
Gameland Deep Into The Game S W Tanpeppers 1 Saul Tanpepper

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Trusting Will Brinestone Press
Ghosts & Hauntings Occult & Paranormal
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Pennsylvania Game News Wilderness
Adventures Press

The cold, clear creeks of the Southeast offer some of the best isolated flyfishing opportunities and unheralded big fish in the country. Those incredible opportunities and more are covered in the all-new Flyfisher's Guide to North Carolina & Georgia. This all-new guide is complete with author Nick Carter's brilliant full-color photography and the same Wilderness Adventures Press maps that have made this series the best flyfishing guidebooks on the market. Public land, access roads, campgrounds, parks, boat ramps, hand launches, parking and picnic areas, driving directions and GPS coordinates for access points are all included. No need to worry about getting lost. This guidebook includes comprehensive coverage of the large rivers, the medium streams and the small brooks. From the high tributaries of the

Great Smoky Mountains National Park and Pisgah National Forest in North Carolina to the broad and rolling Chattahoochee River in Georgia and far beyond, Carter has covered just about everything of interest to fly anglers. Carter has fished these waters for years and his experiences and stories guide readers through the best flyfishing this region has to offer. He has penned numerous articles for a variety of flyfishing and outdoors magazines and his expertise has earned him a reputation as one of the best flyfishing writers for this under-rated part of the country. Don't miss out on this encyclopedia of southeastern flyfishing knowledge. You will be rewarded handsomely with new locations, great experiences and excellent fishing. Gameland Episodes 1-2 Brinestone Press Entire series fully edited, revised and updated on 7 February 2013SERIES DESCRIPTION:Five hackers. One game. Ten thousand undead.In the center of Long Island's forbidden wasteland, overseen by a powerful corporation known as Arc Properties, is GAMELAND, a massive virtual reality arcade where the rich and privileged act out their brutal fantasies. Using cybernetic links and holographic setups, Operators pit their Undead Players against each other in a high stakes game of violence, money and power, while the poor can only watch the horrifying and powerfully addictive contests on State-controlled media streams.Breaking in was easy. Getting

back out is a killer. EPISODE 1: Deep Into the GameZpocalypto gamer Jessica Daniels and her gang of code jackers break into Long Island's Gameland hoping to catch a glimpse of the Infected Undead. The addition of a stranger to their fold raises tensions within the group. After a terrible accident nearly takes the life of one of their members, emotions run dangerously high. Finding the abandoned wasteland unlike anything they ever expected, their excitement turns to dread as the dangers become all too clear. EPISODE 2: Failsafe Jessie and Kelly clash after one of their group gets stranded among the Infected Undead, forcing Kelly to make a rash decision which will ultimately deliver them into the hands of those who would turn them all into mindless players in The Game. EPISODE 3: Deadman's Switch Unable to escape from Long Island because of the failsafe device implanted inside their brains, the group digs in until they can devise a way to neutralize it. Jessie is anointed as their leader despite Jake's claims that she is unfit. A final desperate attempt is made to leave, setting into motion a sequence of events that will result in one of them dead, another infected, and all of them running for their lives. EPISODE 4: Sunder the Hollow Ones A mutiny in the group splits the members, leaving Jessie out in the cold. As she continues to struggle to fulfill her promise to bring everyone safely home, a chance encounter with one of Gameland's residents dredges up deeply buried memories, leaving her feeling haunted and doubtful about her future. EPISODE 5: Prometheus Wept After one member of their group is infected, Jessie makes a decision to hand over another to a mysterious group of Undead sympathizers in exchange for a promised antidote. But will she be able to collect the medicine and return before it's too late? Will the medicine work? And will she be able to get them all back home

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Pennsylvania Hiking Trails

Wilderness Adventures Press
Entire series fully edited,
revised and updated on 7
February 2013

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Who's in the Game? LexisNexis

Published with the cooperation of the North Carolina Wildlife Resource Commission, this important resource features the statutes and Administrative Code material relating to hunting, fishing, trapping, water safety and conservation and development North Carolina.

Pittman-Robertson Quarterly Lulu.com

Gameland Episodes 1-2 CreateSpace

Dragonflies on My Rod Tip McFarland

A parent's worst nightmare—your child has been kidnapped! An investigation into human trafficking that is running out of time. But what will it cost Jorgensen to bring them home? An old foe emerges to take his revenge. His mind befuddled with the loss of his wife, Jorgensen is thrust into the middle of a human trafficking investigation when a convenience store clerk is kidnapped at the end of her shift.

