

## ANALYSIS

### 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).

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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).

“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 close. 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).





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 made from metal, it is covered in white paint, faded, and cracked. Alby gives a brief explanation to Thomas about the way he came into the simulation world. Alby explains that the Box is coming once a month with 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 who 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, Homestead 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









“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’t sound 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).”



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





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

In the Maze, Runner must face a terrify creature. Gladers called the creatures as Grievors. The creature itself is created by the same Creator who creates the simulation world. Grievors 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).

Grievors 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 Grievors.

...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).

Grievors look so horrible, it likes the experiment goes wrong, in the simulation world Grievors like Gladers nightmare. Grievors' 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 Grievors' body, but at least the height of thus creatures are six feet long with four feet thick.

[illegible]





“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 obeyed by all Gladers who live 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 closed with a terrible boom (Page 55).









Newt answered, nodding toward the Box as he did so. “Bloody supplies didn’t come 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, althought 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 Grievors 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 weirdness 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



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. Hyper-reality 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’t even know his age (Page 12).









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 world 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



