# **CHAPTER 3**

#### **ANALYSIS**

This chapter provides the analysis of the study. This study analyzes *The Maze Runner* novel using hyper-reality theory developed by Jean Baudrillard in order to answer two research questions, about how the simulation world describes in *The Maze Runner* and how simulation world leads to hyper-reality in *The Maze Runner* novel.

# 3.1 Simulation World in The Maze Runner

# 3.1.1 Glade reflect a basic reality

Baudrillard states about simulation in his books *America*:

Everything is destined to reappear as simulation. Landscape as photography, women as the sexual scenario, though as writing, terrorism as fashion and the media. Things seem only to exist by virtue of strange destiny. You wonder whether the world itself isn't just here to serve as advertising copy in some other world (32).

Baudrillard states that everything is a simulation to another world, another world here is a reality that blends with the representation of reality. It is created a simulation, its simulation become more real than its reality. *The Maze Runner* talks about a group of teenagers lives in the simulation world which is created by

WICKED (World In Catatstrophe Killzone Experiment Department) a company who makes an experiment to get the best of the best survivor in the simulation world.

The woman almost seemed in a trance as she spoke, never taking her eyes off an indistinct spot in the distance. "The sun flares couldn't have been predicted. Sun flares are normal, but these were unprecedented, massive, spiking higher and higher—and once they were noticed, it was only minutes before their heat slammed into Earth. First our satellites were burned out, and thousands died instantly, millions within days, countless miles became wastelands. Then came the sickness (Page 206)."

Basic reality in *The Maze Runner* novel describe with a world where human live peacefully and normally, until Sun Flare become a disease, spread, and attack human. It is implied in thebtext that Sun flares are usually in a normal condition. When Sun flares in a normal condition it means that everything in the world going fine, such as the weather, people, plants, animal, etc. Sun flares become higher and higher, then it is slammed into Earth. First it is burned the satellites, the lands become wasteland, thousand people died. In several days thousand become million, then come a sickness called as the Flare. Those impacts make people are enjoying live in simulation world created by WICKED. The reflection of reality in the simulation world is a reflection before the world attack by the Sun flares, in order to make Gladers who live in simulation world enjoying their live and trap into hyper-reality.

As he rotated in a slow circle, the other kids snickered and stared; some reached out and poked him with a finger. There had to be at least fifty of

World in Catastrophe Killzone Department (WICKED) is a company concern in simulation world experiment on teenagers to get the best survivor. The quotation above explains a new teenager who come into the simulation world for the first time. He can see that everyone in the simulation world are teenagers, and there are at least fifty person lives in the simulation world. Moreover, from fifty person he sees, all of them are boys. Here, simulation world reflect a family, friend, by showing a group of people who live in the same place.

"Thomas." He barely heard himself say it—his thoughts had spun in a new direction. If Chuck was right, he'd just discovered a link to the rest of the boys. A common pattern to their memory losses. They all remembered their names. Why not their parents' names? Why not a friend's name? Why not their *last* names? (Page 12)

In *The Maze Runner* everyone that lives in the simulation world come into Glade just remember their first names, and they not remember anything else except a names, not even their last names. They know their names from a word that bump out into their mind, when they come into Glade for the first time. Furthermore, simulation world reflect the reality through a name that every people in simulation world has.

Thomas sighed in frustration and leaned back against the tree. "Looks like you barely know more than I do," he said, but he knew it wasn't true. His

memory loss was strange. He mostly remembered the workings of the world—but emptied of specifics, faces, names. Like a book completely intact but missing one word in every dozen, making it a miserable and confusing read. He didn'teven know his age (Page 12).

They know that they have life but cannot remember anything. It is like knowing everything but at the same times you do not know anything. Everyone who is sent into this simulation world knowing that they are lossing their memory, but they are not even know how they loss their memories. They remember faces, names, but just in general such as their own names, they not remember the specific things such their full names and what happens before they are sent into the Maze. Here, simulation reflect about their live in general term, so they will feel confuse about simulation and reality they have.

...The sky overhead was cloudless and blue, but Thomas could see no sign of the sun despite the brightness of the day. The creeping shadows of the walls didn'treveal the time or direction—it could be early morning or late afternoon. As he breathed in deeply, trying to settle his nerves, a mixture of smells bombarded him. Freshly turned dirt, manure, pine, something rotten and something sweet. Somehow he knew that these were the smells of a farm (Page 8).

The simulation world in *The Maze Runner* novel describes with the cloudless and blue sky and here is no sign of the sun despite the brightness day. The creeping shadows of the walls do not reveal the time or direction, so it can be early morning or

late afternoon. So, there is no measuration to know the exact time in the simulation world. Here simulation world reflect the same weather as the real world before Sun flares attack Earth. People here, have no memories about Sun flares at all, so they still think that this is jut the same as the memories they have.

