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# Fire And Ash Benny Imura 4 Jonathan Maberry

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The Fluxus Reader  
Simon & Schuster  
Books for Young  
Readers

The Razorland Trilogy:  
Enclave, Outpost, and

Horde The New York Times—bestselling trilogy is the story of two young people in an apocalyptic world—facing dangers, and feelings, unlike any they've ever known.

Enclave: Fifteen-year-old Deuce lives in a world below New York City which has been decimated by war and plague. As part of her

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new role as Huntress, Deuce is paired with Fade, another teenage Hunter. When the pair discovers that the neighboring enclave has been decimated by tunnel monsters, the elders refuse to listen to their warnings. And when Deuce and Fade are exiled from the enclave, the girl born in darkness must survive in daylight in the ruins of a city whose population has dwindled to a few dangerous gangs. Outpost: Deuce's whole world has changed. Down below, she was considered an adult. Now, topside in a town called Salvation, she's a "brat" in need of training in the eyes of the townsfolk. To make matters worse, her Hunter partner, Fade, keeps Deuce at a distance. Her feelings for Fade are still strong, but he seems not to want her around anymore. Things have been changing on the surface, just as they did below ground. The monsters don't intend to let Salvation survive, and it may take a girl like Deuce to turn back the tide. Horde: The survival of Salvation is up to Deuce, Fade, Stalker, and Tegan. Deuce decides the only way to fight an army is to raise one. At first, everyone laughs at the idea of a girl leading humanity's forces against the Freaks, but then she proves herself in combat. Can Deuce render a permanent

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truce with the Freaks?  
Who will survive?  
Includes bonus  
chapters from Ann  
Aguirres Mortal  
Danger!

What Really Happened in Peru  
Kensington Books

Part I. Three histories :

Developing a fluxable forum:

Early performance & publishing  
/ Owen Smith -- Fluxus, fluxion,

flushoe: the 1970's / Simon

Anderson -- Fluxus fortuna /

Hannah Higgins -- Part II.

Theories of Fluxus: Boredom

and oblivion / Ina Blon -- Zen  
vaudeville: a medi(t)ation in the  
margins of Fluxus / David T.

Doris -- Fluxus as a laboratory /

Craig Saper -- Part III. Critical

and historical perspectives:

Fluxus history and trans-history:  
competing strategies for

empowerment / Estera Milman  
-- Historical design and social

purpose: a note on the

relationship of Fluxus to

modernism / Stephen C. Foster

-- A spirit of large goals: fluxus,  
dada and postmodern cultural  
theory at two speeds -- Part IV.

Three Fluxus voices : Transcript  
of the videotaped Interview with

George Maciunas -- Selections

from an interview with Billie

Maciunas / Susan L. Jarosi --

Maybe Fluxus (a para-

interrogative guide for the

neoteric transmuter, tinker, tinker

and totalist) / Larry Miller -- Part

V. Two Fluxus theories : Fluxus :

theory and reception / Dick

Higgins -- Fluxus and company /

Ken Friedman -- Part. VI--

Documents of Fluxus : Fluxus

chronology : key moments and

events -- A list of selected Fluxus

art works and related primary

source materials -- A list of

selected Fluxus sources and

related secondary sources.

Bad Moon Rising Simon and

Schuster

Joe Ledger Fans Rejoice!

Everyone ' s favorite snarky,

dangerous, idealistic,

relentless covert operative is

back, and this time he ' s

brought friends. Joe Ledger:

Unstoppable presents

original short stories about

Joe Ledger and the

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Department of Military Sciences by some of New York Times bestseller Jonathan Maberry 's "friends in the industry." Buckle up for powerful, exciting, and nail-biting adventures by Seanan McGuire, Scott Sigler, Larry Correia, Weston Ochse, Steve Alten, David Farland, Aaron Rosenberg, James A. Moore, James Ray Tuck, Javier Grillo Marxuach, Jennifer Campbell-Hicks, Jeremy Robinson, Joe McKinney, Jon McGoran, Keith R.A. DeCandido, Nicholas Seven, Bryan Thomas Schmidt, P.G. Charles, and Dana Fredsti! Joe Ledger is a former Baltimore cop who was recruited into a secret government agency tasked with stopping terrorists who are using bleeding-edge science weapons. The stakes are always high. If you have to call Joe Ledger, it ' s already

hit the fan!

Rot and Ruin Fire & Ash

Faced with the terrible realities of Farmer John's community, Benny, Nix, Lilah and Chong know they have to escape. But they are caught between guards armed with assault weapons on one side of the fence, and an endless legion of zombies on the other. There's a saying in their world: ' 'In the Rot & Ruin, everything wants to kill you.' ' NY Times best-selling author and multiple Bram Stoker award-winner, Jonathan Maberry and artist

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Tony Vargas ratchet up the action as Benny and his friends are forced to make terrible choices in order to survive.

