflecting the weight of the revelation. Thomas's dreams of Newt and Lizzy hint at his deepening emotional investment in his friends' struggles.

Over the next few nights, the group explores more of WICKED's hidden facilities, uncovering unsettling labs with mysterious vats of liquid and bizarre creatures. They witness workers in hazard suits conducting experiments, deepening the mystery of WICKED's true agenda. Their adventures also include stumbling upon administrative offices and a hospital-like room with eerie medical devices, which unsettles Alby. Each discovery raises more questions about WICKED's operations, leaving Thomas and the others both fascinated and disturbed by the organization's secrecy and scale.

The chapter culminates in a sense of exhaustion and unease as Thomas grapples with sleep deprivation and the psychological strain of their nightly explorations. Despite their efforts, WICKED's true purpose remains elusive, and the group's discoveries only amplify their distrust. The chapter underscores the themes of control, loss, and resistance, as Thomas and his friends navigate a world where even familial bonds are weaponized. Their defiance in seeking the truth sets the stage for further conflict with WICKED, as the lines between curiosity and rebellion blur.



In Chapter 15 of *The Fever Code*, Newt teases Thomas and Teresa with a mysterious surprise, heightening their curiosity as they sneak through WICKED's halls to their usual meeting spot in the basement maintenance room. The room has become a sanctuary for their group, and the thrill of their nightly escapades grows with each visit. Teresa joins Thomas, both eager to discover Newt's secret, but he playfully refuses to reveal anything, mimicking a zipped-lip gesture. Their camaraderie is evident as they navigate the dark corridors, their excitement palpable despite the secrecy.

Upon arriving, Thomas and Teresa find Minho and Alby wrestling, their playful rivalry adding to the group's dynamic. Newt interrupts their antics to announce the night's adventure: a trip to the great outdoors. Thomas is momentarily distracted, thinking about the hidden maze cavern beneath them—a secret he and Teresa cannot share. Newt's revelation about going outside surprises Thomas, who had believed the world beyond WICKED was a dangerous wasteland. The group's banter reveals their prior excursions outside, dismissing concerns about radiation or Cranks with humor and confidence.

The group climbs a hidden ladder, enduring dust and debris as they ascend to a rusted metal door leading outside. Alby and Minho assure Thomas and Teresa that the outside world is safer than they imagined, even mentioning sightings of snow and the sound of ocean waves. The door opens to a brisk breeze, and the group steps onto a concrete platform, greeted by the refreshing chill of night air. Thomas is overwhelmed by memories of life before WICKED, the sensation of freedom starkly contrasting their confined existence. Despite the darkness, the experience is exhilarating, and the others revel in his awe.

Newt guides them to a drainpipe, which they use to descend into the woods below. Minho jokes about encountering a deer, leaving Thomas unsure if he's serious. As they climb down, Thomas's fingers ache, but the promise of exploration fuels his determination. The chapter ends with the group venturing into the unknown, their bond strengthened by shared adventure and the fleeting taste of freedom beyond WICKED's oppressive walls. The outing symbolizes a rare moment of normalcy and rebellion in their otherwise controlled lives.



In Chapter 16 of *The Fever Code*, Thomas and Teresa find themselves gripped by fear as they are led by WICKED guards to an unknown destination. The guards reassure them that the ordeal is merely a lesson about the dangers outside their controlled environment, but Thomas remains unsettled by mentions of "Crank pits" and the Flare virus. The tension escalates as Teresa demands answers, but the guards evade their questions, emphasizing compliance. The group, including Alby and Minho, follows reluctantly, with Thomas haunted by the revelation that Newt isn't immune, raising questions about his presence among them.

The group is led along the WICKED complex's perimeter, their fear mounting as they approach a dark tunnel beneath the building. The eerie silence is broken only by the sounds of the ocean and the guards' cryptic warnings. Thomas's anxiety grows as the environment becomes increasingly ominous, with the guards refusing to clarify their intentions. Teresa's outburst is met with a brief moment of empathy from the female guard, who admits her discomfort but insists the experience is necessary to deter them from exploring outside. The chapter's tension is palpable as the group moves forward, their dread unspoken but shared.

Upon entering the tunnel, the darkness and unsettling moans heighten the sense of horror. The guards unlock a rusted iron gate, revealing their destination: a pit housing Cranks, individuals infected with the Flare. The guards assure the group they won't be harmed, but the promise does little to ease their terror. Thomas hesitates, overwhelmed by nightmares come to life, but Teresa's courage pushes him forward. The scene underscores the brutality of WICKED's methods, using fear as a tool to control and manipulate the teenagers.

The chapter culminates in a chilling confrontation with the Cranks, symbolizing the horrors of the Flare virus. Thomas's internal struggle reflects his growing awareness of

WICKED's morally ambiguous tactics. The guards' insistence that the experience is for their "own good" contrasts sharply with the visceral terror it induces. As the group steps into the pit, the chapter leaves readers questioning the true nature of WICKED's mission and the ethical boundaries it crosses. The encounter foreshadows deeper conflicts and revelations about the organization's ruthless approach to survival.



In Chapter 17 of *The Fever Code*, Thomas and his companions—Minho, Alby, and Teresa—venture into a dark, eerie tunnel lined with iron fences, their path illuminated only by a faint light. The oppressive atmosphere and unsettling sounds amplify their fear as they proceed cautiously. When they reach a dead-end brick wall, panic sets in, and Teresa suggests turning back, theorizing the journey might be a test. Minho, however, senses movement nearby, and soon the group realizes they are surrounded by the sounds of approaching footsteps, hinting at imminent danger.

The tension escalates as Cranks—humans ravaged by a debilitating disease—emerge from the darkness, pressing against the fences and reaching desperately for Thomas and his friends. The Cranks' grotesque appearances and frantic cries evoke both terror and pity in Thomas. One woman, momentarily coherent, repeats "my babies" before succumbing to her madness, highlighting the tragedy of their condition. Alby urges the group to retreat, but Thomas is momentarily paralyzed by the horror, reflecting on his father's similar fate and the grim reality of the disease.

Despite the chaos, Teresa's reassurance reminds Thomas of their mission: to find a cure and save others from this fate. Her words reignite his determination, and he begins to move forward, though the Cranks' relentless assault on the fences underscores the urgency of their escape. The chapter delves into Thomas's internal struggle as he grapples with the suffering around him, trying to reconcile his fear with his purpose. The group's unity and resolve are tested as they navigate the nightmarish scenario.

The chapter concludes with a mysterious, disheveled man blocking their path, holding a chalkboard with the message "WICKED is good." This cryptic statement leaves Thomas and the others questioning its meaning and the man's intentions, adding another layer of intrigue to their already harrowing journey. The encounter serves as a

pivotal moment, forcing Thomas to confront the moral complexities of their mission and the organization they serve.



In Chapter 18 of *The Fever Code*, Thomas and his friends follow a mysterious stranger named John Michael through the Crank pits, a nightmarish area filled with infected individuals. The man carries a chalkboard with the phrase "WICKED is good," which unsettles the group. As they escape the cacophony of the Cranks, John Michael reveals his identity as a founder of the Post-Flares Coalition, now infected with the Flare. His erratic behavior and emotional outbursts highlight his desperation and deteriorating mental state, leaving Thomas and his friends uneasy and fearful.

John Michael's monologue shifts between pride in his past contributions and despair over his infection. He pleads with the group to continue WICKED's mission to find a cure, emphasizing the moral obligation to save others like him. His sudden rage when Teresa mentions their shared loss of parents to the Flare reveals his volatility. The tension escalates as he physically attacks Minho, forcing Alby and Minho to defend themselves while the guards remain passive until the last moment.

The confrontation reaches a climax as John Michael collapses into sobbing pleas for salvation, his vulnerability starkly contrasting his earlier aggression. Randall, a shadowy figure, emerges and coldly explains the grim reality facing the infected: either succumb to madness or choose death. His matter-of-fact tone underscores the brutal world they inhabit, where immunity is the only hope. The chapter ends with Randall preparing to execute John Michael, leaving Thomas and his friends traumatized by the encounter.

This chapter delves into themes of desperation, morality, and the harsh choices imposed by the Flare pandemic. John Michael's tragic arc serves as a cautionary tale, while Randall's ruthless pragmatism reinforces the dystopian setting. The emotional and physical turmoil leaves Thomas questioning WICKED's methods and his own role in their mission, setting the stage for further conflict and moral dilemmas.

The chapter opens with Thomas and his friends returning to the WICKED complex in silence after a traumatic event. Escorted by guards, they navigate the facility's elevators and hallways, exchanging subdued goodbyes as Minho and Alby are separated from the group. Thomas and Teresa are left alone with their thoughts, the weight of the night's horrors pressing heavily on them. The atmosphere is tense and somber, underscored by the unspoken grief and anger simmering beneath the surface.

Upon reaching their rooms, Thomas confronts the female guard about the cold-blooded killing they witnessed, his anger flaring at her casual tone. The guard deflects, explaining that the act was ordered by Mr. Michael, a key figure in WICKED's operations. She dismissively instructs Thomas to sleep, hinting that reunions with his friends may not happen for years. This revelation shocks Thomas, who hadn't considered the possibility of prolonged isolation, adding to his growing sense of despair and betrayal.

Alone in his room, Thomas grapples with the implications of the guard's words. The thought of being separated from Teresa and losing the opportunity to work on the maze project fills him with dread. Despite the night's atrocities, he clings to the hope that WICKED's mission—finding a cure for the Flare—might still justify their actions. His mind races with images of the Cranks and the brutal death of John Michael, leaving him emotionally and mentally exhausted.

As dawn approaches, Dr. Paige arrives to escort Thomas to breakfast. When he asks if she knows about the night's events, her sad smile offers no comfort or answers. The chapter ends with Thomas caught in a turmoil of conflicting emotions—anger, confusion, and a reluctant sense of duty—as he struggles to reconcile WICKED's brutal methods with their lofty goals. The weight of the Flare and his role in the organization's plans leaves him with more questions than answers.

Thomas endures a grueling day marked by intense medical tests, including blood draws and a lengthy treadmill session, all while suffering from severe stomach pain and a worsening headache. His discomfort forces him to leave class early, drawing disapproval from his teachers. Since his failed escape attempt, the staff, including the usually kind Dr. Paige, have grown distant, their smiles less genuine. Thomas senses they know more than they're sharing, deepening his isolation. His physical pain is compounded by emotional anguish as he longs to reunite with his friends, especially Teresa, whose recent absence worries him.

Lying in bed, Thomas is physically and emotionally drained, unable to eat or sleep. Suddenly, he experiences a strange buzzing in his head, which grows louder and more intrusive. Fearful he's developing the Flare virus, he considers calling Dr. Paige for help. The buzzing escalates, and to his shock, it transforms into a voice—Teresa's—communicating directly into his mind. Disoriented and terrified, Thomas grapples with the possibility of losing his sanity, but the voice's familiarity gives him a glimmer of hope.