# 3.1.2 Glade masks and perverts a basic reality

They stood in a vast courtyard several times the size of a football field, surrounded by four enormous walls made of gray stone and covered in spots with thick ivy. The walls had to be hundreds of feet high and formed a perfect square around them, each side split in the exact middle by an opening as tall as the walls themselves that, from what Thomas could see, led to passages and long corridors beyond (Page 7).

The quotation above talks about how big simulation world describes, with four enormous wall. They live in a place that surrounded by walls, it is wrap with thick ivy. The walls have hundreds of feet high, and it is impossible for everyone to climb over the walls. Each side is splitted by the opening walls, such as a door, it leads into long corridors outside the walls. In this part simulation world mask the basic reality about Sun flares. Here, they live in a place surrounded by walls. So, when they look at this simulation world, the reality about Sun flares is pervert into the place they live without Sun flares.

"This is called the East Door," Chuck said, as if proudly revealing a piece of art he'd created. Thomas barely heard him, shocked by how much bigger it was up closs. At least twenty feet across, the break in the wall went all the

way to the top, far above. The edges that bordered the vast opening were smooth, except for one odd, repeating pattern on both sides. On the left side of the East Door, deep holes several inches in diameter and spaced a foot apart were bored into the rock, beginning near the ground and continuing all the way up (Page 17).

The simulation world in *The Maze Runner* novel is surrounded by walls. The walls split into four parts, they are called them as Doors. They are called it as Doors because they can open and close in certain time. First, Chuck shows Thomas as Newbie the East Door. It is so big, at least twenty feet across, with some patterns on both sides. Although, Gladers do not know about the function of the patterns on the both sides of the walls. In order to protect the truth about Sun flares, here simulation world perfect the reality by build an enormous walls surround the wall. Those walls to make Gladers focus on the way they survive, and step by step forget about come back to their old life.

Alby stopped walking, and Thomas was surprised to see they'd reached the South Door; the two walls bracketing the exit towered above them. The thick slabs of gray stone were cracked and covered in ivy, as ancient as anything Thomas could imagine. He craned his neck to see the top of the walls far above; his mind spun with the odd sensation that he was looking *down*, not up. He staggered back a step, awed once again by the structure of his new home, then finally returned his attention to Alby, who had his back to the exit (Page 28).

Alby spread his arms out, palms up. "This place is called Glade, all right? Its where we live, where we eat, where we sleep—we call ourselves Gladers.

That's all you—" (Page 9).

They live in a place called as Glade. People who live in Glade are called as Gladers. Alby explains about the place they live right now, Glade. simulation world pervert the reality about the world who attack by Sun flares by a place called as Glade. There is no Sun flares in Glade everything going normally.

That must be their leader, Thomas realized. Hating how everyone gawked at him, he concentrated on studying the place the boy had called Glade (Page 7-8)

Alby is the leaders in Glade, because he is the first comer in Glade. Every Greenie who comes into the simulation world will get confuse of everything there. So, it explains that Thomas is a Greenie (a name for new person who is sent into Glade) and as a Greenie he needs a lot of explanation, such as a place he lives right now. So, Thomas will focus on Alby's explanations.

They started at the Box, which was clossd at the moment—double doors of metal lying flat on the ground, covered in white paint, faded and cracked. The

day had brightened considerably, the shadows stretching in the opposite direction from what Thomas had seen yesterday. He still hadn't spotted the sun, but it looked like it was about to pop over the eastern wall at any minute. Alby pointed down at the doors. "This here's the Box. Once a month, we get a Newbie like you, never fails. Once a *week*, we get supplies, clothes, some food. Ain't needin' a lot—pretty much run ourselves in Glade (Page 26)."

Teenagers who live in the simulation world appears from the Box. The Box have double doors make from metal, it is covered in white paint, faded, and cracked. Alby gives a brief explanation to Thomas about the way he come into the simulation world. Alby explains that the Box is coming once a month with a new people, Alby called them as Newbie. Then, it is coming again once a week with clothes and some food for people in the simulation world. So, this Box is so important for the people live in the simulation world to continue their life.

Alby kept talking, never bothering to look Thomas in the eye. "Glade's cut into four sections." He held up his fingers as he counted off the next four words. "Gardens, Blood House, Homestead, Deadheads. You got that?" (Page 27).

Alby explains that Glade is cut into four sections. They are Gardens, Blood House, Homestad and Deadheads. Each sections has their own function. Alby is trying to introduce Glade to Thomas as the Greenie (new comer) in Glade.

...He pointed to the northeast corner, where the fields and fruit trees were located. "Gardens—where we grow the crops. Water's pumped in through pipes in the ground—always has been, or we'd have starved to death a long

time ago. Never rains here. Never." He pointed to the southeast corner, at the animal pens and barn. "Blood House—where we raise and slaughter animals." He pointed at the pitiful living quarters. "Homestead—stupid place is twice as big than when the first of us got here because we keep addin' to it when they send us wood and klunk. Ain't pretty, but it works. Most of us sleep outside anyway (Page 26)."