**John Marsden's *The Dead of the Night***

Little, Brown Books for Young Readers  
Stebbins Little School is full of bodies. It's unthinkable to Desdemona Fox. Children are sobbing as panicked teachers and neighbors beat down their family members outside of the school...or the things that used to be their family members. Parents don't eat their children do they?  
Officers Fox and Hammond, along with journalist Billy Trout, are calling it the beginning of the end. This is the zombie apocalypse. An insane escaped serial killer is infecting Stebbins County with a deadly virus, and now the whole world is watching while Fox, Trout, and the remaining inhabitants of Stebbins fight

for their life against...what?

The undead? The President and the National Guard are ready to nuke Stebbins, PA off the map and cut their losses. But the infection is spreading and fast. Worse, the scientist who created the virus is missing. It's a numbers game as the body count rises; Fox has to contain the infected and evacuate the living before it's too late, and the clock is ticking... *Fall of Night*, Maberry's nail-biting sequel to *Dead of Night*, picks up where the first novel left off—on a wild goose chase for a madman and the missing scientist who gave him new "un"-life. Chilling, gory, and hair-raisingly scary, Maberry fans won't be able to read this fast-paced thriller with the lights off.

*Playing Saint* Kensington Books

The dead rose. We fell. But not everyone thinks the war for survival is over. Heroes rise in times of crisis, and *STILL OF NIGHT* tells their

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stories... DAHLIA -a bullied high school girl with a love for edged weapons goes from victim to powerful leader as the zombie apocalypse sweeps through her world. RACHAEL ELLE -continues her journey from comic-con cosplayer to actual hero as she encounter a community with a dark and terrible secret. CAPTAIN JOE LEDGER and his best shooters, TOP and BUNNY, head to an overrun San Diego to try and save a possible cure for the virus that is bringing the dead back to unnatural life. And in the wilderness, Joe, Dahlia, and Rachael Elle will come face-to-face with savage gangs, an army of the living dead, and the mysterious and deadly OLD MAN CHURCH. The final battle unfolds in a little town called Happy Valley, where the residents have found their own unique and terrible

way to survive the end of the world. But a war is coming, and no one will escape the last great war between the living and the dead. STILL OF NIGHT is the fourth book in NY Times bestseller Jonathan Maberry's bestselling DEAD OF NIGHT series. George A. Romero called DEAD OF NIGHT and its sequel, FALL OF NIGHT, "The official prequel to NIGHT OF THE LIVING DEAD as far as I'm concerned."

**Still of Night** Simon and Schuster

A small town once haunted by a serial killer braces for a new evil in this debut horror novel by the New York Times bestselling author of Ink. Thirty years ago, a blues musician called the Bone Man killed the devil at the crossroads, only to be beaten and hung like a scarecrow in a cornfield—or so the story goes. Today, the people of Pine Deep celebrate their

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town's grisly past by luring tourists to the famous haunted hayride, full of chills and scares. But this year as Halloween approaches, "The Spookiest Town in America" will learn the true meaning of fear. Its residents will see the real face of evil lurking behind the masks of ordinary people. They will feel it—in their hearts, in their bones, in their nightmares. Because evil never dies. It only grows stronger . . . Winner of the Bram Stoker Award for Best First Novel First in the Pine Deep Trilogy Praise for Ghost Road Blues "Maberry supplies plenty of chills, both Earth-bound and otherworldly, in this atmospheric horror novel . . . . This is horror on a grand scale, reminiscent of Stephen King's heftier works."  
—Publishers Weekly Praise for Jonathan Maberry "Jonathan Maberry's horror is rich and visceral. It's close to the heart . . . and close to the jugular."  
—Kevin J. Anderson "Maberry has the chops to craft stories at once intimate, epic, real,

and horrific." —Bentley Little  
"Maberry spins great stories. His (Pine Deep) vampire novels are unique and masterful." —Richard Matheson "Maberry's works will be read for many, many years to come." —Ray Bradbury  
Feiwel & Friends  
A Simon & Schuster eBook. Simon & Schuster has a great book for every reader.  
**The Joe Ledger Series, Books 1-3** IDW Publishing  
Now available together for the first time, don't miss the beginning of Jonathan Maberry's New York Times bestselling series about intrepid warrior, Joe Ledger, and his death-defying missions with the Department of Military Sciences in books 1-3 of this spectacular series!