Teresa's voice instructs Thomas to pound on his door if he can hear her, a request that feels both absurd and urgent. Despite his fear, Thomas obeys, slamming his fists against the door until his knuckles ache. The act draws attention from the staff, but before they arrive, Teresa confirms the connection worked and promises to teach him more later. Her presence vanishes abruptly, leaving Thomas bewildered yet strangely reassured. The chapter ends with Dr. Paige bursting into his room, demanding an explanation for his outburst.

This chapter highlights Thomas's physical and emotional turmoil as he navigates the oppressive environment of WICKED. The sudden telepathic connection with Teresa introduces a pivotal development, suggesting deeper mysteries and hidden

capabilities among the subjects. Thomas's fear of insanity contrasts with his trust in Teresa, setting the stage for further exploration of their bond and the true nature of WICKED's experiments. The tension between his isolation and the fleeting hope of connection drives the narrative forward.



In Chapter 21 of *The Fever Code*, Thomas grapples with doubt and desperation as he seeks confirmation from Teresa about her role in his unsettling experiences.

Tormented by the question "Am I crazy?" he confronts Dr. Paige, demanding reassurance about his immunity to the Flare virus. She provides a detailed scientific explanation, swearing on her life that his immunity is medically proven. Though initially skeptical, Thomas finds solace in her sincerity, yet his underlying anxiety persists, especially about the possibility of unknowingly succumbing to the virus like Newt. His internal conflict highlights his fragile trust in those around him.

Thomas's turmoil deepens as he reflects on his conversation with Dr. Paige, torn between hope and fear regarding Teresa's telepathic communication. When Teresa reaches out again, she explains that their mental connection stems from neural implants, urging Thomas to focus and "press through" the foreign presence in his mind. Though initially awkward, Thomas begins to accept the surreal nature of their link. Teresa's guidance becomes a lifeline, pushing him to explore his own consciousness, though he struggles to respond telepathically, feeling foolish yet determined to master this new ability.

Over the following days, Thomas dedicates himself to honing his mental connection with Teresa, despite the frustration of navigating an intangible process. He shifts from literal thinking to a more abstract approach, visualizing his mind as a manipulable space. This breakthrough allows him to identify the implant's presence and attempt communication. His first successful message—a simple "Teresa"—elicits a sharp reaction, confirming progress. Though clumsy, this interaction fuels his determination, and Teresa encourages him to keep practicing, albeit with a playful warning about the intensity of his mental "poke."

The chapter culminates in Thomas's growing mastery of the telepathic link, marking a turning point in his relationship with Teresa. His initial fear and confusion give way to cautious optimism as he embraces the strange new reality of their connection. The chapter underscores themes of trust, self-discovery, and resilience, as Thomas navigates both scientific assurances and supernatural challenges. His journey reflects the broader struggle of the immune subjects—caught between hope and uncertainty—as they uncover the truth about their identities and the world around them.

Summaryer

In Chapter 22 of *The Fever Code*, Thomas and Teresa, who have mastered telepathic communication, share a lighthearted exchange before discussing their plan to escape their monitored quarters. Despite their doors being unlocked, they are constantly observed by WICKED guards, who restrict their movements under the guise of safety. Teresa reveals progress in her understanding of the facility's security systems, hinting at a potential breakthrough. Thomas, though wary of past punishments, grows excited at the prospect of reuniting with their friends, showcasing their growing defiance against WICKED's control.

Teresa's expertise in computer systems becomes pivotal as she devises a plan to bypass security cameras using looped recordings. She assures Thomas they can explore the facility undetected, though he remains anxious about the consequences of getting caught. Their determination to reconnect with friends outweighs their fear, highlighting their desperation for freedom and human connection. The chapter builds tension as Teresa finalizes the details, emphasizing her technical prowess and their shared resolve to challenge WICKED's authority.

The plan is set into motion when Teresa joins Thomas in his room, marking the first time they physically reunite. Their emotional hug underscores the isolation they've endured and their deep bond. After confirming the security loops are active, they venture into the facility, using telepathy to avoid detection. Their initial attempt to meet Aris and Rachel fails, but they press on toward Group A's sector, demonstrating their adaptability and determination despite setbacks.

Their journey takes an unexpected turn when they encounter a terrified young boy named Charles, whom Thomas affectionately renames Chuck. The boy's fear and innocence humanize the broader context of WICKED's experiments, adding emotional depth to the chapter. Thomas and Teresa's compassion toward Chuck contrasts with

WICKED's cold manipulation, reinforcing their moral stance. The chapter ends on a poignant note, blending hope and tension as the trio's fate remains uncertain, setting the stage for further rebellion against WICKED's oppressive regime.



In Chapter 23 of *The Fever Code*, Thomas and Teresa encounter a new boy named Chuck, who is distraught after being brought to the WICKED facility. Chuck, unlike the others, has his own room, which raises questions. Teresa suggests gathering their friends—Newt, Alby, and Minho—to comfort Chuck, and they spend time together in his room. Chuck expresses fear about the tests and needles, but Thomas reassures him, downplaying the harshness of their situation. Despite Thomas's attempts to console him, Chuck remains uneasy, though the group's camaraderie temporarily lifts his spirits.

The chapter highlights the mixed emotions of the characters as they bond over shared experiences. Thomas reflects on the positives of their life at WICKED, such as safety from the Flare and Cranks, while the others engage in lighthearted conversation. Chuck's mood improves as he interacts with the group, but underlying tensions remain. Thomas privately acknowledges the darker aspects of their reality, like the implants, but chooses to focus on the bigger picture—their role in potentially saving humanity.

A philosophical debate emerges when Thomas voices his conflicted feelings about WICKED, suggesting the organization might not be entirely evil. This sparks varied reactions: Chuck clings to hope, while Newt and Alby remain skeptical. Minho, however, openly rejects the idea, expressing distrust toward WICKED and revealing his ongoing plans to escape. His abrupt departure disrupts the group's momentary peace, leaving the others unsettled. Thomas's attempt to foster optimism is overshadowed by Minho's defiance.

The chapter ends on a somber note as Minho's declaration of escape plans forces the group to confront their captivity. While Thomas tries to justify their circumstances, Minho's dissent underscores the moral ambiguity of WICKED's methods. The contrast

between Thomas's reluctant acceptance and Minho's resistance leaves the characters—and readers—questioning the true nature of their purpose and the cost of their supposed salvation.



The chapter opens with Thomas and his friends—Teresa, Minho, Newt, Alby, and occasionally Chuck—enjoying secret gatherings in a maintenance room, where they bond over food and laughter. Over time, their initial fear of being caught by WICKED officials fades, and these moments become the happiest of their lives. Chuck, the youngest, is particularly cherished for his humor and innocence, filling a familial void for the group. The camaraderie provides a rare sense of safety amidst their otherwise controlled and uncertain environment.

Thomas and Teresa are then shown working on the "Sky Project," tasked with calibrating optical illusions for the Maze. They communicate telepathically, a skill WICKED seems to tacitly approve of for its utility. Their frustration grows as they struggle to align a single red dot in the Maze's artificial sky, a critical step for the project's completion. Despite the tedious work, Thomas takes pride in contributing to WICKED's mission, though he and Teresa secretly question the organization's harsh methods, hinted at by terms like "forced pain" and "elimination of comforts."

Later, the group reunites in the maintenance room, where Minho reveals his plan to escape with the help of a new recruit named Gally. The announcement shocks the others, who have grown accustomed to the relative safety of their WICKED-controlled lives. Alby openly challenges Minho's logic, citing the dangers of the outside world and the protection WICKED provides. Minho's confidence wavers as he defends Gally's trustworthiness, but the timing of Gally's arrival at the door leaves the group uneasy about the implications of his involvement.

The chapter underscores the tension between the characters' fleeting moments of joy and the looming reality of WICKED's control. Thomas's internal conflict—balancing pride in his work with unease about its ethical implications—mirrors the group's broader struggle between compliance and rebellion. Minho's escape plan reintroduces

danger and uncertainty, threatening the fragile stability they've carved out. The chapter ends on a cliffhanger, leaving the reader questioning Gally's role and the potential consequences of defiance.



The chapter opens with Thomas observing Gally, a new arrival who appears broken and pitiable despite his ordinary appearance. Minho introduces Gally to the group, including Thomas, Newt, Alby, Teresa, and the sleeping Chuck, but the interaction is awkward. Gally attempts a friendly demeanor, but the group is skeptical, especially Alby, who questions how Gally can aid their escape plan. Gally reveals his role in landscaping and maintenance at WICKED, hinting at his access to security vulnerabilities, but the group's sarcasm and doubt create tension.

Gally explains that WICKED's security relies more on external threats like Cranks than physical barriers, making escape feasible. He hints at having manipulated systems under his supervisor, Chase, to facilitate their plan. However, Teresa and others mock the idea, questioning the practicality of survival outside WICKED. Gally grows defensive, accusing them of immaturity, while Alby confronts him for his attitude. The confrontation escalates until Minho intervenes, urging the group to trust his judgment and revealing Gally's secret communication with a cousin in Canada.

Minho's revelation shocks the group, as he outlines a coordinated escape with outside help waiting near the Alaskan woods. Thomas, perplexed, asks why Minho wants to leave despite their privileged conditions. Minho argues that their lack of freedom outweighs any benefits, emphasizing their status as prisoners. Teresa counters, accusing him of abandoning their duty to help the world, which strains their relationship. Gally, attempting to diffuse tension, apologizes for the rocky start and asks who will join them, met with silence until Newt inquires about the timing.

The chapter ends with Minho and Gally announcing the escape is set for the next night, leaving the group in stunned silence. The confrontation highlights the ideological divide between those willing to risk freedom and those prioritizing safety and purpose within WICKED. The tension underscores the moral and practical dilemmas of their

situation, setting the stage for a pivotal decision in the story.



In Chapter 26 of *The Fever Code*, Thomas is abruptly awakened by Randall, Dr. Leavitt, and Ramirez, who urgently escort him to a secured control room. The tension is palpable as Thomas, though confused, complies with their demands. The room is filled with monitors displaying various areas, including the maze construction and a distressing live feed of Minho, bloodied and restrained. Thomas realizes the severity of the situation, especially when Randall implies Minho's punishment will serve as a lesson for others. The chapter sets a foreboding tone as Thomas is forced to witness events unfold without clear explanations.

The leaders reveal they've been monitoring Thomas and his friends' secret gatherings, dismissing any illusion of secrecy. Randall emphasizes the need for consequences, framing Minho's punishment as a necessary deterrent. Thomas is instructed to watch, as his reaction will be used to gauge the effectiveness of their methods. Dr. Leavitt adds that this process is preparation for the upcoming Maze Trials, where such measures will become routine. Thomas struggles to contain his anger but reluctantly agrees, highlighting the power imbalance and manipulation at play.

The chapter takes a darker turn as Randall directs Thomas's attention to a screen showing an oval pod, which he reveals contains a biomechanical creature called a Griever. These creatures, designed with military assistance, are intended to be "maze monsters" to stimulate extreme psychological responses in subjects. Thomas is stunned by the revelation, questioning the ethics of such experiments. Ramirez and Randall defend the Grievers as scientific achievements, crucial for understanding the Munies' brains under the Flare's influence. The exposition underscores the dystopian horror of the experiments.