Alby is giving an explanation about the function of each sections in Glade. First, he is pointed in the northest, there are the fields and the fruit trees are located. Alby is called that place as Garden, the place their grow crops. Then, he continues to show how they get water, the water comes into the pipes in the ground, because there is no rain in Glade. Next, he points on the southeast corner, he is called that place as Blood House, a place to raise and slaughter animals. Afterthat, he shows Thomas a Homestead, a place where all people in Glade are sleeping. It is made by the wood which is sent by the people who sends them in the simulation world.

Having had his tour cut short, he decided to take a walk around Glade on his own and get a better look and feel for the place. He headed out for the northeast corner, toward the big rows of tall green cornstalks that looked ready to harvest. There was other stuff, too: tomatoes, lettuce, peas, a lot more that Thomas didn'trecognize (Page 38).

There are several plants planted in Garden. There are big rows of tall green cornstalks that looked ready to harvest, tomatoes, lettuce, peas, and another plants. In

Garden Gladers plant several plants in order to fulfill their daily meal, because they cannot depend their life on the Box everyday.

Next was the southeast corner, where shabbily built wooden fences held in several cows, goats, sheep, and pigs. No horses, though. *That sucks*, Thomas thought. *Riders* would definitely be faster than *Runners*. As he approached, he figured he must've dealt with animals in his life before Glade. Their smell, their sound—they seemed very familiar to him (Page 38).

Blood House is a place in Glade to slaughter animal. In the Blood House, Gladers build wooden fences contain of several cows, goats, sheep, and pigs. The wooden fences build in order to keep the animals in one place. So, they are not going around Glade.

Alby pointed to the southwest corner, the forest area fronted with several sickly trees and benches. "Call that the Deadheads. Graveyard's back in that corner, in the thicker woods. Ain't much else. You can go there to sit and rest, hang out, whatever." He cleared his throat, as if wanting to change subjects. "You'll spend the next two weeks working one day apiece for our different job Keepers—until we know what you're best at. Slopper, Bricknick, Bagger, Track-hoe—somethin'll stick, always does. Come on (Page 26)."

The last explanations about four sections in Glade is Deadheads. It is placed in the southwest corner, the forest area with several sickly trees and benches. Alby says that back in the corner of Deadheads area is a Graveyard. In this simulation world, a Newbie will try so many job to see what job that suits in him. There are several job divides in the simulation world, there are Keepers, Slopper, Bricknick,

Bagger, Track hoe. Thomas as a newbie will trying all of them until he finds what kind of work he suits in.

### 3.1.3 Glade masks the absence of a basic reality

Thomas once again felt a pressing ache of confusion—hearing so many words and phrases that didn'tmake sense. *Shank. Shuck. Keeper. Slopper*. They popped out of the boys' mouths so naturally it seemed odd for him not to understand. It was as if his memory loss had stolen a chunk of his language—it was disorienting (Page 7).

In Glade, Gladers using their own languages. There are several language, a slank language using by Gladers such as, *Shank*, *Shuck*, *Keeper*, *Slopper*, and more. Each slank words used by Gladers refer to something, it can be part of job, place or something else. The absence of basic reality show by how Gladers use their own language to communicate with each other. They are already accept that this is what they must do to live. Simulation world become their own world and home. There is no a reality about real world anymore.

"Pipe it, shuck-face," Alby grunted, pulling Newt down to sit next to him. "At least he can understand *half* my words." There were a few scattered laughs, and then everyone gathered behind Alby and Newt, packing in even tighter, waiting to hear what they said (Page 9).

Gladers have their own slang language to mention something. The example of slang language used by Gladers is *shuck-face*. Shuck-face itself likes a swear words. So Gladers use the word shuck to swear into each other.

"Beetle blade," the boy said, pointing to the top of the tree. "Won't hurt ya unless you're stupid enough to touch one of them." He paused. "Shank." He didn'tsound comfortable saying the last word, as if he hadn't quite grasped the slang of Glade (Page 11).

Another swear words used by Gladers is *Shank*. Gladers use the word *Shank* refers to connotation meaning. Although it is commonly uses by Gladers to mention it, some Gladers not comfortable with the slang word.

"Why is everyone calling me Greenbean?" he asked, shaking Chuck's hand quickly, then letting go (Page 11).

"Cuz you're the newest Newbie." Chuck pointed at Thomas and laughed.

Another scream came from the house, a sound like a starving animal being tortured (Page 11).

Greenbean is another slang word used by Gladers. It refers to someone who comes into Glade for the first time. So, Gladers will call the newest newbie in Glade as the *Greenbean*. Greenbean will get a discrimination for the first time they come to Glade, it happen to all Gladers before they get a new comer to replace that epithet with their names.