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Join Joe and his Echo Team as they face off against sub-human horrors and villains that Ledger's team set out to make sure the world will never know in this heart-pounding bundle containing Patient Zero, The Dragon Factory, and The King of Plagues! In Patient Zero, Ledger knows that when you have to kill the same terrorist twice in one week there's either something wrong with your world or something wrong with your skills... and there's nothing wrong with his skills. And that's both a good, and a bad thing. It's good because he's a Baltimore detective that has just been secretly recruited by the government to lead a new taskforce created to deal

with the problems that Homeland Security can't handle. This rapid response group is called the Department of Military Sciences or the DMS for short. It's bad because his first mission is to help stop a group of terrorists from releasing a dreadful bio-weapon that can turn ordinary people into zombies. The fate of the world hangs in the balance.... In The Dragon Factory, Joe Ledger and the DMS (Department of Military Sciences) are called upon again to go up against two competing groups of geneticists. One side is creating exotic transgenic monsters and genetically enhanced mercenary armies; the other is using 21st century technology to continue the Nazi Master Race



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program begun by Josef Mengele. Both sides want to see the DMS destroyed, and they've drawn first blood. Neither side is prepared for Ledger as he leads Echo Team to war under a black flag. In The King of Plagues it's Saturday at 09:11 Hours when a blast rocks a London hospital and thousands are left dead or injured... At 10:09 Hours: Joe Ledger arrives on scene to investigate. The horror is unlike anything he has ever seen. Compelled by grief and rage, Joe rejoins the DMS and within hours is attacked by a hit-team of assassins and sent on a suicide mission into a viral hot zone during an Ebola outbreak. Soon Joe Ledger and the Department of Military

Sciences begin tearing down the veils of deception to uncover a vast and powerful secret society using weaponized versions of the Ten Plagues of Egypt to destabilize world economies and profit from the resulting chaos. Millions will die unless Joe Ledger meets the this powerful new enemy on their own terms as he fights terror with terror. *Hardboiled Horror* Simon and Schuster Hell is still the safest place on earth. When you've run out of choices, you've only got yourself. As war rages, as the enemy closes in, as Ellie and her friends fight for their lives, they are left with nothing. Nothing but courage, spirit and pride. The Dead of the

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Night is the second volume in the award-winning Tomorrow series. *The X-Files Origins: Devil's Advocate* Simon and Schuster Gutsy Gomez's danger-filled journey to save those infected with the zombie plague continues in New York Times bestselling author Jonathan Maberry's terrifying follow-up to *Broken Lands*. Gabriella "Gusty" Gomez lost her mother, and now she's losing her home. Gutsy and her friends, along with Benny and his crew, have just survived a massive attack on New Alamo by the Night Army—a mix of mindless shambling los muertos and sentient half-zombie ravagers. She's also reeling from the

revelation that the residents of her town were the lab rats of the biological testing facility linked to creating the most dangerous zom, the Raggedy Man, who controls all of the living dead. And the first raid was only a test. The real Night Army is coming, and this time, it'll be a handful of survivors against seven billion zombies. *Broken Lands* St. Martin's Griffin How did Dana Scully become a skeptic? The X-Files Origins has the answers in this young adult, science-fiction origin story by New York Times-bestselling author Jonathan Maberry. In the spring of 1979, fifteen-year-old Dana Scully has bigger problems than being the new girl in school. Dana has always had dreams. Sometimes

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they've even come true. Until now, she tried to write this off as coincidence. But ever since her father's military career moved the family across the country to Craiger, Maryland, the dreams have been more like visions. Vivid, disturbing, and haunted by a shadowy figure who may be an angel . . . or the devil. When a classmate who recently died in a car accident appears before Dana, her wounds look anything but accidental. Compelled by a force she can't name, Dana uncovers even more suspicious deaths—and must face the dangerous knowledge that evil is real. But when a betrayal of faith makes her question everything, she begins to put her faith in being a skeptic. An Imprint Book

*Saint Odd* Simon and Schuster  
New York Times

bestselling author Jonathan Maberry returns to the world of Rot & Ruin with this first novel in a series that's more thrilling and filled with exceptionally terrifying adventures. Ever since her mother's death, Gabriella "Gutsy" Gomez has spent her days flying under the radar. But when her mother's undead body is returned to her doorstep from the grave and Gutsy witnesses a pack of ravagers digging up Los Muertos—her mother's name for the undead—she realizes that life finds you no matter how hard you try to hide from it. Meanwhile, Benny Imura and his gang set out on a journey to finish what Captain Joe Ledger started: they're going to find a cure. After what

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they went through in the Rot & Ruin, they think they've seen it all, but as they venture into new and unexplored territory, they soon learn that the zombies they fought before were nothing compared to what they'll face in the wild beyond the peace and safety of their fortified town.

