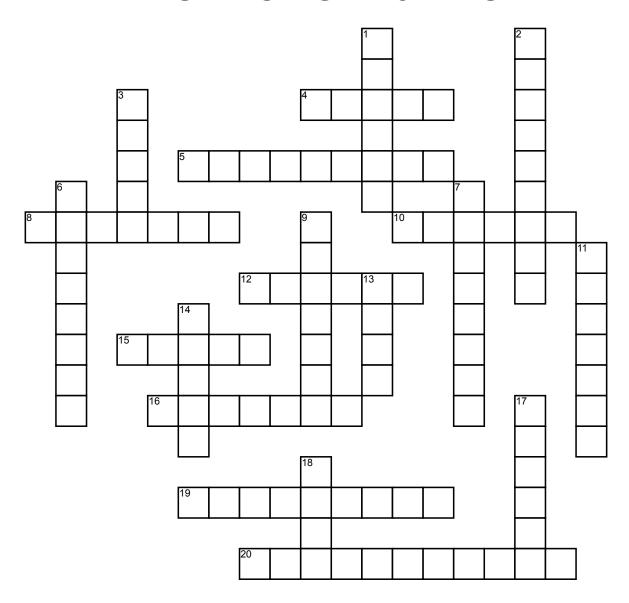
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## The Maze Runner



## Across

- 4. The Keeper of Runers.
- 5. Gladers' home.
- **8.** Nickname for anyone who has newly arrived to the Glade.
- **10.** Metal lift located in the center of the Glade that brings weekly supplies to the Gladers
- 12. The main character.
- **15.** Thomas's first friend.
- **16.** The one who take care of dead people.
- **19.** Gladers who are charged with mapping out the Maze from information brought to them by the Runners.

**20.** The changes one goes through after being stung by a Griever.

## **Down**

- 1. Thomas wants to become. Group of Gladers who spend their days out in the Maze, attempting to map it and find a way out.
- 2. Gladers who work in the Gardens.
- **3.** The area in the center of the Maze that serves as a living place for the Gladers.
- 6. They roam the Maze at night.
- **7.** The medical personnel of the Glade.

- **9.** Gladers who clean the toilets, showers, kitchen, as well as the Blood House after the slaughter.
- **11.** The leaders of the Glade, these individuals each independently supervise various jobs in the Glade.
- **13.** The leader in The Maze Runner.
- **14.** If you ain't scared, you aint
- **17.** Keeper of the Cooks.
- 18. Where the Runners at.