"Don't worry. You'll be all whacked for a few days, but then you'll get used to this place. I have. We live here, this is it. Better than living in a pile of klunk." He squinted, maybe anticipating Thomas's question. "*Klunk*'s another word for poo. Poo makes a klunk sound when it falls in our pee pots (Page 12)."

Gladers have another names to mention a Poo. They are called Poo with *Klunk*, they have a reason why calling Poo as *Klunk*, because the Poo makes a klunk sound when it falls into the pee pots. Thus reason makes them calling Poo with *Klunk*, also they use *Klunk* as the swear word too.

"Well, you got the Builders, the Sloppers, Baggers, Cooks, Map-makers, Med-jacks, Track-Hoes, Blood Housers. Runners, of course. I don't know, a few more, maybe. Pretty much keep to myself and my own stuff." (Page 61).

In Glade, Gladers have their own rules and job options. The Keepers are a leader of each job options. There are several job options, such as Builders, Sloppers, Baggers, Cooks, Map-makers, Med-jacks, Track-Hoes, Blood Housers, and Runners. They have different of job options in Glade.

... "What's a Slopper?" He knew that was what Chuck did, but the boy never wanted to talk about it. Refused to talk about it (Page 61).

"That's what the shanks do that can't do nothin' else. Clean toilets, clean the showers, clean the kitchen, clean up the Blood House after a slaughter, everything. Spend one day with them suckers—that'll cure any thoughts of goin' that direction, I can tell ya that." (Page 61)

Another job options in Glade is *Slopper*. *Slopper* has job to clean toilets, clean the showers, clean the kitchen, clean up the Blood House after a slaughter and everything. *Slooper* is identical with dirty job, they are cleaning everything dirty in Glade. In the real word, *Slopper* is the same as cleaning service.

Out there's the Maze." Alby jabbed a thumb over his shoulder, then paused. Thomas stared in that direction, through the gap in the walls that served as an exit from Glade. The corridors out there looked much the same as the ones he'd seen from the window by the East Door early that morning...(Page 28).

Alby gives Thomas another explanations about Runner's job. Alby explains that Runner must run over the maze everyday. The maze itself describes as the long corridors outside Glade, it is a gap between the walls.

"Of course they do, but there's still stuff they need to talk about and discuss and analyze and all that klunk. Plus"—the boy rolled his eyes—"they spend most of their time running, not writing. That's why they're called *Runners* (Page 37).

Runners are another job options in Glade. They are called as Runners because they spend most of their time running in the maze. They are the fastest person in Glade, also the best from the best.

"When I say best of the best, I mean at everything. To survive the buggin' Maze, you gotta be smart, quick, strong. Gotta be a decision maker, know the right amount of risk to take. Can't be reckless, can't be timid, either." Newt straightened his legs and leaned back on his hands. "Its bloody awful out there, ya know? I don't miss it (Page 58)."

Gladers who want to be *Runners* must be brave, smart, quick, and strong. They must be a decision maker, know the right amount of risk to take. They cannot be reckless, cannot be timid, either and best of the best Gladers. They must be

strong because they running all the time from morning to afternoon everyday. They must be quick, because the Maze is bigger than Glade, so Runner must the fastest person in Glade to run in the Maze. Then, *Runners* must be smart, because they are always picture things in their mind, such as the moving maze that always change everyday. They must memorize them all in order to find a way to escape from the maze. Runners are people who have best decision maker, they cannot be a reckless person, because they are must know the right amount the risk before they are take an action.

Newt sighed. "Pressure. Stress. Maze pattern different every day, tryin' to picture things in your mind, tryin' to get us out of here. Worryin' about the bloody Maps. Worst part, you're always scared you might not make it back. A normal maze'd be hard enough—but when it *changes* every night, couple of mental mistakes and you're spendin' the night with vicious beasts. No room or time for dummies or brats (Page 58)."

Runners must be patient, because everyday they get pressure from the moving maze, the maps that must be finish, and feeling afraid if they cannot come back to Glade. Another reason why Runners must be patient, because they have a responsility to solve the Maze in order to escape from Glade. Last, why Runners must be patient person, because they run into the maze with all the risk, like stung by Grievers, or they are killed by them. So, being Runners mean you have all skill and those abilities, become the best from the best Gladers in Glade.

What is that thing?" he asked. Something shivered in his gut, and he wondered if he'd ever be able to eat again. "Grievers, we call 'em," Newt answered (Page 24).

In the Maze, Runner must face a terrify creature. Gladers called the creatures as Grievers. The creature itself is created by the same Creator who creates the simulation world. Grievers are the most horrible creature, they appear at night and kill everyone they meet inside the Maze.

A large, bulbous creature the size of a cow but with no distinct shape twisted and seethed along the ground in the corridor outside. It climbed the opposite wall, then leaped at the thick-glassed window with a loud thump.... (Page 24).