The chapter climaxes as Randall orders the pod to be opened, releasing steam and hinting at the Griever's terrifying reveal. Thomas's dread intensifies, mirroring the

reader's anticipation of the creature's appearance. The chapter ends abruptly, leaving a sense of impending horror and reinforcing the moral ambiguity of the leaders' actions. The stage is set for further confrontation, with Thomas trapped as a reluctant witness to the cruelty of the system he's entangled in.



In Chapter 27 of *The Fever Code*, Thomas witnesses a harrowing experiment conducted by WICKED, where Minho is subjected to psychological and physical terror. A grotesque creature called a Griever emerges from a pod, its metallic appendages threatening Minho, who is restrained and helpless. Thomas pleads with Randall, the lead scientist, to stop the ordeal, but Randall justifies the brutality as necessary to maintain control and enforce the rules of their experiment. The scene underscores WICKED's ruthless methods and Thomas's desperation to protect his friend, highlighting the organization's manipulation of fear and power.

As the Griever advances, Thomas's attempts to reason with Randall grow increasingly frantic. He threatens to withdraw his cooperation, emphasizing Minho's value to the trials, but Randall remains unmoved. The creature's saw-like appendages hover inches from Minho's head, amplifying the tension. Thomas's internal screams to Teresa go unanswered, revealing WICKED's ability to block their telepathic communication. The chapter vividly portrays the psychological torment inflicted on both Thomas and Minho, as well as the scientists' cold detachment.

At the last moment, Randall halts the Griever, leaving Minho traumatized but physically unharmed. Randall explains that the display was meant to teach obedience and demonstrate the creatures' lethal potential. Thomas, however, is left shaken and disillusioned, unable to reconcile the cruelty with WICKED's supposed mission. The scientists' clinical analysis of Thomas's emotional response further emphasizes their dehumanizing approach, treating the boys as mere data points in their experiment.

The chapter concludes with Thomas being dismissed, still reeling from the ordeal.

Randall hints that other subjects will undergo the same experience, reinforcing

WICKED's systematic use of fear as a tool. Thomas's realization that the entire event

was a calculated lesson underscores the moral ambiguity of WICKED's methods. The

chapter leaves readers questioning the ethics of the organization and the true cost of their pursuit of a cure, while foreshadowing deeper conflicts to come.



Thomas struggles with the aftermath of WICKED's harsh treatment, particularly the psychological toll it has taken on his friend Minho, who has become withdrawn since enduring a traumatic punishment. Despite the group's weekly meetings, Minho refuses to participate, leaving Thomas feeling helpless and angry. He clings to the hope of a cure, but the organization's dehumanizing methods often leave him frustrated, venting his emotions privately. The chapter highlights Thomas's internal conflict—his belief in WICKED's mission clashes with his resentment toward their cruel experimentation on him and his friends.

Dr. Paige, a figure Thomas trusts more than others at WICKED, arrives with breakfast, but her demeanor is unusually troubled. Thomas senses her distress and, despite their strained relationship, asks her about it. She reveals that the Maze Trials are nearing, a fact Thomas already knows from his work with Teresa. However, he voices his frustrations about the secrecy and mistreatment by WICKED staff, to which Dr. Paige responds with empathy, acknowledging her own struggles with the ethical dilemmas of their work.

Their conversation takes a tense turn when Thomas challenges the morality of treating children as test subjects. Dr. Paige defends WICKED's methods, arguing that the urgency of finding a cure for the Flare justifies harsh measures. Her momentary anger gives way to regret as she struggles to articulate the grim reality of their mission. The exchange leaves Thomas unsettled, further deepening his mistrust of the organization. Dr. Paige's emotional departure underscores the moral ambiguity and emotional weight burdening both sides.

The chapter captures Thomas's growing disillusionment with WICKED, juxtaposed against his lingering hope for a cure. His interactions with Dr. Paige reveal the complex dynamics between them—a mix of trust, resentment, and shared guilt. The narrative

emphasizes the psychological strain on the characters, as well as the ethical compromises inherent in their fight against the Flare. Thomas's tenuous optimism is tempered by the harsh truths he confronts, leaving him questioning the cost of survival.



In Chapter 29 of *The Fever Code*, Thomas confronts Dr. Paige about the lack of transparency and respect shown to him and the other subjects working on the maze. Frustrated by their treatment as test subjects rather than partners, Thomas demands honesty. Dr. Paige, momentarily emotional, regains her composure and explains that the harshness is partly psychological conditioning designed to prepare them for the maze trials. She also justifies the behavior of the staff as a survival mentality forged by the horrors of the post-apocalyptic world, emphasizing their singular focus on finding a cure.

Thomas, though unsettled by her explanation, reluctantly accepts her reasoning. The interaction leaves him drained, and he returns to work, reflecting on the progress made in constructing the maze. He takes pride in the intricate details he and Teresa have contributed, particularly the lifelike sky and the maze's immersive environment. Their telepathic connection has proven invaluable, allowing them to communicate seamlessly and anticipate each other's thoughts, though others remain skeptical of its depth.

As Thomas navigates the maze, he admires their handiwork until a beetle-blade camera disrupts his moment of reflection. The mechanical creature latches onto him, causing a chaotic struggle that Teresa observes with amusement. Their telepathic banter reveals a playful dynamic, even as Thomas endures the beetle-blade's antics. Teresa teases him about recording the incident, showcasing their close bond and shared sense of humor despite the grueling work.

The chapter concludes with Thomas arriving at a section of the maze where optical illusions are still being perfected. The disorienting blend of real and artificial elements makes him nauseous, and he struggles to locate the Griever hatch amidst the visual chaos. Teresa, unsympathetic, tasks him with monitoring the hatch's visibility. The

chapter highlights the psychological and physical challenges of their work, as well as the resilience and camaraderie between Thomas and Teresa in the face of WICKED's demanding experiments.



The chapter opens with Thomas and Teresa, along with fellow teenagers Aris and Rachel, attending a high-level meeting with WICKED's leadership, including Chancellor Anderson and Dr. Paige. The atmosphere is tense yet formal, with the chancellor praising the group's exceptional performance in the maze projects. Thomas and Teresa communicate telepathically, speculating about the purpose of the meeting and joking about potential rewards, revealing their close bond and skepticism toward WICKED's motives. The scene sets the stage for the organization's manipulative and secretive nature, as the teenagers are clearly being tested even in this seemingly celebratory moment.

Chancellor Anderson reflects on WICKED's decade-long efforts to combat the Flare, emphasizing the slow but steady progress made in understanding the virus and identifying immune subjects like Thomas and his peers. Thomas privately doubts the organization's success, noting that the prolonged timeline suggests failure rather than achievement. When he voices his skepticism, Dr. Leavitt dismissively compares the Flare to historical viruses, arguing that a cure takes time and defending WICKED's long-term strategy. The exchange highlights the moral ambiguity of WICKED's mission, as Leavitt casually justifies potential massive human loss if it means saving the species.

The discussion turns to the upcoming Maze Trials, which Anderson describes as a critical step toward developing a "blueprint of the killzone." Despite the grim terminology, he expresses optimism, suggesting the trials might eliminate the need for further phases. The room erupts in applause, though Thomas feels uneasy, sensing the performative nature of the moment. The scene underscores WICKED's relentless focus on their goals, even as the human cost remains unsettlingly abstract. Thomas's internal conflict grows, as he recognizes the oddity of including test subjects like

himself in such high-stakes discussions.

The chapter concludes with Anderson rallying the team for the imminent Maze Trials, marking a pivotal shift from planning to action. Thomas remains wary, suspecting that their presence at the meeting is another variable in WICKED's experiments. The chapter effectively builds tension, juxtaposing the organization's clinical enthusiasm with the teenagers' growing awareness of their role as pawns. The stage is set for the trials to begin, with Thomas and his peers caught between curiosity and distrust, foreshadowing the challenges ahead.

Summaryer

The chapter marks a pivotal moment in Thomas's life as he and Teresa are fully integrated into Group A, joining the other subjects for meals, classes, and recreation. This change comes with mixed emotions, as many of their friends are scheduled to enter the Maze Trials soon. Ramirez introduces them to the cafeteria, emphasizing their elite status and role as liaisons between the subjects and WICKED, which unsettles Teresa. The atmosphere is tense as the group scrutinizes the newcomers, but Thomas finds solace in reuniting with familiar faces like Newt, Alby, and Chuck, who greet him warmly despite the underlying tension.

Thomas notices Minho's improved demeanor after the Griever incident, though a shadow of past trauma lingers. The group's dynamic shifts when Gally, now visibly injured, offers a hesitant apology, hinting at unresolved conflicts. Despite the looming trials, the camaraderie among Thomas and his friends provides a temporary escape from the harsh realities of their world. Alby suggests they focus on the present, sharing food and laughter, allowing them to momentarily forget the threats of sun flares and Cranks.

As weeks pass, Thomas becomes increasingly drawn to the maze, viewing it as a sanctuary. He takes pride in contributing to its construction, curious about the trials ahead. His eagerness grows, yet he remains mindful of a personal promise. One night, he sneaks out to meet Newt, determined to uphold his word despite the risks. Their clandestine meeting underscores the trust and loyalty between them, even as Thomas grapples with the suspicion his elite status breeds among his peers.

The chapter closes with Thomas and Newt venturing deeper into the WICKED complex, symbolizing their defiance and solidarity. The narrative balances hope and dread, capturing Thomas's anticipation for the trials while hinting at the darker challenges to come. The interactions among the characters reveal their resilience and camaraderie,

even as they navigate the oppressive control of WICKED and the uncertain future that lies ahead.



In Chapter 32 of *The Fever Code*, Thomas and Newt navigate the WICKED facility, attempting to reach the Group B barracks undetected. With Teresa's guidance via telepathic communication, they take a shortcut through a restricted Research and Development lab. Teresa ensures the door is unlocked but abruptly ends their connection after teasing Thomas. The lab is filled with unsettling equipment, resembling a medieval torture chamber, heightening the tension as the duo moves cautiously through the eerie space. Their nervous energy leads to a brief moment of laughter, but the mood shifts when they encounter a mysterious green glow in the darkness.

Curiosity draws Thomas and Newt toward the source of the light—a large glass container emitting a misty green glow. Despite Newt's reluctance, Thomas is mesmerized by the strange sight. Peering inside, they discover a grotesque, fleshy mass with vein-like patterns and bulbous, glowing growths. The creature's movements—an arm pressing against the glass—horrify them, and the realization that WICKED is cultivating such monstrosities deepens their unease. The encounter leaves them shaken, reinforcing their distrust of the organization's secretive experiments.