Following the clues from a small town north of Harrisburg gets him nowhere. Then information comes from an unusual direction. With the help of his friend FBI Special Agent Sheldon Wade, the two find themselves in a criminal network larger than they anticipated. While freeing the young women, Jorgensen is taken, along with his source, and now the two of them face the man whom they were seeking.

China AuthorHouse

Iceland is Book 2 of 4 of *THE FLENSE*

quadrilogy (this ebook contains the full-length novel, parts 4-6 of the serial) *THE FLENSE SERIES DESCRIPTION* Hundreds die in a fiery train crash in northern China. A cargo ship smuggling refugees is lost to calm seas off the Libyan coast. Entire villages in Ghana are abandoned overnight. Contracted by an apocalypse prepper group to investigate a series of seemingly disconnected global tragedies, a young freelance medical reporter, Angelique de l'Enfantine, uncovers a disturbing pattern: each event is preceded by the sudden spread of a mysterious ailment and is followed by the appearance of a man dressed in black and silver who witnesses claim is the devil himself. Are the tragedies harbingers of an impending biblical catastrophe or practice runs of a fanatical organization bent on global annihilation? With each event more grisly than the last and the risk to her life growing, Angel must ask herself if her sponsors are using her to advance their own paranoid agenda. *THE FLENSE* consists of 4 full-length novels (12 novella-length serialized installments of 100 pages each) beginning Jul 2015 Sign up to be notified of new releases & exclusive giveaways, including advance access: <https://tinyletter.com/SWTanpepper> **BUNKER 12** (companion series to *THE FLENSE*) Requiring no more than the slightest skin-to-skin contact, the Flense spread across the globe with ruthless speed and stealth, decimating mankind before it was barely even aware of it. The infected were turned into soulless creatures, Wraiths, which wrought destruction upon anyone and anything in their path. Secure inside ten isolated bunkers are Humanity's tattered remains, each working tirelessly to unravel the mystery of the scourge. But the bunkers

were never meant to protect forever. In fact, they were never meant to protect at all. CONTAIN (BUNKER 12 series pilot): Three years. That's how long Finnian Bolles has been hiding inside the impregnable walls of the hydroelectric complex known as Bunker 8. Three years, with enough resources to last him and the other thirty survivors three more. But then a series of disturbing events culminates in the sudden appearance of a stranger at their door.

Before he too falls victim to the mysterious sickness known as the Flense, he warns them of a fate more horrific than the one they've been avoiding. But to prevent it, they must leave and seek a place many insist doesn't exist, a mythical twelfth bunker.

From the creator of the highly acclaimed epic cyberpunk series **GAMELAND**
GAMELAND SERIES

DESCRIPTIONBuilt in the middle of Long Island's abandoned industrial wasteland is a hundred-square-mile virtual reality arcade where the rich and privileged compete in a high-stakes game and the undead are their real-life avatars. There are only two ways to get into this horrifying yet wildly addictive game. The first is by paid invitation. The second is by volunteering to become an Undead Player. After finding themselves trapped inside a massive gaming arcade in the middle of Long Island's abandoned wasteland, a group of young computer hackers must figure out how to escape while staying out of the clutches of its undead inhabitants and their living controllers.

Episode One: Deep Into the Game: A reckless end-of-summer prank sends six hackers trespassing onto abandoned Long Island hoping for a glimpse of the victims of the decade-old outbreak. But if they find breaking was easy, they'll soon learn that

getting back out is a killer. Get the first two **GAMELAND** books for free while you still can! Subscribe to get your own four-book **GAMELAND** starter library: <https://tinyletter.com/SWTanpepper>

Incessant Createspace Independent Publishing Platform

Five hackers. One game. Ten thousand undead. In the center of Long Island's forbidden wasteland, overseen by a powerful corporation known as Arc Properties, is **GAMELAND**, a massive virtual reality arcade where the rich and privileged act out their brutal fantasies. Using cybernetic links and holographic setups, Operators pit their Undead Players against each other in a high stakes game of violence, money and power, while the poor can only watch the horrifying and powerfully addictive contests on State-controlled media

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Incident on Ten-Right Road Createspace Independent Publishing Platform

This book is 12 chapters of turkey hunting stories from the central part of North and South Carolina, told by the author as though by a fireplace or campfire. There are 2 chapters of commentary at the end.