Grievers are describe as a large bulbous creature the size of a cow but with no distinct shape twisted and seethed along the ground in the corridor outside. It is explains that Griever can climb the wall, so the wall around the Maze protect Glader from Griever. Runner run toward the Maze with knowing that inside the Maze live a creature named Grievers.

...It was too dark to make out clearly, but odd lights flashed from an unknown source, revealing blurs of silver spikes and glistening flesh. Wicked instrument-tipped appendages protruded from its body like arms: a saw blade, a set of shears, long rods whose purpose could only be guessed (Page 24).

The creature lives in the Maze has an odd lights, it is reveaking blurs of silver spikes and glistening flesh. WICKED instrument-tipped appendages protruded from its body like arms: a saw blade, a set of shears, long rods, those are part of Grievers bodies. It shows that Grievers can kill everyone with its blade or shears.

> It looked like an experiment gone terribly wrong—something from a nightmare. Part animal, part machine, Griever rolled and clicked along the stone pathway. Its body resembled a gigantic slug, sparsely covered in hair and glistening with slime, grotesquely pulsating in and out as it breathed. It had no distinguishable head or tail, but front to end it was at least six feet long, four feet thick (Page 74).

Grievers look so horrible, it likes the exeperiment goes wrong, in the simulation world Grievers like Gladers nightmare. Grievers' body are created by two combination, there are part of animal combines with part of machine. Its body resembled a gigantic slug, sparsely covered in hair and glistening with slime, grotesquely pulsating in and out as it breathed. There are no differences of head or tail in Grievers' body, but at least the height of thus creatures are six feet long with four feet thick.

> But hair and spikes were not the only things protruding from Griever's body. Several randomly placed mechanical arms stuck out here and there, each one with a different purpose. A few had bright lights attached to them. Others had long, menacing needles. One had a three-fingered claw that clasped and unclasped for no apparent reason. When the creature rolled,

these arms folded and maneuvered to avoid being crushed. Thomas wondered what—or who—could create such frightening, disgusting Creatures (Page 73).

There is something else that protruding from Grievers, such as several mechanical arms spot in Grievers' body with different purpose in each tools. Its has a bright lights, menacing needles, and three-fingered claw that clasps and unclasps for no apparent reason. When the creature roles, their arms fold and maneuver to avoid being crushed. The description of Grievers above show that Grievers are totally horible and frightening.

Thomas ignored him and moved on. "What's a Track-hoe?" "Its what we call the guys workin' their butts off in Gardens tilling, weeding, planting and such."

Thomas nodded in that direction. "Who's the Keeper?" (Page 57).

Track-Hoe in Glade has important job to do. They are focus on Gardens, such as planting, weeding, and such. So, Track-Hoe is like a farmer in the reality world.

Thomas ignored the question and moved on, determined to get as many answers as possible. "What about the Baggers? I know they take care of dead people, but it can't happen *that* often, can it?" (Page 61)

"Those are the creepy fellas. They act as guards and poh-lice, too. Everyone just likes to call 'em Baggers. Have fun that day, brother." He snickered, the first time Thomas had heard him do so—there was something very likable about it (Page 61).

Baggers are Gladers who have job as the guard and police in Glade. They protect every Gladers in Glade, and give a banishment to a person who makes trouble or breaks the rule in Glade. Bagger just likes police in real world.

"Well, so did I," Chuck said. "He's locked up in the Slammer, a huge bandage covering half his head (Page 51)."

Thomas spun to face Chuck again. "The Slammer? What do you mean?" "The Slammer. Its our jail on the north side of the Homestead." Chuck pointed in that direction. "They threw him in it so fast, the Med-jacks had to patch him up in there (Page 51)."

Slammer has close relation with Baggers, if Baggers are those who protect Glade, then Slammer is a place where Gladers punish the one who breaks the rule in Glade. It is placed in the north side of the Homestead. Glader who breaks the rule of Glade will get a punishment for stay in the Slammer for a night or more.

The Slammer stood in an obscure place between the Homestead and the north Glade wall, hidden behind thorny, ragged bushes that looked like they hadn't been trimmed in ages. It was a big block of roughly cut concrete, with one tiny, barred window and a wooden door that was locked with a menacing rusty metal latch, like something out of the Dark Ages (109).

The Slammer is a jail in Glade. The slammer is placed between the Homestad; a rest room for Gladers to sleep, and north Glade wall. It is big block of roughly cut concrete, with one tiny, barred window and a wooden door that is locked with a menacing rusty metal latch, like something out of the Dark Ages, thus make the Slammer looks creepy.

"You think I sent Newt to ya before the wake-up just for kicks? Freak, that's the Number One Rule, the only one you'll never be forgiven for breaking. Ain't nobody—nobody—allowed in the Maze except Runners. Break that rule, and if you ain't killed by Grievers, we'll kill you ourselves, you get me?" (Page 28).