The discovery casts a pall over their mission as they continue through the lab and into a hidden tunnel leading to Group B's barracks. Thomas reflects on WICKED's deception, questioning how much he truly knows about their plans. The encounter with the creature in the vat underscores the organization's morally ambiguous experiments, leaving Thomas to wonder what other horrors await in the mazes. The chapter highlights the growing divide between WICKED's stated goals and the disturbing reality of their methods.

Upon reaching the barracks, Thomas and Newt prepare to confront Group B, though Thomas worries about their reaction. The chapter ends on a note of suspense as they peer into the sleeping quarters, unsure of what awaits. The journey through the lab and the shocking discovery of the creature serve as a turning point, deepening Thomas's resolve to uncover WICKED's secrets while underscoring the pervasive sense of danger and uncertainty that defines their world.



Thomas and Teresa, days away from the Maze Trials insertion, find solace in their telepathic connection, their bond deepening as they prepare for the unknown. Their routine is disrupted when Dr. Paige urgently summons them to a meeting with Chancellor Anderson, Ramirez, and other key figures. The atmosphere is tense, and Anderson's hesitation hints at grave news. The group learns of a potential Flare virus outbreak within WICKED's facilities, sparked by the disappearance of a Crank from the secured pits, a breach that threatens everyone, especially the non-immune adults.

The revelation unsettles Thomas, though he is immune, as the idea of a Crank loose in the complex fills him with dread. Anderson announces a drastic decision: the Maze Trials will be shortened from five years to two, citing the urgency of the outbreak and the need for accelerated testing. Despite the gravity of the situation, Thomas senses Anderson is withholding critical information, a suspicion echoed by Teresa. The adults' evasive behavior and exchanged glances deepen the teens' unease, leaving them questioning the true motives behind the sudden changes.

As the meeting continues, Anderson vaguely mentions future phases of the trials, including potential new locations and technologies like Flat Trans. His frustration and hesitation suggest deeper conflicts within WICKED's leadership. Thomas recalls disturbing images from the R&D lab, adding to his growing mistrust. Teresa's telepathic observations confirm his fears—Anderson is stalling, avoiding a truth he refuses to share. The chapter ends with Thomas realizing the deception may not stem from Anderson alone but from Dr. Paige, whose cryptic expression hints at her own hidden agenda.

The chapter underscores the escalating tension and moral ambiguity within WICKED, as the teens grapple with the organization's secrecy and the looming threat of the Flare. Thomas's trust in the adults erodes further, setting the stage for greater

conflicts ahead. The abrupt changes to the trials and the unresolved mystery of the missing Crank leave both the characters and readers questioning what WICKED is truly planning—and who can be trusted.



The chapter opens on the morning before the first insertion into the maze, with forty boys from Group A lined up for final medical examinations. Thomas and Teresa observe the scene, including familiar faces like Minho, Newt, Alby, and Gally. Minho appears agitated, his body tense as if ready to act. The medical rooms are equipped with intimidating devices, hinting at the harsh experiments ahead. Thomas feels a deep sadness, aware that this is a farewell to his friends, though he and Teresa are only present to offer moral support under Chancellor Anderson's orders.

Teresa takes the lead, approaching Minho to calm him, placing a hand on his shoulder. Minho initially reacts with anger but then seems to relax, though tears well in his eyes. When Minho asks if Teresa and Thomas will join them in the maze, their hesitation sparks suspicion. Alby and others quickly voice their frustration, accusing Thomas and Teresa of complicity with WICKED. The boys feel betrayed, realizing Thomas won't face the same fate as them. Thomas is stunned, unable to defend himself as his friends' resentment grows, their trust shattered in an instant.

The confrontation escalates as Minho and Alby openly accuse Thomas and Teresa of aiding WICKED's plans. Minho rejects Teresa's attempts to explain, shouting at her to leave. Gally, desperate and fearful, breaks from the line, pleading for Thomas's help before being dragged away by orderlies. Thomas feels powerless, heartbroken by the anger in his friends' eyes. He tries to gather his thoughts, determined to explain that he and Teresa are not the enemy, but the moment slips away as the boys are taken for their procedures.

In a chilling twist, Thomas loses control of his own body as an external force takes over his speech. Against his will, he coldly tells his friends, "There's nothing I can do," as they are led away. Internally, Thomas screams in horror, unable to intervene as the system he's part of separates him from those he cares about. The chapter ends with

Thomas frozen in helplessness, witnessing the irreversible rift between himself and his friends.



The chapter begins with Thomas, still reeling from recent events, confronting Dr. Paige. Though initially furious, he hesitates to voice his concerns when he sees her. Dr. Paige offers him a day off to observe his friends in the maze, which he reluctantly accepts, suspecting it's another experiment. She leads him to an observation room, where he watches his friends on monitors, their confusion and fear evident as they navigate their new, unfamiliar environment.

Thomas notices the boys seem disoriented and avoid each other, acting like strangers. Their interactions reveal a disturbing truth: their memories have been erased or altered, likely through their implants. The emotional weight of this realization hits Thomas hard, as he reflects on the importance of memories and identity. He watches Minho, Alby, and Newt, each reacting differently to their predicament—Minho attempting to climb the walls, Alby withdrawn and broken, and Newt struggling to make sense of their situation.

The boys' attempts to understand their surroundings highlight their desperation. Minho tries scaling the maze walls but eventually gives up, while others gather in small groups, their hope and fear palpable. Thomas observes their interactions, noting how their lost memories have stripped them of their identities and connections. The chapter underscores the cruelty of WICKED's experiments, as Thomas grapples with the moral implications of what has been done to his friends.

By the next morning, Thomas returns to the observation room just as the maze doors open. His friends, still memory-less, react with a mix of fear and hope as they venture into the maze's corridors. Thomas watches, heartbroken, as they begin exploring the shifting labyrinth, unaware of the challenges ahead. The chapter ends on a somber note, emphasizing the psychological toll of WICKED's manipulations and Thomas's growing disillusionment with their methods.

Thomas, the protagonist, finds a rare moment of solace in the observation room, where he watches his friends in the maze through an advanced monitor system. Despite his lingering guilt over their stolen memories, the improved technology allows him to feel closer to them, almost as if he were there. He cherishes scenes of the Gladers enjoying simple pleasures, like Alby and George eating peaches, which briefly distract him from his despair. Though still monitored by WICKED, Thomas clings to these moments as a fragile source of comfort in his otherwise bleak existence.

Chuck, a young boy with boundless energy, joins Thomas in the observation room, bringing levity to the otherwise somber atmosphere. Thomas teases Chuck about his observational skills, their banter highlighting their close bond. Chuck's presence is a lifeline for Thomas, who admits to selfishly relying on the boy to stave off his own emotional turmoil. Dr. Paige permits their interactions, recognizing the value in studying their dynamic, though Thomas's dependence on Chuck underscores his deep loneliness and need for connection.

Teresa, Thomas's close friend and confidante, communicates telepathically with him, sensing his improved mood. She joins Thomas and Chuck in the observation room, adding to the camaraderie with her playful teasing. Her arrival reinforces the theme of found family, as the trio's interactions provide Thomas with a rare sense of normalcy and joy. Teresa's lighthearted scolding of Chuck for stealing her deviled eggs further illustrates the warmth and familiarity between them, offering a brief respite from the oppressive environment of WICKED.

The chapter concludes with Thomas reflecting on his fleeting happiness, grateful for the companionship of Chuck and Teresa. Their playful antics, including Teresa chasing Chuck around the room, momentarily lift his spirits. Though the shadow of WICKED's experiments looms large, these small moments of connection remind Thomas of the humanity he fears losing. The chapter ends on a hopeful note, with Thomas acknowledging that, for now, he feels good again—a rare victory in his otherwise harrowing reality.



In Chapter 37 of *The Fever Code*, Thomas, Teresa, Dr. Paige, and Chuck accompany a boy named Zart as he is prepared for insertion into the Box, a key component of WICKED's maze trials. Zart, unconscious from a powerful sedative, is transported via elevator to the facility's basement, where Thomas reflects on the eerie process of memory erasure. The group remains mostly silent during the descent, with Thomas pondering the psychological impact of waking up devoid of memories. The basement holds personal significance for Thomas, as it was where he formed friendships that transformed his life.

The group arrives at the Box, a simple yet ominous structure connected to the Glade above. Dr. Paige explains the regimented schedule for future insertions, emphasizing WICKED's controlled approach. Teresa expresses mixed feelings about the maze—both fear and envy—while Thomas downplays his own growing curiosity about the Glade's reality. The nurses awkwardly maneuver Zart into the Box, highlighting the crude nature of the process despite WICKED's advanced technology. Chuck's sarcastic questions and Dr. Paige's rare humor provide brief moments of levity amid the tension.

The insertion process is clumsy, with Zart accidentally dropped into the Box, causing a loud crash. Dr. Paige brushes off the mishap, focusing instead on the upcoming observations of Zart's behavior post-awakening. The group returns to the command room, leaving Chuck behind to shield him from the harsh reality of the trials. Dr. Paige's excitement about the "interesting patterns" they expect to observe underscores WICKED's clinical detachment from the subjects' suffering.

The chapter concludes with Thomas and Teresa watching Zart's awakening in the Box, imagining his terror and confusion. The scene underscores the moral ambiguity of WICKED's experiments, as the characters grapple with their roles in the process. The chapter leaves readers with a sense of unease, foreshadowing the escalating brutality

of the trials and the emotional toll on those involved.



The chapter follows Thomas, Teresa, and Chuck as they observe the Glade from WICKED's monitoring room. Thomas reflects on his ambiguous role within the organization, noting his freedom to move around but his lack of deep connection with the newer subjects. His routine includes watching the monitors, where he notices unusual behavior among the Gladers, particularly Alby and Newt, who are acting suspiciously around a makeshift shelter. The trio becomes intrigued when they see the group dragging a boy named George out of the structure, sparking their curiosity about what is happening in the Glade.

Thomas and Teresa focus on the monitors as Alby and Newt violently confront George, who appears severely disfigured and in pain. The observers are shocked by Alby's aggression, as he punches George repeatedly, while Newt tries to intervene. Chuck identifies George as the boy who recently welcomed another Glader, adding to the mystery of his sudden deterioration. The WICKED command room refuses to intervene, opting to let the situation unfold naturally, which only heightens Thomas's concern and fascination with the events.

The scene intensifies as George's condition worsens, his body contorted and his face swollen beyond recognition. A boy named Nick explains that George was attacked in the maze, repeating the phrase "It stung me" in a disturbing, possessed manner. The Gladers argue over how to handle the situation, with Nick accusing Alby of unnecessary violence, while Alby insists George was trying to bite him. The tension among the boys mirrors the growing unease in the monitoring room as Thomas and Teresa struggle to comprehend the severity of George's affliction.

The chapter ends on a chilling note as Thomas processes the implications of George's words—"It stung me"—suggesting a terrifying encounter in the maze. The observers are left with more questions than answers, foreshadowing the dangers lurking within

the Glade and the maze. The scene underscores the unpredictability of WICKED's experiments and the fragility of the subjects' lives, leaving Thomas and his friends uneasy about what lies ahead.