Hiking the Endless Mountains Bell Bridge Books

6 Hackers, 1 Game... and 10,000 Undead. Everyone is addicted to Survivalist, a live-action, virtual reality show of all the juiciest part's of Arc Entertainment's The Game, the hyper-popular, ultra-restricted video game where cybernetically controlled zombies do battle in an urban arcade in the middle of a Long Island wasteland. The Game is literally to

die for. If you're rich enough, you can buy your invitation. If you're desperate enough, you can volunteer to become one of the Undead Players. Jessie Daniels and her gang of computer hackers plan to break their way in. Welcome to GAMELAND. Access Restricted. EPISODE 1: Deep Into The Game A reckless, end-of-summer plan leads Jessie and her friends onto Long Island hoping to catch a glimpse of the infected victims of a decades-old outbreak. But while breaking in might be easy, getting back out is a hell of a killer. It doesn't take long before they realize they're part of The Game. EPISODE 2: Failsafe Jessie and Kelly clash after one of their group gets stranded among the Infected Undead, forcing Kelly to make a rash decision which will ultimately deliver them into the hands of those who would turn them all into mindless players in The Game. Deep into the Game and Failsafe are the first two books in the hi-tech dystopian thriller GAMELAND. Structured on television's The Walking Dead and Law and Order, the nearly 400,000-word series consists of eight individual episodes, first published monthly between May and December 2012. All are available digitally in single and multi-episode packages, as well as in an omnibus edition. Also available in print. Not recommended for readers under age 15. Want more GAMELAND? For insight into the world of GAMELAND, including how it all started, check out the short story Golgotha, available individually in digital format as well as in the short story collection Shorting the Undead and Other Horrors, by the same author (print and digital). Also available from the world of GAMELAND: Infected: Hacked Files from the GAMELAND Archive. Includes a timeline of key events, a glossary of terms, character dossiers, essays, articles and never-before-released voice transcripts from the Golgotha recordings. Velvet. The story of Cassie, a six-year-old girl-turned-zombie, who has been trapped in a bathroom... until her inadvertent release twelve years later (by Jessie in Episode

4 of GAMELAND). Cassie has something she needs to do, something she's been thinking about for a long, long time. A terrifying twist on a classic children's tale. SUBSCRIBE to receive advance notice of new releases, special (and exclusive) pricing events and giveaways, signings and appearances, subscribe to the newsletter, Tanpepper Tidings: tinyletter.com/SWTanpepper (copy and paste into your browser's address bar, or visit the author's webpage at tanpepperwrites.com).

LR-1137-B03, Meadville to Titusville

CreateSpace

From the critically acclaimed author of the best-selling Ryan DeMarco Mystery series comes this collection of crime novellas and stories, Randall Silvis's first collection since his *The Luckiest Man in the World* was awarded the 1984 Drue Heinz Literature Prize by Joyce Carol Oates.

These six short stories and the title novella—a Ryan DeMarco series prequel—brilliantly showcase the author's compelling storytelling coupled with the deep characterization and exquisite prose for which he is known. Murderers, grifters, and other unsavory characters people these stories, but so too do those struggling to make the world a kinder and less dangerous place. Praised by the *New York Times Book Review* as “a masterful storyteller,” Silvis once again demonstrates that he can write short fiction as hypnotic as his novels, and with a distinctive and versatile voice that marks him as one of the best writers at work today.

Rot & Ruin Riverdale Avenue Books LLC

China is Book 1 of 4 of THE FLENSE quadrilogy (this ebook contains the full-length novel, parts 1-3 of the serial)THE FLENSE SERIES

DESCRIPTIONHundreds die in a fiery train crash in northern China. A cargo ship smuggling refugees is lost to calm seas off the Libyan coast. Entire villages in Ghana are abandoned overnight.