Gladers have several rules that must be obeys by all Glader who lives in Glade. One of them is the basic rule in Glade, nobody is allowed to go around the Maze except for Runners, because it is Runners' job. So, when Gladers break the basic rules in Glade, Keepers will put them into the Slammer.

"He's being Banished. Tonight, for trying to kill you."
"Banished? What does *that* mean?" Thomas had to ask, though he knew it couldn't be good if Chuck thought it was worse than being dead (Page 51).

The word Banish in Glade has a seriously meaning. The meaning of Banishment is a punishment for people who break the basic rules in Glade or people who makes a trouble inside Glade and thus treats anyone who lives in the simulation world. So, Gladers who break the rules of Glade will get punishment to pay their unobedient.

Ben screamed then, without pause, a sound so piercing that Thomas covered his ears. It was a bestial, lunatic cry, surely ripping the boy's vocal cords to shreds. At the last second, the front Keeper somehow loosened the larger pole from the piece attached to Ben and yanked it back into Glade, leaving the boy to his Banishment. Ben's final screams were cut off when the walls clossd with a terrible boom (Page 55).

The banisment to treat another Gladers in Glade is sent into the Maze. So, here Ben who wants to kill Thomas get a banishment to go out from Glade. The Keepers in Glade are ready for banish him, by push him with the pole until Ben's position is outside Glade. They will let him ouside the Maze and killed by Grievers, there is no exception for those who breaks the rule in Glade, they will get banishment from the bagger and the keepers.

The Builders—without their leader, Gally, who was still missing—were ordered to put up barricades at each open Door; they obeyed, although Thomas knew there wasn't enough time and there weren't materials to do much good. It almost seemed to him as if the Keepers wanted people busy, wanted to delay the inevitable panic attacks. Thomas helped as the Builders gathered every loose item they could find and piled them in the gaps, nailing things together as best they could. It looked ugly and pathetic and scared him to death—no way that'd keep Grievers out (Page 137).

Gally is Keeper of the Builders. Builders have a job to build something. In the quotation above sgows that Builders are busy to put up barricades to each open Doors to keep Grievers out of Glade.

"Frypan wasn't too happy about me invading his kitchen before suppertime," Chuck said, sitting down next to the tree, motioning to Thomas to do the same. He did, grabbed the sandwich, but hesitated, the writhing, monstrous image of what he'd seen in the shack popping back into his mind. Soon, though, his hunger won out and he took a huge bite. The wonderful tastes of ham and cheese and mayonnaise filled his mouth (Page 16).

Frypan's job is to make sure every Gladers in Glade not starving. Frypan cooks all the food in Glade for Gladers, such as sandwich and more. Frypan job is related with the kithcen in Glade. In the real world, Frypan is a job like Chef.

The kitchen was small but had everything one needed to make a hearty meal. A big oven, a microwave, dishwasher, a couple of tables. It seemed old and run-down but clean. Seeing the appliances and the familiar layout made Thomas feel as if memories—real, solid memories—were right on the edge of his mind. But again, the essential parts were missing—names, faces, places, events. It was maddening (Page 38).

In the kitchen everything is preapared well. Although the kitchen is small, but there are full of things to preapare a delicious foods. There are a big oven, a microwave, dishwasher, and a couple of tables. The kitchen in Glade describes as small room, looks old but clean.

*Med-jacks*, Thomas repeated in his head, a light going off. *They must be the clossst thing they have to doctors*. The short one was already on the ground, kneeling beside the girl, feeling for her pulse and leaning over to listen to her heartbeat (Page 35).

In the simulation world known as Glade, people who live there have *Med-Jacks* to take care of them. *Med-Jacks* in this simulation world refers to people with medical ability to heal someone, or we can say that *Med-Jacks* in real world such a doctor. In the quotation above, it clearly describes how *Med-Jacks* work as the

doctor, they are trying to diagnose whether the girl still alives or already deads by feeling her pulse and listen to her heartbeat.

### 3.1.4 Glade as simulation world

The sky was a dull slab of gray—not the natural pale light of morning. He jumped to his feet, put his hand on the wall to steady himself as he craned his neck to gawk toward the heavens. There was no blue, no black, no stars, no purplish fan of a creeping dawn. The sky, every last inch of it, was slate gray. Colorless and dead (Page 124).

The simulation world suddenly become disorganized. Gladers in Glade are surprised when the sky looks dull slab of gray, there are no blue, no nlack, no stars, no purplish fan of a creeping dawn. The sky, every last inch of it, was slate gray. Colorless and dead. It seems that the sun is taken from the sky and take all the colours. In this last part, Glade become simulation world, where Gladers understand and accept it.

In other words, the sun that had shone down on these people for two years, providing heat and life to everything, was not the sun at all. Somehow, it had been fake. Everything about this place was fake (Page 124).