Ghost Road Blues Simon and Schuster

When you have to kill the same terrorist twice in one week there's either something wrong with your world or something wrong with your skills... and there's nothing wrong with Joe Ledger's skills. And that's both a good, and a bad thing. It's good because he's a Baltimore detective that has just been secretly recruited by the government to lead a new taskforce created to deal

with the problems that Homeland Security can't handle. This rapid response group is called the Department of Military Sciences or the DMS for short. It's bad because his first mission is to help stop a group of terrorists from releasing a dreadful bio-weapon that can turn ordinary people into zombies. The fate of the world hangs in the balance....

**The Orphan Army** IDW Publishing

From the New York Times bestselling author of The Chemical Garden trilogy: On the floating city of Internment, you can be anything you dream. Unless you approach the edge. Children's Literature says "shades of Aldous Huxley's Brave New World and George Orwell's 1984 inspire

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DeStefano’s sci-fi/murder mystery page-turner.” Morgan Stockhour knows getting too close to the edge of Internment, the floating city and her home, can lead to madness. Even though her older brother, Lex, was a Jumper, Morgan vows never to end up like him. There’s too much for her on Internment: her parents, best friend Pen, and her betrothed, Basil. Her life is ordinary and safe, even if she sometimes does wonder about the ground and why it’s forbidden. Then a murder, the first in a generation, rocks the city. With whispers swirling and fear on the wind, Morgan can no longer stop herself from investigating, especially once she meets Judas.

Betrothed to the victim, Judas is being blamed for the murder, but Morgan is convinced of his innocence. Secrets lay at the heart of Internment, but nothing can prepare Morgan for what she will find—or whom she will lose.

**Fire & Ash** Simon and Schuster

Friendships are forged on prom night, when four teens help each other through disappointment, near-arrest, parental interference and panic attacks.

**The Rot & Ruin** Kensington Books

Go on the adventure of a lifetime with a teen and his family after they are selected to colonize Mars in this thrilling new novel from multiple Bram Stoker Award-winning

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author Jonathan Maberry. Tristan has known that he and his family were going to be on the first mission to colonize Mars since he was twelve years old, and he has been training ever since. However, knowing that he would be leaving for Mars with no plan to return didn't stop him from falling in love with Izzy. But now, at sixteen, it's time to leave Earth, and he's forced to face what he must leave behind in exchange for an uncertain future. When the news hits that another ship is already headed to colonize Mars, and the NeoLuddite terrorist group begins threatening the Mars One project, the mission's purpose is called into question. Is this all worth it?

**Bits & Pieces** Simon and

Schuster

In the zombie-infested, post-apocalyptic America where Benny Imura lives, every teenager must find a job by the time they turn fifteen or get their rations cut in half. Benny doesn't want to apprentice as a zombie hunter with his boring older brother Tom, but he has no choice. He expects a tedious job whacking zoms for cash, but what he gets is a vocation that will teach him what it means to be human.

**Tooth & Nail** Macmillan

Return to the zombie apocalypse wasteland that is the Rot & Ruin in this short story collection from Jonathan Maberry. Benny Imura's zombie-infested adventures are well-chronicled in the gripping novels Rot & Ruin, Dust & Decay, Flesh & Bone, and Fire &

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Ash. But what else was happening while he was on his quest? Who were the others navigating the ravaged landscape full of zombies? Bits & Pieces fills in the gaps about what we know about First Night, surviving the plague, and traveling the land of Rot & Ruin. Eleven all-new short stories from Nix's journal and eleven previously published stories, including "Dead & Gone" and "Tooth & Nail," are now together and in print for the first time, along with the first-ever script for the Rot & Ruin comic books.

*Rot & Ruin* Orca Book Publishers

"The zombie attacks are bigger, better—and gorier—in this nearly non-stop action sequel to *Rot & Ruin*" (Kirkus Reviews). Winner of the Bram Stoker Award. Six months

have passed since the terrifying battle with Charlie Pink-eye and the Motor City Hammer in the zombie-infested mountains of the Rot & Ruin. It's also been six months since Benny Imura and Nix Riley saw something in the air that changed their lives. Now, after months of rigorous training with Benny's zombie-hunter brother Tom, Benny and Nix are ready to leave their home forever and search for a better future. Lilah the Lost Girl and Benny's best friend Lou Chong are going with them. But before they even leave there is a shocking zombie attack in town, and as soon as they step into the Rot & Ruin they are pursued by the living dead, wild animals, insane murderers, and the horrors of Gameland—where teenagers are forced to fight for their lives in the zombie pits. Worst of all...could the evil Charlie Pink-eye still be alive? In the great Rot & Ruin, everything wants to kill you. And not everyone in Benny's small band of travelers will

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survive....