Contracted by an apocalypse prepper group to investigate a series of seemingly disconnected global tragedies, a young freelance medical reporter, Angelique de l'Enfantine, uncovers a disturbing pattern: each event is preceded by the sudden spread of a mysterious ailment and is followed by the appearance of a man dressed in black and silver who witnesses claim is the devil himself. Are the tragedies harbingers of an impending biblical catastrophe or practice runs of a fanatical organization bent on global annihilation? With each event more grisly than the last and the risk to her life growing, Angel must ask herself if her sponsors are using her to advance their own paranoid agenda. THE FLENSE consists of 4 full-length novels (12 novella-length serialized installments of ~100 pages each) beginning Jul 2015 Sign up to be notified of new releases & exclusive giveaways, including advance access: <https://tinyletter.com/SWTanpepper> BUNKER 12 (companion series to THE FLENSE)Requiring no more than the slightest skin-to-skin contact, the Flense spread across the globe with ruthless speed and stealth, decimating mankind before it was barely even aware of it. The infected were turned into soulless creatures, Wraiths, which wrought destruction upon anyone and anything in their path. Secure inside ten isolated bunkers are Humanity's tattered remains, each working tirelessly to unravel the mystery of the scourge. But the bunkers were never meant to protect forever. In fact, they were never meant to protect at all. CONTAIN (BUNKER 12 series pilot): Three years. That's how long Finnian Bolles has been hiding inside the impregnable walls of the hydroelectric complex known as Bunker 8. Three years, with enough resources to last him and the other thirty survivors three more. But then a series of disturbing events culminates in the sudden appearance of a stranger at their door. Before he too falls victim to the mysterious sickness known as the Flense, he warns them of a fate more horrific than the one they've been avoiding. But to prevent it, they must leave and seek a place many insist doesn't exist, a mythical twelfth bunker. From the creator of the highly acclaimed epic cyberpunk series GAMELAND GAMELAND SERIES DESCRIPTIONBuilt in the middle of Long Island's abandoned industrial wasteland is a hundred-square-

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<https://tinyletter.com/SWTanpepper>

Summarized Record of Deep Wells in

Pennsylvania; 1950-1954 The Countryman Press 56 hikes, most never before published Detailed maps Advice for safe hiking The pristine beauty of Pennsylvania's Endless Mountains draws hikers from all over the country. This new guide maps out a variety of paths for both beginners and more advanced explorers. Tips and highlights make these hikes accessible and enjoyable.

Condemn Gameland Episodes 1-2

Dragonflies on my Rod Tip is a collection of short stories about life in the Ozarks seen through the eyes of someone who grew up and lived his life there. The stories are about growing up in a rural Ozarks community in Arkansas filled with fishing, hunting, and generally humorous stories.

Gameland Episodes 3-4 Terry Beeson

Falling in love could break her heart. Brianna Reagan's life fell apart when her husband, an Army Ranger, was killed in combat. Now, three years later, she and her young son, Sam, have started a new life in Tide's Way. She's determined to protect herself from more heartache. But then she meets Sam's Cub Scout leader, tall, sexy Will Cameron. Will takes one look at the gorgeous blonde and decides his hunt for a temporary apartment is over.

There's a space available in Brianna's building. Sam adores Will and has become best pals with Will's nephew, Rick. Brianna quickly learns that Will is a North Carolina Highway Patrol Trooper, excelling on and off the job in activities that challenge him mentally and physically. He relishes living life on the edge: rock-climbing, sky-diving, riding motorcycles, and pushing himself to be the best at whatever he does. He's putting himself in the line of danger, just as her late husband did. And he's hoping for a promotion that would transfer him to a state-wide task force, meaning he'll say goodbye to her, Sam, and Tide's Way. As she struggles to remain "just a friend," Will brings tender, patient romance into her life--with the promise of hot passion, when she's ready. Can she resist? And what happens if her worst fears come true? Skye Taylor has been a member of Romance Writers of America since 1995 and of the Ancient City chapter in St. Augustine, Florida, for the last six years. Her publishing credits to date include several non-fiction essays about life as a Peace Corps Volunteer, one mainstream political intrigue, *WHATEVER IT TAKES*, and the Tide's Way series.