The chapter opens with Alby and Newt discovering George, who has been stung by an unknown creature in the maze. Newt shouts at the unseen observers, demanding help, unaware of WICKED's involvement. Thomas, watching through surveillance cameras, realizes the Gladers have no knowledge of their captors or the purpose of their imprisonment. George's condition deteriorates rapidly, his agonized moans unsettling the group as they carry him to the Glade's center, drawing the attention of other boys. WICKED abandons secrecy, flooding the area with beetle blades to monitor the situation.

Nick takes charge, explaining that George was attacked by a mysterious creature, possibly the same one Minho had mentioned. The Gladers debate how to help George, as their medical supplies are limited. Frypan recalls discarding a syringe labeled "serum" earlier, prompting Alby to angrily confront him. The group retrieves the syringe, hoping it might save George, whose condition worsens as he struggles to breathe. The urgency escalates as Frypan returns with the serum, but George appears near death, his body limp and unresponsive.

Nick administers the serum, but instead of improving, George undergoes a terrifying transformation. He awakens with inhuman strength, screaming about Grievers and attacking another boy violently. The Gladers are horrified as George, now seemingly deranged, claws and punches with uncontrollable fury. Despite their efforts to restrain him, George overpowers them, his behavior resembling that of a "Crank." Alby, realizing the severity of the situation, arms himself with a sharpened wooden shaft and prepares to intervene as George continues his brutal assault.

In a desperate act, Alby impales George through the neck, silencing his rampage. The chapter ends abruptly as George collapses, leaving the Gladers in shock. The event underscores the brutality of their environment and the unseen dangers of the maze.

Thomas and Teresa, observing from afar, are left grappling with the realization that WICKED's experiments have dire consequences, and the Gladers are pawns in a larger, more sinister game. The chapter highlights the themes of survival, desperation, and the moral ambiguity of WICKED's actions.



The chapter opens with Thomas, Teresa, and Chuck reeling from the shocking death of George in the Glade. Thomas is overwhelmed with guilt for exposing Chuck to such trauma, while Chuck is visibly distraught, trembling and crying. The group consoles each other in a hug, but the atmosphere remains tense as they observe the other Gladers' reactions. Alby and Newt are paralyzed with grief, while Nick investigates George's body, discovering a mysterious, spider-like wound on his back. Teresa identifies it as a "sting," hinting at a darker threat within the maze.

Thomas, determined to uncover the truth, decides to confront WICKED's leaders, leaving Chuck behind to monitor the Glade. Despite Chuck's reluctance, Thomas insists, emphasizing the need for answers. He and Teresa head to the restricted command room, where they demand an explanation for George's death. A confrontational exchange ensues with an unfamiliar man, who eventually fetches Dr. Paige and Dr. Leavitt. Dr. Paige adopts a conciliatory tone, inviting them inside to discuss the incident, though Thomas remains skeptical of WICKED's motives.

Inside the command room, Thomas is struck by the scale of WICKED's operations, realizing how little he truly knows about their work. Dr. Paige attempts to reassure him, expressing disappointment in his lack of trust. However, Thomas and Teresa remain wary, acutely aware that every interaction could be a test. The sterile, controlled environment contrasts sharply with the chaos and emotion of the Glade, heightening Thomas's unease. Dr. Paige leads them to a quieter area, promising an explanation, but Thomas's suspicion lingers.

The chapter underscores the growing tension between the teens and WICKED, as
Thomas grapples with the moral implications of the organization's actions. The violent
death of George serves as a catalyst, forcing Thomas to question WICKED's ethics and
his own role in their experiments. The chapter ends on an unresolved note, with

Thomas and Teresa poised to receive answers, yet deeply uncertain about whether they can trust anything WICKED says. The themes of betrayal, control, and the cost of survival are central to the chapter's emotional weight.



In Chapter 41 of *The Fever Code*, Thomas spends his evening in the observation room, intently watching his friends in the Glade. He rushes through dinner to maximize his time observing Minho and Newt, who return from mapping the maze and diligently record their findings. The chapter highlights Thomas's longing to connect with his friends, even if only through a screen, as he monitors their activities with a mix of nostalgia and sadness. The scene underscores the isolation Thomas feels while being physically separated from the Gladers.

The chapter shifts to focus on the Gladers' daily routines, emphasizing their resilience and teamwork. Minho and Newt collaborate to document maze patterns, while Alby sits alone, listening to the maze walls shifting and reminiscing about "thunder," a faint memory from his past. These moments reveal the Gladers' adaptability and the emotional toll of their confined existence. Thomas observes their struggles and triumphs, noting how they've established order and roles, such as Minho becoming Keeper of the Runners, which adds structure to their harsh reality.

Thomas's own life outside the Glade is marked by monotony and emotional weight. He endures medical exams, classes, and the grim awareness of WICKED's experiments. Dr. Paige, his only compassionate ally, provides small comforts, but Thomas grapples with the moral dilemma of his friends' suffering. His occasional joys come from Teresa and Chuck, yet the overarching dread of the outside world's disease lingers. The basement, once a place of fond memories, now feels oppressive, symbolizing his growing disillusionment with WICKED's mission.

The chapter concludes with Thomas navigating his dual existence—balancing his observations of the Glade with his controlled life under WICKED. Despite moments of camaraderie with Teresa and Chuck, his life is largely defined by boredom and heartache. Dr. Paige's kindness offers solace, but her affection is tinged with danger,

hinting at the risks of emotional attachment in their dystopian world. Thomas survives, but his longing to join his friends and the weight of the experiment's purpose loom over him, leaving his future uncertain.



The chapter begins with Thomas encountering a new boy named Ben, brought to him by Randall, a WICKED employee who appears unwell. Ben, visibly nervous, reveals he was taken from Denver, a supposed safe zone, despite his parents being healthy. His emotional breakdown exposes WICKED's unethical practices, as he recounts being forcibly separated from his family. Thomas struggles to comfort him, grappling with the realization that WICKED's narrative about recruiting only orphans of Flare-infected parents may be a lie. The encounter leaves Thomas uneasy, questioning the organization's morality.

Thomas attempts to ease Ben's transition by giving him a tour of the complex, including the maze. He avoids mentioning Ben's impending insertion into the maze, opting instead to paint a positive picture of life there. However, Thomas's internal conflict grows as he recognizes his own complicity in WICKED's deception. His attention shifts when he notices Gally behaving suspiciously in the maze surveillance footage, prompting him to focus on the screen while hastily arranging for Teresa to take over Ben's tour.

The surveillance reveals Gally sneaking into the maze, seemingly seeking a thrill. His reckless behavior takes a dark turn when a Griever attacks him, leaving him severely injured. Thomas watches in horror as Gally is dragged back to the Glade, screaming in pain, while others rush to administer the serum. The violent incident underscores the dangers of the maze and WICKED's experiments, further unsettling Thomas.

Ben, who had been waiting outside, inadvertently witnesses the attack and asks
Thomas for an explanation. Thomas lies, claiming it was a drill, but the encounter
leaves both boys shaken. The chapter highlights Thomas's growing disillusionment
with WICKED, his moral dilemmas, and the harsh realities of their environment. The
tension between his desire to protect Ben and his role in the system creates a

poignant moment of internal conflict.



In Chapter 43 of *The Fever Code*, Thomas seizes an opportunity to explore a stolen research tablet while alone in the lab. After hiding the device, he retreats to his room, bypassing his usual routine to investigate its contents. Though most files are password-protected, he discovers an open-access section labeled "History," revealing the original names of his friends and early WICKED documents. A memo referencing memory tampering shocks him, hinting at erased encounters with Teresa, which deepens his distrust of WICKED's experiments.

Thomas delves further into the tablet, uncovering classified files about the origins of the Flare virus. He learns it was deliberately released by the Post-Flares Coalition to control overpopulation, a plan that catastrophically backfired. The revelation horrifies him, especially when he connects the order to Chancellor John Michael, a figure he's encountered. The documents expose WICKED's dark roots, suggesting the organization was founded to rectify a man-made disaster.

Thomas shares his findings with Teresa, expecting solidarity, but her reaction is dismissive. She downplays the significance of the past, arguing that focusing on solutions matters more. Her indifference stuns him, as she admits to knowing rumors but never disclosing them. Their disagreement escalates, with Thomas insisting that understanding the problem is crucial, while Teresa withdraws, ending the conversation abruptly.

The chapter concludes with Teresa and Dr. Paige both refusing to engage with the revelations, preferring to focus on the future. Thomas, however, vows never to forget WICKED's culpability in creating the very crisis they now aim to solve. The chapter underscores his growing isolation and moral resolve, setting the stage for his deepening conflict with WICKED's leadership.

The chapter opens with a description of an unrelenting winter, a stark reminder of the world's altered climate following the sun flares. Thomas, confined and guarded, observes the extreme weather, which a WICKED climatologist explains as part of erratic global patterns. Despite the harsh conditions, Thomas finds fleeting solace in the cold, viewing it as a small defiance against the devastation. His mood, however, remains grim, weighed down by his growing disillusionment with WICKED's morally ambiguous experiments and the revelation of their role in unleashing the Flare virus.

During a rare outdoor excursion with Teresa and Chuck, the group navigates the snowy landscape under armed guard. The banter between them provides momentary levity, but the underlying tension is palpable. The beauty of the snow-covered forest and ocean cliffs offers a stark contrast to the artificiality of their controlled environment, prompting Chuck to express hope for a future cured by WICKED. Thomas, however, harbors doubts, having secretly researched the Scorch and knowing the darker realities WICKED hides.

Their walk takes a dramatic turn when Randall, a visibly infected Crank, emerges from the woods. The guards react defensively, but Teresa recognizes him, leading to a tense confrontation. Randall's frantic warnings about WICKED's true intentions unsettle the group, especially Thomas, who hurries Chuck and Teresa inside. Randall's desperate shouts echo as the door closes, leaving Thomas haunted by the encounter and the implications of his words.

Back inside, Thomas offers Chuck a place to sleep, sensing his fear. Teresa, however, privately communicates with Thomas, urging immediate action once Chuck is settled. Her urgency hints at a deeper plan or revelation, cutting off the chapter with a sense of impending crisis. The encounter with Randall has clearly shaken them, reinforcing Thomas's distrust of WICKED and setting the stage for a potential escape or

confrontation.



Thomas receives an urgent note from Dr. Paige, delivered to Teresa, summoning them for an immediate meeting. The cryptic message unsettles Thomas, who senses something is deeply wrong. Teresa reassures him, emphasizing Dr. Paige's intelligence and trustworthiness, and they decide to comply. The tension escalates as they approach Dr. Paige's door, uncertain whether the note is genuine or a trap.

Upon entering, they find Dr. Paige unusually disheveled, her demeanor hinting at hidden fear. She reveals she has dreaded this moment for months, implying a looming crisis. Thomas reflects on Newt's precarious fate, adding emotional weight to the scene. Dr. Paige appeals to their loyalty, stressing their shared history and mission, and asks for their trust in return.