After two years without any problem, Gladers are surprises when they cannot see the sun from the sky. The sun is suddenly dissapear from the sky. Then it makes Gladers are thinking about the sun that shining for two years is not the real sun, it is made by the Creator of Glade.

Newt answered, nodding toward the Box as he did so. "Bloody supplies didn'tcome today. Come every week for two years, same time, same day. But not today (Page 130)."

Another suspicious things happen in Glade. It happens when the box contains with the supplies of food and everything needs by Glader stop coming for today. After two years, in the same time and same day, the box suddenly vanish, and stop supplying Gladers life. It is shock all of Gladers, because usually thing are going fine, alhought they have a lot of problems.

"The walls, you shuck. The Doors. They didn't closs tonight (Page 135)."

After the sun, the sky, and the box, now it is more terrifies than another thing that already happen in Glade. The walls didn't closs for the night, it is opened, all of the doors from the east, south, north, west didn't closs. It is makes Glader panic to think all the possibilities that Grievers can enter Glade and kill them all.

Thomas shook his head. "No, you don't get it. They're weeding us out, seeing if we'll give up, finding the best of us. Throwing variables at us, trying to make us quit. Testing our ability to hope and fight. Sending Teresa here and shutting everything down was only the last part, one more ... final analysis. Now its time for the last test. To escape (Page 170)."

The reasons from all the weirness above is everything happens to test
Gladers. The Creator of Glade and the Maze want to see how Gladers live and testing
the ability of each Gladers. All of the thing above is a test, and the final test is how

they can survive from Glade. The test itself happens to get the best survivor of Glade, and save the world from the disease.

Alby didn'tbother looking. "No questions till the end, shank. How many times I gotta tell ya?" He paused, then let out a sigh. "Beetle blades—its how the Creators watch us. You better not—" (Page 29).

Everything happens in Glade is observed by the Creator of the simulation world or people who lives there called the simulation world as Glade. The creators observe Gladers towards the beetle blade. They are observed Gladers to know how Gladers live, how Gladers solve their problem, and how Gladers accept all happen in Glade.

The torso was a silver cylinder, maybe three inches in diameter and ten inches long. Twelve jointed legs ran along the length of its bottom, spread out, making the thing look like a sleeping lizard. The head was impossible to see because of the red beam of light shining right at him, though it seemed small, vision its only purpose, perhaps (Page 71).

Beetle blade have a silver cylinder for it torso with three inches diameter and ten inches long. Its have twelve jointed legs with the length of its bottom make beetle blade looks like a lizard. The head of the beetle blade is shining with red light to record Gladers' life in Glade.

# 3.2 Hyper-reality in *The Maze Runner* novel

Based on John Tiffin and Nobuyoshi Terashima, hyper-reality is a condition in which what is real and what is fiction are aimlessly mixed together so that there is no clear distinction between where one ends and the other begins. Individuals may find themselves for different reasons more in true or involved with the hyper-real world and less with physical real world (58). In *The Maze Runner* novel is one of literary work who talks about simulation world. Simulation world happens in the novel leads people who live there into hyper-reality.

Simulation world in *The Maze Runner* is the reflection of the reality. Hyperreality starts by showing that the first step of hyper-reality is accomplish, because before the Creators send Gladers into Glade, they are given a brief memories to make Glader remember the world they live before they come into Glade. The Creators is reflected the reality into the simulation world. Creators of Glade make a perfect simulation world in order to blend a worse reality that happen in the real world. The last stgae of simulation, when simulation bears no realtion to any reality, so it will be pure simulacrum. When the real is replaced by simulation, the real no longer become a reality, thus simulation already become a reality not as the representation of reality.

Thomas sighed in frustration and leaned back against the tree. "Looks like you barely know more than I do," he said, but he knew it wasn't true. His memory loss was strange. He mostly remembered the workings of the world—but emptied of specifics, faces, names. Like a book completely intact but missing one word in every dozen, making it a miserable and confusing read. He didn'teven know his age (Page 12).

Gladers remember about the world before they come into Glade, but it is not clearly enough. It makes Gladers confuse about their own lifeHere, the Creators want to mask the reality with giving them memories but not in the complete memories, so the reality will become a copy of reality because of Gladers confusing ideas. They will confuse about the existence of the real world. Here, the last stage of simulation force Gladers to accept the simulation world in Glade.

Minho looked up, surprise transforming his face. "I think you just figured it out. We've been wrong—well, *hopefully* we've been wrong. Because no one who'd been stung and *didn't*make it back by sunset has ever survived, we just assumed that was the point of no return—when its too late to get the Serum (Page 81)."