Iceland Recreational Guides

It's the summer of 2030. A wonderful new digital technology called the Stream is coming to Long Island. That's not all they're getting. This is the true account of a biomedical disaster that will decimate the island in the most terrifying way imaginable. After the unexplained death of their newborn son, experimental biologists Lyssa and Ramon Stemple find themselves at the center of a brutal murder investigation involving one of their employees at the controversial animal research laboratory they operate. The case takes a shocking twist when the slaying is linked to a deadly new virus sweeping Long Island. At first believed to be a variant of the rabies ravaging the native animal species, the full extent of the epidemic soon becomes apparent. The Stemples are blamed for intentionally creating a virus which will destroy the Stream. As they attempt to flee the human scourge and their unjust persecution, their six-year-old daughter Cassie begins to show the first signs

of infection. Desperate to save her, one of them will attempt a treatment so radical, so unthinkable horrific, that it will render the Apocalypse itself inconsequential. A Dark and Sure Descent is a standalone novel in the world of GAMELAND, the epic cyberpunk series published in episode format from May through December 2012. The events in this current book take place twelve years before the series and set the stage for the island to become the abandoned wasteland it has become. Welcome to GAMELAND. Access Restricted. Books in the world of GAMELAND currently include the following titles: Golgotha - the short prequel to the GAMELAND series. S.W. Tanpepper's GAMELAND series - The epic series tells the story of a group of computer gamers and hackers who break into the Long Island live-action virtual reality gaming arcade in hopes of seeing some of the Undead. Breaking in was easy, but getting back out is a killer. Eight episodes include: Deep Into the Game FREE: <http://www.amazon.com/gp/product/B007Z4UP4A>

Failsafe FREE: <http://www.amazon.com/gp/product/B0087H2754>

Deadman's Switch Sunder the Hollow Ones Prometheus Wept Kingdome of Players Tag, You're Dead Jacker's Code Infected: Hacked Files from the GAMELAND Archive - Insights into the world for the avid GAMELAND fan. Velveteen - A terrifying twist on a classic children's tale as told by six-year-old Cassie Stemple. Signs of Life (Jessie's Game, Book 1) - The thrilling follow up to the series.

SUBSCRIBE to receive advance notice of new releases, special (and exclusive) pricing events and giveaways, signings and appearances: Tanpepper Tidings tinyletter.com/SWTanpepper (or visit the author's webpage at tanpepperwrites.com).

Deep Into the Game Lulu Press, Inc Venango County Pennsylvania Fishing & Floating Guide Book Over 1240 full 8 ½ x 11 sized pages of information with maps

and aerial photographs available. Fishing information is included for ALL of the county's public ponds and lakes, listing types of fish for each pond or lake, average sizes, and exact locations with GPS coordinates and directions. Also included is fishing information for most of the streams and rivers including access points and public areas with road contact and crossing points and also includes fish types and average sizes. Contains complete information on Alleghany River (F) Allender Run Bear Run # 1 Bear Run # 2 Beatty Run Benningshof Run Boughton Run Brannon Run Browns Run Bullion Run Burford Run Cherry Run Cherrytree Run Cornplanter Run Deckard Run Dennison Run East Sandy Creek (F) French Creek (F) Halls Run Hemlock Creek Horse Creek Jones Run Justus Lake Kahle Lake Kane Run Knights Run Korb Run Little Sandy Creek Little Scrubgrass Creek Little Sugar Creek Lower Twomile Run Lyons Run McCauley Run Mill Creek Norway Run Oil Creeks (F) Panther Run Patchel Run Pine Run Pithole Creeks (F) Porcupine Creek Prather Creek Read Run Reese Run Richey Creek Sage Run Sandy Creek South Branch Sandy Creeks (F) Schoolhouse Run Simonds Run Slate Run Stewart Run Sugar Creek (F) Sugar Creek East Branch (F) Sugar Creek West Branch Tarkiln Run Toy Run Twomile Run Twomile Run West Branch Warden Run Whann Run Wolf Branch Wolf Creeks Woodcock Run and Wykle Run (F) are floatable or canoeable rivers or streams) *Old School in a Modern Age: Turkey Hunting Tales from the Central Carolinas* Stackpole Books

Africa is Book 3 of 4 of THE FLENSÉ quadrilogy (this ebook contains the full-length novel, parts 7-9 of the serial)THE FLENSÉ