Dr. Paige discloses her suspicions that key WICKED officials are withholding critical information, jeopardizing their goals. She announces the need to initiate a protocol called "the Purge," signaling a point of no return. The gravity of her words is underscored by her pause and the fear in her eyes. Thomas and Teresa, though apprehensive, agree to follow her lead, demonstrating their commitment to the cause.

The chapter ends on a cliffhanger as Dr. Paige prepares to enact the Purge, leaving the consequences ambiguous. The scene highlights themes of trust, loyalty, and the moral complexities of their mission. The urgency and tension set the stage for a pivotal turning point in the story, with Thomas and Teresa poised to take drastic action alongside Dr. Paige.

Dr. Paige leads Thomas and Teresa through the WICKED facility, revealing her suspicions about a cover-up involving the Flare virus. She explains that Chancellor Anderson has been falsifying blood test results to hide the spread of the infection, despite her own observations of symptoms among staff, including Anderson himself. Determined to take control, she outlines her plan to access the original test data to identify who is infected. The urgency of the situation is palpable as she emphasizes the need to act within 24 hours to prevent further contamination and ensure the continuation of their work.

The group arrives at Anderson's office, where Dr. Paige discloses her extensive precautions to avoid contracting the Flare, including wearing a mask and maintaining strict hygiene. She reveals her prior relationship with Anderson, noting his recent behavioral changes, and confidently accesses his computer to uncover the truth. Thomas grapples with doubts about his own immunity, recalling terrifying memories of the Crank pits. The tension escalates as Dr. Paige navigates through layers of security, her calm demeanor contrasting with the gravity of their mission.

Dr. Paige successfully retrieves the blood test results, confirming Anderson's infection and revealing that others within WICKED are also affected. The red flashing results on the screen underscore the severity of the outbreak, sending a chill through Thomas. The discovery validates Dr. Paige's suspicions and solidifies her resolve to take decisive action. The chapter highlights the pervasive fear and mistrust within the organization, as well as the personal risks Dr. Paige is willing to take to protect their mission.

The chapter concludes with a sense of impending upheaval, as Dr. Paige's findings necessitate a drastic shift in leadership at WICKED. Her determination to confront Anderson and implement safety protocols underscores the high stakes of their

situation. Thomas and Teresa are left to process the revelations, their trust in WICKED further eroded. The chapter sets the stage for a critical confrontation, emphasizing themes of deception, survival, and the moral complexities of their fight against the Flare.



In Chapter 47 of *The Fever Code*, Dr. Paige reveals that 19 high-ranking WICKED personnel, including Anderson's inner circle, are infected with a deadly disease and secretly quarantined in Sector D. She enlists Thomas, Teresa, Aris, and Rachel—immune and physically capable—to execute the Purge protocol. The task involves injecting the infected with a lethal solution while they sleep, preventing further spread. Dr. Paige provides backpacks with syringes, weapons, and Launchers as precautions, emphasizing the urgency of the mission. The group grapples with the moral weight of their assignment, though Teresa and Aris quickly agree, while Rachel reluctantly accepts the grim necessity.

Thomas struggles with the ethical implications of killing the infected, despite Teresa's pragmatic argument that their deaths are inevitable. She asserts that acting swiftly will minimize suffering, though Thomas remains visibly shaken. Dr. Paige reinforces the justification, stressing that the group's immunity and strength make them the only viable option. The backpacks symbolize the burden of their mission, both physically and morally. Rachel's bitter remark about WICKED's motto—"The ends justify the means"—highlights the organization's ruthless utilitarianism, a theme that permeates the chapter.

Aris rationalizes the mission by framing it as a tragic but necessary sacrifice to save countless lives, invoking a hypothetical scenario where inaction would result in greater loss. His cold logic contrasts with Thomas's turmoil, further disorienting him. Dr. Paige presses Thomas for his decision, and Teresa's plea for solidarity underscores the emotional stakes. Thomas's internal conflict reflects his growing awareness of WICKED's morally ambiguous methods, yet he recognizes the inevitability of their actions given the dire circumstances.

The chapter culminates in Thomas's reluctant acceptance, though his terse declaration—"This sucks"—captures the emotional and moral exhaustion of the group. The scene underscores the brutal realities of their world, where survival often demands unbearable choices. The chapter leaves readers questioning the cost of utilitarianism and the psychological toll on the characters, setting the stage for the harrowing execution of the Purge.



In Chapter 48 of *The Fever Code*, Teresa and Thomas grapple with the moral weight of their mission to combat the Flare virus. After agreeing to participate, they await instructions from Dr. Paige and security personnel. Teresa reopens her mental connection with Thomas, expressing her turmoil over the mission's grim necessity. She recalls her traumatic past as Deedee, emphasizing the horrors she witnessed and the urgency of finding a cure to prevent global extinction. Thomas, though conflicted, acknowledges the gravity of the situation but struggles with the ethical implications of their actions.

Teresa's emotional plea underscores her belief in WICKED's mission to save humanity, even if it requires extreme measures. She argues that the Flare's unchecked spread will doom the world, drawing parallels to her childhood experiences in North Carolina. Thomas, while understanding the stakes, resists the idea of outright killing infected individuals, suggesting alternatives like relocating them to Crank pits. Teresa dismisses this, insisting that such half-measures are inhumane and ineffective, further frustrating Thomas with her unwavering resolve.

The tension between Teresa's pragmatism and Thomas's moral hesitation reaches a climax as she asserts that the end justifies the means. Thomas reluctantly concedes, though he feels he's sacrificing a part of his humanity. Teresa reinforces the mission's importance, whispering that it's the "most important thing in the world," to which Thomas sarcastically echoes WICKED's motto, "WICKED is good." This exchange highlights their strained dynamic and the psychological toll of their roles.

The chapter concludes with Dr. Paige and armed guards arriving to prepare the group for their mission. The urgency is palpable as Paige declares, "Time is running out," leaving Thomas and the others with no choice but to proceed. The scene sets the stage for a high-stakes operation, blending action with the lingering moral dilemmas

that define their journey.



In Chapter 49 of *The Fever Code*, Thomas and his friends—Teresa, Aris, and Rachel—prepare to confront Chancellor Anderson, their former leader who has descended into madness. Armed with weapons and syringes, they navigate the complex's hallways, pausing when Aris hears a mysterious, childlike cry. The group debates its origin but ultimately prioritizes their mission: neutralizing Anderson before proceeding to Sector D. The eerie sound adds to the tension, hinting at the unsettling environment they're in.

Upon reaching Anderson's office, the group is met with a horrific stench and darkness. Inside, they find the chancellor in a deteriorated state—emaciated, bloodied, and missing eight fingers, which he claims were eaten. The scene is grotesque, and Thomas struggles to stomach the sight. Anderson's ramblings reveal his fractured psyche, oscillating between lucidity and delirium. A chilling unsent memo on his desk condemns WICKED's actions, labeling the organization as evil for experimenting on children and playing God.

The group is torn over how to handle Anderson, whose suffering is palpable. Teresa coldly asserts that they must euthanize him to proceed with their mission. Thomas, though initially hesitant, resolves to administer the lethal injection himself, recognizing the necessity of hardening his emotions. The others silently acquiesce, underscoring the grim reality they face. Anderson's final moments are marked by incoherent muttering and a fleeting moment of clarity, where he warns Thomas that WICKED will dissect his brain.

The chapter culminates in Thomas preparing to inject Anderson, symbolizing a pivotal moment in his moral descent. The group's detachment reflects their acceptance of the brutal measures required to survive. Anderson's fate serves as a microcosm of WICKED's corruption, leaving Thomas and his friends to grapple with the weight of

their actions as they brace for the challenges ahead.



In Chapter 50 of *The Fever Code*, Thomas and his companions—Teresa, Rachel, and Aris—monitor the Gladers in the maze while Dr. Paige directs their mission in Sector D of the WICKED complex. The group observes the Gladers' obliviousness to their plight, contrasting their own dire situation with the relative safety of those inside the maze. Dr. Paige outlines a plan for the team to eliminate five targets in Sector D, starting with a rec room where several individuals are sleeping. The chapter sets a tense tone as the group prepares to carry out their grim task, with Thomas reflecting on the moral weight of their actions.

The team proceeds toward Sector D, but their progress is interrupted when they encounter two severely afflicted individuals in the hallway. Aris reports the disturbing state of the men—one naked and covered in scratches, the other disheveled and seemingly deranged. The group debates their next move, with Teresa advocating for a swift attack. She distributes weapons, assigning roles: Aris and Rachel will use Launcher grenades to incapacitate the targets, while Thomas administers lethal injections. The scene underscores the brutality of their mission and the psychological toll it takes on the characters.

The confrontation unfolds violently as the team springs into action. Rachel's Launcher grenade strikes one man, sending him into convulsions, while Thomas moves in to deliver the fatal injection. The second target is similarly subdued, with Teresa standing guard as backup. The cold efficiency of their actions highlights the dehumanizing nature of their mission, as they reduce their victims to mere "Cranks" rather than people. Thomas, however, struggles with this distinction, hinting at his internal conflict over the morality of their choices.

After neutralizing the two men, the group regroups and refocuses on their original objective: Room D-17. Teresa takes the lead, brushing aside Thomas's moral qualms,

while Aris reminds them to stick to the plan. The chapter ends on a note of unresolved tension, leaving the reader to ponder the ethical boundaries the characters are crossing and the psychological scars they may carry forward. The action-driven sequence is punctuated by moments of introspection, deepening the narrative's exploration of survival versus humanity.



In Chapter 51 of *The Fever Code*, Thomas and his team—Teresa, Aris, and Rachel—execute a mission to neutralize a group of Cranks in a dimly lit recreation room. Armed with syringes and Launchers, they quietly enter the room where five Cranks are sprawled in various states of lethargy. The team swiftly incapacitates them with electric shocks from the Launchers, followed by lethal injections. Despite the moral weight of their actions, Thomas suppresses his guilt, focusing on the mission's necessity and feeling a surge of hope that they might succeed in clearing the Sector.

Their progress is abruptly interrupted when four additional Cranks burst into the room, launching a chaotic attack. One Crank tackles Aris, prompting Rachel to intervene violently, while another assaults Thomas, pinning him to the ground and suffocating him. Teresa saves Thomas by shooting the Crank, but the remaining two attackers scatter, hiding among the room's furniture. The team regroups, searching cautiously for the hidden threats, but the situation escalates when Teresa is suddenly dragged behind a couch by a Crank later revealed to be Dr. Leavitt.

The chapter reaches a climax as Thomas witnesses Teresa being strangled by Dr. Leavitt, her face turning purple as she struggles for air. In a desperate attempt to save her, Thomas grabs the gun she dropped, though he lacks experience with firearms. Ignoring precision, he leaps onto Teresa and Dr. Leavitt, positioning himself to fire at point-blank range. The intensity of the moment is heightened by the shared glance between Thomas and Teresa, underscoring their bond and the life-or-death stakes of their mission.