When Gladers are stung by Grievers, they get their memories back, but the process of *changing* will makes them scream all day long, because it is so painful. Gladers who get stung must take the serum to stop the *changing* process, if they not take the Serum before the sunset, it will be too late to stop the *changing*. Through the *changing* the Creators give them their memories back, how is the situation in the real world and how they come into the simulation world. Furthermore, it just a temporary, the memories will dissapear when the *changing* process is finished. Changing process is one of a major reason for Gladers accept their live in a simulation world.

There is no guarantee to prove the memories that Gladers remember through the *changing* is the real memories they have. Gladers can see anything, and no one who through the *changing* want to share their experiences or their memories with the others. In the quotation above explains in the *changing* proccess Gladers will get their memories back. The memories are temporary memories, Gladers remember it, and at the same time they loss their memories away. When they cannot accept their own memories they will loss their mind or going crazy. This is the way the Creators want to make Gladers are confusing with the memory, so Gladers will accept their life in Glade.

This is my life, he thought. Living in a giant maze, surrounded by hideous beasts. Sadness filled him like a heavy poison. Alby's screams, now distant but still audible, only made it worse. He had to squeeze his hands to his ears every time he heard them (Page 84).

Here, the simulation world looks like a real world than simulation world.

Although, Gladers feel unhappy about the reality that they must faces. They still want to live in the simulation world.

"Are they *changed* because they want to go back to their old life, or is it because they're so depressed at realizing their old life was no better than what we have now? (Page 85).

Now, Gladers are questioning themselves, about the decision that they will choose for their life. First, they must stay, or second they must leave. It talks about the *change* which happens to Gladers. Because of the *changing* they remember their old life, then they realize that their old life is not better than their life now. They are questioning, why they must be back into their old life, if their old life is not better than their life now in Glade. The reality are absence, it is replaced by the copy of reality, that why Gladers say that their old life is worse than their life now.

Simulation world bears no relation to any reality whatever: it is its own pure simulacrum. It is the last step of hyper-reality process. In this stage, the reality already blur with the copy of reality, thus makes the reality has no relation with the copy reality anymore, it is pure become the reality itself.

"It ain't pretty," Alby answered, and for the first time since Newt had left, Alby looked up, straight at Thomas. His eyes were deep pockets of sorrow, sunken, dark. "Its horrible, ya know. Why would those shucks want us to remember? Why can't we just live here and be happy? (Page 98).

Gladers recognize that the reality they must face is horrible and beyond their imagination. Gladers does not want to remember their old life before they enter Glade, so they accept the reality they live in the simulation world as long as they are save inside. Here, Gladers are accomplish the last step of hyper-reality, when they choose the simulation world as the reality they have.

Alby said nothing, his face still quivering with rage. His eyes watered and veins popped out on his neck. "We can't go back!" he finally yelled, turning to look at everyone in the room. "I've seen what our lives were like—we can't go back! (Page 175).

In hyper-reality, the reality not exist anymore, the simulation world is the reality. Here, Gladers refuse to go back into the reality, because the reality is not as real as the simulation world, when Gladers choose to stay in the simulation world. This is how Gladers already trap into hyper-reality world.

"I'm telling you." Alby sounded like he was begging—near hysterical. "We can't go back to where we came from. I've seen it, remembered awful, awful things. Burned land, a disease—something called the Flare. It was horrible—way worse than we have it here (Page 176).

Hyper-reality makes people who live in the simulation world are more comfortable than live in the real world. It shows in the quotation above, how Gladers describe about the real world. The real word is an awful thing, there are a burned land, a disease which is called as the Flare, it is horrible and worse. While, the simulation world offering Gladers place to live without a disease inside. They save from everything that happens in the real world. When

people choose to live in the simulation world, they are in the final stage of hyper-reality.

"Inside the Maze or out of it," Thomas added, relieved that Minho was firmly on his side. He turned to Alby then, and looked at him gravely. "We still live inside the world you remembered." Alby stood again, his face showing his defeat. "Do what you want." He sighed. "Doesn't matter. We'll die no matter what." And with that, he walked to the door and left the room (Page 176).

People in the hyper-reality world do not care about the reality in the real world. Although, in the quotation above talk about Gladers who say that they are still live in the world, in the reality, but Gladers who live in the hyper-reality seem do not care at all. This stage, when there is no relation between the reality and the copy of reality, it will become pure simulacrum. In the other hand, the copy of reality become as real as the reality.

"If we stay *here*, we'll all die!" Minho yelled. "Its worse than that?" "Yes," Alby finally said. "Its worse. Better to die than go home (Page 176).

Simulation world leads Gladers into hyper-reality. In the quotation above, it explains that another Gladers are questioning, it is better to stay or leave, Gladers are answering that they are better to stay than going back home. In the last process of hyper-reality, when there is no objections about the representation of reality, and people feel that it is even better live in simulation

world than live in the reality itself, those Gladers already in hyper reality process, because hyper-reality is a condition when people are enjoying live in the simulation world than live in the real world.