SERIES DESCRIPTIONHundreds die in a fiery train crash in northern China. A cargo ship smuggling refugees is lost to calm seas off the Libyan coast. Entire villages in Ghana are abandoned overnight. Contracted by an apocalypse prepper group to investigate a series of seemingly disconnected global tragedies, a young freelance medical reporter, Angelique de l'Enfantine, uncovers a disturbing pattern: each event is preceded by the sudden spread of a mysterious ailment and is followed by the appearance of a man dressed in black and silver who witnesses claim is the devil himself. Are the tragedies harbingers of an impending biblical catastrophe or practice runs of a fanatical organization bent on global annihilation? With each event more grisly than the last and the risk to her life growing, Angel must ask herself if her sponsors are using her to advance their own paranoid agenda. **THE FLENSE** consists of 4 full-length novels (12 novella-length serialized installments of 100 pages each) beginning Jul 2015 Sign up to be notified of new releases & exclusive giveaways, including advance access: <https://tinyletter.com/SWTanpepper> **BUNKER 12** (companion series to **THE FLENSE**)Requiring no more than the slightest skin-to-skin contact, the Flense spread across the globe with ruthless speed and stealth, decimating mankind before it was barely even aware of it. The infected were turned into soulless creatures, Wraiths, which wrought destruction upon anyone and anything in their path. Secure inside ten isolated bunkers are Humanity's tattered remains, each working tirelessly to unravel the mystery of the scourge. But the bunkers were never meant to protect forever. In fact, they were never meant to protect at all. **CONTAIN** (**BUNKER 12** series pilot): Three years. That's how long Finnian Bolles has been hiding inside the impregnable walls of the hydroelectric complex known as Bunker 8. Three years, with enough resources to last him and the other thirty survivors three more. But then a series of disturbing events

culminates in the sudden appearance of a stranger at their door. Before he too falls victim to the mysterious sickness known as the Flense, he warns them of a fate more horrific than the one they've been avoiding. But to prevent it, they must leave and seek a place many insist doesn't exist, a mythical twelfth bunker. From the creator of the highly acclaimed epic cyberpunk series **GAMELAND** **GAMELAND** **SERIES DESCRIPTION**Built in the middle of Long Island's abandoned industrial wasteland is a hundred-square-mile virtual reality arcade where the rich and privileged compete in a high-stakes game and the undead are their real-life avatars. There are only two ways to get into this horrifying yet wildly addictive game. The first is by paid invitation. The second is by volunteering to become an Undead Player. After finding themselves trapped inside a massive gaming arcade in the middle of Long Island's abandoned wasteland, a group of young computer hackers must figure out how to escape while staying out of the clutches of its undead inhabitants and their living controllers. **Episode One: Deep Into the Game** A reckless end-of-summer prank sends six hackers trespassing onto abandoned Long Island hoping for a glimpse of the victims of the decade-old outbreak. But if they find breaking was easy, they'll soon learn that getting back out is a killer. Get the first two **GAMELAND** books for free while you still can! Subscribe to get your own four-book **GAMELAND** starter library: <https://tinyletter.com/SWTanpepper> [Randleman Lake, Cape Fear River Basin](#) Createspace Independent Publishing Platform Five hackers. One game. Ten thousand Infected Undead. **EPISODE 2: Failsafe** Jessie and Kelly clash after one of their group gets stranded among the Infected Undead, forcing Kelly to make a rash decision which will ultimately deliver them into the hands of those who would turn them all into mindless players in The Game. Review "I enjoy the works of Mr. Tanpepper and this latest book -- **GAMELAND** -- continues the excellent tradition of books he is writing.... Zombies, government

conspiracy, Computer Game companies out for a profit, teenage friends all rolled into one great story." -- Michael N. Guerini (from GAMELAND Episodes 1-8) "I was not certain if I was going to take a gamble and commit to all 8 episodes...but the ending of this story has swayed me to saying YES. The ending was very intense and full of action. Once I started reading I raced thru this story in just two days." -- David Dalton (from GAMELAND Episode 1: Deep Into The Game) SERIES DESCRIPTION: In the center of Long Island's forbidden wasteland, overseen by a powerful corporation known as Arc Properties, is GAMELAND, a massive virtual reality arcade where the rich and privileged act out their brutal fantasies. Using cybernetic links and holographic setups, Operators pit their Undead Players against each other in a high stakes game of violence, money and power, while the poor are left to watch the horrifying and powerfully addictive contests on State-controlled media streams. Volunteering to become a Player is illegal, but the promise of fame and money can be a powerful lure, despite the ultimate sacrifice. Sometimes, the motivation is a lot simpler: revenge. First published monthly from May through December 2012 in digital format, all episodes and omnibus editions are now also available in print. In addition to individual episodes, multi-episode packages are available in electronic format. Full series completely revised and updated on February 7, 2013 Not recommended for readers under 15.