The chapter captures the relentless tension and moral ambiguity of the team's mission, blending action with emotional depth. Thomas's detachment contrasts with his underlying fear for Teresa's survival, highlighting the psychological toll of their violent tasks. The sudden appearance of Dr. Leavitt adds a personal dimension to the

conflict, as the team confronts the horrifying reality of fighting former allies turned Cranks. The unresolved cliffhanger leaves readers anticipating the consequences of Thomas's next move.



The chapter opens with Thomas grappling with profound guilt and despair after participating in the violent Purge, which left him emotionally scarred and isolated. Despite living among therapists, he finds no solace, haunted by the deaths he caused. His depression deepens as he avoids his friends and the observation room, until he finally forces himself to return. There, he notices Newt limping heavily, supported by Alby, sparking his curiosity about what happened. Determined to uncover the truth, Thomas begins piecing together footage from beetle blade cameras to reconstruct the events leading to Newt's injury.

Thomas meticulously reviews the footage, revealing Newt's seemingly normal day in the Glade before his sudden descent into despair. Newt interacts with fellow Gladers, laughing and chatting, but later retreats to the Deadheads, where he sits alone, consumed by grief. The footage shows him kneeling at the cemetery, overwhelmed by guilt over the deaths of his peers and the futility of their trapped existence. His anguish hints at buried memories, possibly of a forgotten sister, adding layers to his emotional turmoil. This quiet breakdown foreshadows his drastic actions later in the day.

The footage captures Newt's abrupt decision to enter the maze, where he climbs the ivy-covered walls in a desperate attempt to escape. Despite his physical strength, the climb is futile due to psychological and technological barriers implanted by their captors. Halfway up, Newt stops, defeated, and delivers a bitter monologue to the unseen observers, condemning them for their cruelty. His subsequent fall—a deliberate act of defiance—leaves him injured and sobbing in pain. The raw emotion of his screams and cries underscores the depth of his suffering, leaving Thomas heartbroken as he watches the tragic scene unfold.

Thomas, unable to bear witnessing Newt's pain any longer, turns off the feed, haunted by the futility of their situation. The chapter ends with Thomas reflecting on Newt's vulnerability—his lack of immunity to the Flare—and the cruel irony of their existence. The scene underscores the themes of despair, betrayal, and the psychological toll of their manipulated lives, leaving Thomas and the reader with a sense of hopelessness. The chapter serves as a poignant exploration of the characters' emotional limits and the oppressive control wielded by their unseen oppressors.



The chapter opens with Thomas being interrupted by Teresa, who shows him a mysterious memo allegedly sent from his account. The memo, dated after the Purge, claims Thomas takes responsibility for WICKED's actions and emphasizes the organization's strength under new Chancellor Ava Paige. Thomas is baffled, as he never wrote or authorized the message. Teresa then reveals another memo, purportedly from former Chancellor Kevin Anderson, which paints his resignation as voluntary due to the Flare's effects, despite Thomas knowing the truth was far darker. Both documents appear to be fabrications, likely orchestrated by Dr. Paige to manipulate perceptions.

Thomas and Teresa confront Dr. Paige about the forged memos, accusing her of rewriting history to legitimize her leadership. Dr. Paige defends her actions, explaining they provide stability and a symbolic bridge between WICKED's past and future. She admits to overstepping but frames it as necessary for the organization's cohesion. Thomas, however, feels betrayed and distrustful, unable to reconcile her lies with her role as a leader. His anger simmers as he leaves, realizing Dr. Paige's deceit may extend far beyond the memos.

Returning to his room, Thomas grapples with his emotions, feeling isolated and uncertain. He longs to reunite with his friends in the Maze, imagining a future where they are free and the Flare is cured. His thoughts oscillate between hope and cynicism, picturing a peaceful life with Minho, Newt, and others, yet dismissing it as unrealistic. The contrast between his idealized vision and the grim reality of WICKED's manipulations leaves him emotionally exhausted.

The chapter ends with Thomas succumbing to sleep, torn between his desire to escape WICKED's control and the grim necessity of finding a cure. His internal conflict highlights the tension between personal freedom and collective survival, underscored

by Dr. Paige's manipulations. The fabricated memos symbolize the erosion of trust within WICKED, leaving Thomas questioning what other secrets lurk beneath the surface. His fleeting dreams of a better future serve as a poignant counterpoint to the harsh truths he faces.



Thomas, overwhelmed by guilt and anger, finds solace in observing his friends in the maze from the observation room. His relationship with Teresa has grown distant as she copes by immersing herself in work, though they maintain contact through telepathy. Thomas avoids most social interactions, spending his free time reading, sleeping, or watching the Gladers, who have established a stable community. Eavesdropping on their conversations makes him feel connected, almost as if he were part of their world, providing a temporary escape from his reality with WICKED.

Chuck visits Thomas, bringing a mix of excitement and fear about his impending entry into the maze. Their bond is strong, with Thomas relying on Chuck for emotional support. They share inside jokes and slang from the Glade, lightening the mood despite the underlying tension. Chuck's enthusiasm for joining the maze contrasts with Thomas's awareness of its dangers, highlighting the innocence of youth. Their conversation is cut short when Thomas is called to a mysterious meeting, leaving Chuck disappointed but hopeful for later.

At the meeting, Dr. Paige introduces Jorge, a skilled Berg pilot, and Brenda, an aspiring Psych, who will join an expedition to the Scorch, a city overrun by Cranks. Thomas and Teresa are puzzled by the sudden introduction and the mission's purpose. Brenda's determined response about finding a cure hints at a deeper personal motivation. The chapter ends with Thomas sensing there's more to the mission than Dr. Paige reveals, leaving him uneasy and curious about what lies ahead.

The chapter underscores Thomas's internal struggle, his reliance on Chuck, and the shifting dynamics within WICKED. The introduction of new characters and the Scorch expedition foreshadow future challenges. Thomas's observations of the Gladers serve as both comfort and a reminder of his isolation, while the meeting hints at larger, darker plans brewing within the organization. The tension between hope and dread

permeates the chapter, setting the stage for impending conflict.



In Chapter 55 of *The Fever Code*, Thomas spends a somber final hour with Chuck before Chuck is inserted into the Maze. The two share a quiet meal in the nearly empty cafeteria, picking at cold breakfast leftovers. Thomas attempts to lighten the mood with humor, but the weight of their impending separation looms large. Chuck, though visibly scared, tries to downplay his emotions, insisting there's no point in crying over the inevitable. Their conversation is strained, filled with unspoken dread, as both struggle to confront the reality of Chuck's memory wipe and the unknown horrors of the Maze.

Thomas tries to reassure Chuck with promises of a future reunion, though he knows these are lies meant to offer temporary comfort. Chuck sees through the false optimism, bluntly stating that their goodbye is permanent since he won't remember Thomas. Despite Thomas's attempts to avoid an emotional farewell, Chuck breaks down, hugging him tightly and sobbing about how much he'll miss him. The moment is heart-wrenching, underscoring the deep bond between them. Their goodbye is cut short when Dr. Paige's team arrives to take Chuck away, leaving Thomas alone with his grief.

After Chuck's departure, Thomas spirals into dark thoughts, imagining the countless ways Chuck could suffer or die in the Maze. His mind drifts to other friends—Newt, Alby, Minho, and Teresa—and the injustice of their situation. A hardening resolve forms within him as he realizes his passive compliance with WICKED's plans can't continue. The chapter captures Thomas's growing defiance, as he begins to question the organization's motives and his role in their experiments.

By the chapter's end, Thomas entertains a radical idea: saving his friends from WICKED's control. This fleeting thought marks a turning point in his character, hinting at future rebellion. The emotional weight of Chuck's departure fuels his determination,

setting the stage for his eventual resistance. The chapter masterfully blends poignant character moments with the seeds of impending conflict, leaving readers eager to see how Thomas's resolve will unfold.



In Chapter 56 of *The Fever Code*, Thomas experiences a mix of emotions during his flight on the Berg, a powerful aircraft navigating a devastated world. Initially unsettled by the motion, he eventually finds awe in the machine's defiance of gravity and the fleeting beauty of the landscapes below. However, the view also reminds him of the world's ruin—hidden horrors like Cranks and poverty lie beneath the surface. Teresa's absence weighs on him, as their growing distance and her dedication to WICKED's mission strain their once-close bond, prompting Thomas to consider a serious conversation with her.

During the flight, Brenda joins Thomas, and their conversation shifts from the impending expedition to the Scorch to his complicated relationship with Teresa. Brenda urges Thomas to express his feelings, highlighting Teresa's deep care for him. Thomas admits their bond is profound but struggles with romance amid global collapse and the ethical dilemmas of WICKED's experiments. The talk stirs unexpected emotions, leading Thomas to tear up as he reflects on the importance of friendship and his unresolved grief. Brenda comforts him with a hug, offering solace until the Berg begins its descent.

Upon arriving at the Scorch, the group is met with a harsh, sun-scorched wasteland. The Crank city in the distance is a crumbling, lifeless ruin, a stark reminder of the world's devastation. Brenda and Jorge prepare to enter the city, driven by personal loss and a determination to find a cure. Thomas, however, is uneasy about the mission and the technicians' mysterious plans. His anxiety grows as he learns his friends might be brought to the Scorch next, a revelation Brenda casually drops before departing with Jorge.

The chapter ends with Thomas left in unsettling silence, staring after Brenda as she disappears into the desert. Her cryptic comment about his friends lingers, leaving him

with unanswered questions and a sense of foreboding. The scene underscores the bleak reality of their world and the sacrifices demanded by WICKED's mission, while Thomas's emotional turmoil hints at deeper conflicts to come.



In Chapter 57 of *The Fever Code*, Thomas grapples with the revelation that WICKED plans to subject the Gladers to another phase of brutal trials in the Scorch. Despite evasive answers from technicians, he pieces together their intent to monitor the Gladers via his implant technology. This confirmation erases any lingering doubt, solidifying his resolve to infiltrate the maze and save his friends. Thomas realizes the stakes are higher than he imagined, and he begins formulating a plan to enter the maze with his memories intact, knowing this is crucial for their escape.

As Thomas and the WICKED team traverse the harsh desert, the oppressive heat and relentless sun underscore the bleakness of their mission. The group heads toward an underground tunnel, repurposed from an old cartel escape route, where they plan to conduct tests. During the grueling journey, Thomas refines his strategy, focusing on securing weapons, disabling the Grievers, and finding a safe exit. Despite the daunting challenges, he remains optimistic, believing his plan is feasible if he can maintain his mental clarity and convince WICKED to cooperate.

The descent into the tunnel is eerie and silent, punctuated only by occasional whispers. The team reaches a Flat Trans, a high-tech device WICKED has repurposed for instant transportation. Thomas learns these devices were once accessible only to the ultra-wealthy, now appropriated by WICKED from the deceased or infected. The team activates the Flat Trans, and after a successful test, they prepare to use it. Thomas, though nervous about the technology's risks, steels himself for the journey, determined to appear fearless in front of the WICKED staff.

With the Flat Trans operational, Thomas volunteers to go first, stepping through the shimmering portal despite his apprehension. The chapter ends on a cliffhanger as he disappears into the unknown, symbolizing his leap of faith into WICKED's dangerous machinations. This moment highlights Thomas's growing defiance and willingness to

confront the organization head-on, setting the stage for the next phase of his rebellion.

The chapter masterfully blends tension, world-building, and character development,

propelling the narrative toward its climax.



In Chapter 58 of *The Fever Code*, Thomas emerges from a disorienting experience, stepping through a portal-like door into an unfamiliar room where Dr. Paige, Teresa, and others await. Teresa greets him with an intense hug, expressing relief both verbally and telepathically. Thomas feels reassured by her presence and resolves to share his plans for sabotaging the maze, knowing he'll need her help. Dr. Paige interrupts their moment, praising the success of their monitoring and hinting at progress, though Thomas remains skeptical of her motives. The setting—a strange dormitory-like facility—raises his suspicions about WICKED's true intentions.

Thomas questions the purpose of the new facility, but Dr. Paige dismisses his concerns, claiming it houses research volunteers. Unconvinced, Thomas suspects a connection to Phase Two and the Gladers, reinforcing his determination to thwart WICKED's plans. When Paige suggests returning to the main complex, Thomas opts to walk through the forest instead, craving solitude to prepare for his conversation with Teresa. Despite his reluctance, he accepts two guards for protection, though he resents the lack of trust. The guards, one talkative and the other silent, accompany him into the dark woods.

As they traverse the eerie forest, the silence and looming branches unsettle Thomas, making him regret his decision. An owl's sudden hoot startles him, lightening the tension momentarily. The guards' casual demeanor briefly reassures him, but the tranquility shatters when the lead guard, Xavier, mysteriously disappears. Thomas calls out for him, only to hear frantic footsteps behind him. Whirling around, he witnesses the gruesome attack on the second guard, impaled by a makeshift spear. The attacker, revealed to be Randall, grins at Thomas, leaving him in shock as the chapter ends on a cliffhanger.

The chapter masterfully builds tension, juxtaposing Thomas's internal resolve against WICKED with the external threats lurking in the forest. His distrust of Dr. Paige and the facility underscores the ongoing conflict with WICKED, while the sudden violence highlights the ever-present danger in their world. The chilling encounter with Randall sets the stage for a high-stakes confrontation, leaving readers eager to see how Thomas will navigate this new peril.



The chapter opens with Thomas encountering Randall, a former acquaintance now transformed into a feral Crank by the Flare virus. Randall's appearance is horrifying—filthy, wild-eyed, and wielding a spear covered in blood from a slain guard. Thomas, shocked by Randall's descent into madness, attempts to communicate with him, but Randall responds with incoherent mutterings before fleeing into the dark forest. Thomas, armed with a Launcher, fires at him but misses, leaving Randall's whereabouts unknown. The scene sets a tense tone as Thomas grapples with the reality of Randall's irreversible transformation.

As Thomas scans the woods, his anxiety intensifies. He reflects on the guards' deaths, burdened by guilt for their loss. The darkness plays tricks on his senses, amplifying his paranoia. Through a mental link, Teresa urges him to stay put while help is dispatched, but Thomas remains hypervigilant, convinced Randall is nearby. The eerie silence and Randall's sudden, whispered taunts—"I miss the tasty treats"—heighten the suspense, culminating in a brutal ambush. Randall attacks Thomas, pinning him down and nearly suffocating him, his actions driven by primal insanity.

The struggle becomes a desperate fight for survival. Thomas, overpowered and battered, manages to break free by biting Randall and leveraging a moment of weakness. He grabs his Launcher and fires a grenade, electrocuting Randall midcharge. Even as Randall convulses in agony, Thomas delivers a final, crushing blow with the weapon, ending the Crank's life. The violence is visceral and grim, underscoring the dehumanizing effects of the Flare and the harsh measures required to survive.

In the aftermath, Teresa finds Thomas in shock beside Randall's corpse. The weight of the encounter leaves him physically and emotionally drained. As they return to the complex, Thomas confesses his despair to Teresa, concluding that a cure for the Flare is impossible. The chapter ends on a bleak note, emphasizing the hopelessness of their world and the moral toll of their actions. The encounter with Randall serves as a stark reminder of the virus's brutality and the fading humanity of those infected.



Thomas wakes up early, his body still recovering from injuries, and reflects on his growing determination to stop WICKED's cruel experiments. Overhearing a cryptic conversation about "bulb creatures" in the infirmary reinforces his belief that WICKED's atrocities will never end. He contacts Teresa telepathically, arranging a secret meeting in the cafeteria to discuss his plans. Though cautious, Teresa agrees, and Thomas prepares to reveal his bold idea to resist WICKED's control.

In the cafeteria, Thomas confides in Teresa about WICKED's new phase of trials in the Scorch and the horrifying experiments he witnessed in the R&D lab. Teresa is shocked but admits she suspected WICKED's darker intentions. Thomas argues that their friends, like Chuck, are in danger, and WICKED's promised cure is a lie. Teresa hesitates, questioning how they could possibly challenge such a powerful organization, but Thomas senses she might be swayed.

Thomas unveils his plan: they will convince Dr. Paige to send them into the Maze with their memories intact, pretending to assist WICKED's research. Once inside, they will rally the Gladers, secure weapons, and escape. Teresa raises practical concerns about surveillance and the risks involved, but Thomas insists they must try. He pleads emotionally, invoking their friendship and loyalty to Chuck, leaving Teresa deeply conflicted. She asks for 24 hours to consider his proposal.

After researching Griever weaknesses, Thomas receives Teresa's telepathic confirmation—she agrees to join his rebellion. Relieved and excited, they divide tasks: Teresa will persuade Dr. Paige to approve their insertion into the Maze, while Thomas continues planning their escape. The chapter ends with Thomas observing Newt, hinting at the high stakes of their impending mission. Their alliance marks a turning point in their defiance against WICKED's tyranny.

In Chapter 61 of *The Fever Code*, Dr. Ava Paige leads a meeting with Thomas, Teresa, Aris, and Rachel to finalize plans for the Elites' insertion into the Glade. The discussion revolves around new Variables designed to disrupt the Glade's routine, with Dr. Paige praising Teresa for her contributions. Thomas, however, internally resists the plans, hoping they never come to fruition. He observes the group dynamics, noting the unease of Aris and Rachel, while maintaining a facade of cooperation to avoid suspicion.

The chapter highlights a pivotal moment when Dr. Paige questions Thomas about the memory swipe, a deviation from WICKED's usual protocol. Thomas argues strategically, emphasizing the scientific value of studying subjects with intact memories inside the Glade and maze. He leverages Teresa's involvement to strengthen his case, presenting the idea as an opportunity for unprecedented analysis. Dr. Paige's ambiguous reaction suggests she may be testing his loyalty, but Thomas's composed response convinces her and the team to approve the plan.

Thomas succeeds in securing his desired outcome: he and Teresa will enter their respective mazes with memories intact, followed by Rachel and Aris in Group B's maze. The chapter underscores Thomas's dual role as a reluctant participant and a covert rebel, as he navigates the meeting with calculated precision. His internal monologue reveals his disdain for WICKED and his determination to save both Group A and Group B, even as he outwardly plays along.

The chapter concludes with Thomas reflecting on the meeting's success, though he remains acutely aware of the risks ahead. The tension between his outward compliance and inner resistance drives the narrative, setting the stage for the next phase of his rebellion. The final lines emphasize the urgency of his mission, hinting at the challenges he and his allies will face as they prepare to execute their plan against

WICKED.



Thomas and Teresa have meticulously prepared for their escape from the WICKED complex, gathering critical knowledge about Grievers, securing weapons, and identifying a nearby Alaskan town for asylum. Thomas feels confident in their plan, which involves rallying the Gladers once inside the maze. The timing is crucial, and after months of waiting, the moment has finally arrived. Their strategy hinges on teamwork and the cooperation of allies like Aris and Rachel, who await their signal in a separate maze.

As the night unfolds, Thomas and Teresa share a rare moment of respite, reminiscing about their past and avoiding discussions of their impending mission. Their conversation shifts from lighthearted topics like conspiracy theories and history to the weight of their reality. Thomas accidentally breaks their unspoken rule by mentioning the escape plan, prompting Teresa to reaffirm her commitment. Their playful pinky promise underscores their deep bond and mutual trust, offering a brief escape from the tension.

The emotional weight of their situation surfaces as Teresa admits her lingering hope for a cure, despite their opposition to WICKED's methods. Thomas shares her conflicted feelings but remains resolved to protect their friends. Their shared excitement and relief at finally acting overshadow their fears, culminating in a heartfelt embrace. Overwhelmed by emotion, Thomas sobs as they reflect on their journey, finding solace in each other's presence.

In the final moments before dawn, Teresa reassures Thomas of their survival and success, solidifying their determination. They spend the night clinging to each other, drawing strength from their bond as they prepare to face the maze. The chapter captures their emotional vulnerability, unwavering resolve, and the bittersweet anticipation of the challenges ahead.

In Chapter 63 of *The Fever Code*, Thomas is preparing to join the Gladers, but his nerves are palpable. Dr. Paige offers him a calming tea, which he drinks while attempting to conceal his distrust and plans for rebellion. Their conversation is tense, as Paige avoids sharing details about the Maze Trials, emphasizing the need for secrecy to maintain the integrity of WICKED's experiments. Thomas senses her evasiveness but plays along, unaware that the tea is laced with a sedative. As the drug takes effect, Paige reveals her betrayal, admitting she poisoned Chancellor Anderson and his staff to ensure the trials continue, leaving Thomas helpless as his consciousness fades.

Thomas awakens on an operating table, paralyzed and terrified, realizing WICKED has deceived him. A robotic mask prepares to erase his memories through the Swipe, and he grapples with the anguish of losing his identity and the betrayal by those he trusted. His thoughts turn to Teresa, recalling their final words with painful clarity, knowing they will soon forget each other. As the Swipe begins, Thomas resists but is overpowered by the inevitability of his fate, succumbing to unconsciousness with a sense of profound despair and betrayal.

In a dreamlike state induced by the Swipe, Thomas finds himself in a serene, surreal landscape where his memories play out in shimmering bubbles. Each bubble contains a fragment of his past—joyful moments with his father, childhood outings with his mother, and other vivid recollections. Despite the tranquil setting, Thomas fights to hold onto these memories, pleading internally for them not to be taken. The bubbles pop one by one, their remnants lingering like suspended droplets, as Thomas struggles against the encroaching oblivion.

The process intensifies as memories flood in rapidly, blurring faces and distorting voices. Thomas's resistance wanes as the bubbles multiply, overwhelming him with

sensory input. The once-clear recollections dissolve into confusion, and he forgets why he was upset. A violent wind swirls the remnants of the bubbles into a cyclone, symbolizing the final erasure of his identity. The chapter ends with Thomas on the brink of losing everything, his past slipping away as WICKED's manipulation reaches its cruel conclusion.

