

Gameland Deep Into The Game S W Tanpeppers 1 Saul Tanpepper

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[S.W. Tanpepper's Gameland](#) Simon and Schuster

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.

Dead Reckoning Lulu Press, Inc

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

Pennsylvania Hiking Trails Createspace Independent Publishing Platform
Gameland Episodes 1-2CreateSpace

Gameland Omnibus Gameland Episodes 1-2

SERIES DESCRIPTION: Six young tech-savvy hackers and coders break into Long Island's Gameland, a once-militarized wasteland that has been abandoned to the Infected Undead for over a decade. Now reclaimed by a megalithic corporation with deep ties to the government, Gameland has been turned into live-action virtual reality survival gaming arcade. But while breaking into The Game is a lot easier than they could ever have imagined, breaking back out ends up being one hell of a killer. 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. The full series consists of 8 individual episodes published monthly from May 1-Dec 1, 2012. Episodes are available separately and in two-episode packages. A 'subscription' to all 8 episodes is available providing customers with the chance to save over 50% (package price increases monthly through December, so buy early to save more). Episode word/page counts; 3: ~52,000 words 4: ~44,000 words Not recommended for readers under the age of 16.

Incident on Ten-Right Road Riverdale Avenue Books LLC

There is no salvation in the Flense. CONDEMN (Book 2 of the BUNKER 12 series) Three years after the Flense decimates civilization, Finnian Bolles and a dozen survivors flee the security of Bunker Eight and the murderer it protects. Hoping for clues to the plague and a possible cure, they seek the mysterious Bunker Twelve. But when Finn splits away to search for his brother, the group becomes fractured and vulnerable. Soon, they'll discover that there are monsters far more terrifying in the barren wasteland than Wraiths. Now it's not just their lives on the line, it's their sanity and their souls. BUNKER 12 SERIES DESCRIPTION Requiring no more than the slightest skin-to-skin contact, the Flense spreads with ruthless speed and stealth, decimating mankind before it's even aware of it. The infected are turned into soulless creatures, Wraiths, which wreak 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 is the first book in this new thriller cyberpunk series. CONDEMN is book 2. Future installments scheduled for May '16 and Nov '16 Sign up to be notified of new releases & exclusive giveaways, as well as a complimentary 4-book starter library: <https://tinyletter.com/SWTanpepper> THE FLENSER SERIES DESCRIPTION (BUNKER 12 companion series) Hundreds die in a fiery train crash in northern China. A cargo ship smuggling refugees is lost to calm seas off Libya. Entire villages in Ghana are abandoned overnight. Contracted by a prepper group to investigate a series of seemingly disconnected global tragedies, a young freelance reporter, Angelique d'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. Each event is more grisly than the last. As the risk to her life grows, Angel begins to doubt that the tragedies are harbingers of an impending biblical catastrophe, but rather practice runs conducted by a fanatical organization bent on global annihilation. Could her sponsors be using her to advance their own paranoid agenda? THE FLENSER consists of 12 installments scheduled for release beginning Jul '15 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-

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LR-1137-B03, Meadville to Titusville Stackpole Books

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.

[Pennsylvania Game News](#) The Countryman Press

The thrilling conclusion to the GAMELAND saga. As network outages begin to spread on the mainland, Jessie Daniels, the only person known to be immune to the Reanimation virus, is ruthlessly hunted down inside Arc Property 's virtual gaming arcade on Long Island. After her are a half dozen Live Players and an untold number of dead ones. As the world descends into chaos, she begins to unravel the secrets of the people who created the technology, including one which promises to destroy them all. Jessie 's Game (Book 2): Dead Reckoning is a 127,000 word novel from the world of GAMELAND. It follows Season One. For ages 16 and older. What is S.W. Tanpepper 's GAMELAND The highly-rated epic cyberpunk series was first released in monthly episodes between May and December 2012. It follows the exploits of six young adults as they break into the Long Island arcade hoping for a rare glimpse of the undead survivors of a decades ' old outbreak. But while breaking in was easy, getting back out is a killer. 6 Hackers, 1 Game... 10,000 Undead. Everyone loves Survivalist, a live-action, virtual reality show based on Arc Entertainment's The Game, where cybernetically controlled zombies do battle in a video arcade in the middle of a Long Island wasteland. It's to die for. If you're rich enough, you can buy your way in. 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. NOW READ THE FIRST TWO GAMELAND BOOKS FOR FREE! Book 1 Deep Into the Game Book 2 Failsafe Or get the 1+2 package Want more GAMELAND? For insight into the series and how it all started, check out the short prequel Golgotha (also available in the short story collection Shorting the Undead and Other Horrors). Velveteen. The story of Cassie, a 6-y/o female zombie trapped in a bathroom... until Jessie releases her twelve years later. A terrifying twist on a classic children's tale. 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. A Dark and Sure Descent. The story of the Long Island outbreak (recommended after Jessie 's Game: Signs of Life (book 1) SUBSCRIBE to Tanpepper Tidings for advance notice of: New releases, special (and exclusive) pricing events, contests and giveaways, signings and appearances tinyletter.com/SWTanpepper Search Terms: undead, paranormal, medical thriller, computer games, technology, long island, biopunk, cyberpunk, zombie, horror, suspense, urban thriller, dystopian, post-apocalyptic Who's in the Game? Createspace Independent Publishing Platform 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, ” Silvius 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.

Haunted Hills and Hollows: What Lurks in Greene County, Pennsylvania Visionary Living, Inc.

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.

Flyfisher's Guide to Pennsylvania Terry Beeson

The complete reference to recommended trails in the state. The best of each region from Keystone Trails Association members. Descriptions of hundreds of trails plus a chapter on state's nine long-distance trails.

Pittman-Robertson Quarterly Bell Bridge Books

SERIES DESCRIPTION: In the center of Long Island's wasteland, overseen by a powerful corporation known as Arc Properties, is GAMELAND, a virtual reality arcade where the privileged play a high-stakes game using zombies as avatars. For the poor, the action televised on state-controlled Media is horrifying, yet powerfully addictive. On a whim, six computer hackers decide to sneak onto the island, hoping to catch a glimpse of the uncontrolled Infecteds, victims of an outbreak that took place there a decade earlier. But while breaking in is a lot easier than any of them could have ever imagined, getting back out is a killer. EPISODE 1: Deep Into the Game Zpocalypto 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 again? EPISODE 6: Kingdom of Players Armed with a potential antiserum to the reanimation virus, Jessica races back to Gameland to save her infected friend. Waylaid along the way, she must fight for her life to save another. Will she make it back in time? Or will her friend die and return as one of the Undead? EPISODE 7: Tag, You're Dead Torn between rescuing Ashley from the homicidal Ben and staying with Jake, who's been infected, Jessie, Kelly and Reggie must carefully plan their next move. But Reggie falls ill and the Undead break into their stronghold. Soon they're fighting for their lives in a battle that will lead all of the group to their darkest hour. EPISODE 8: Jacker's Code The shocking conclusion to the high-tech horror thriller, GAMELAND. Determined to do whatever is necessary to get home, Jessie and the others must face some of the most difficult decisions of their lives. But the world is a very different place from the one they left behind. Some monsters don't live behind walls. First published May through Dec 2012 in digital format, all episodes & omnibus editions are now also available in print. Two-episode packages also available in digital format. Full series revised & updated 2/7/13 For readers age 15+

China 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: FailsafeJessie 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 SwitchUnable to escape from Long Island because of the failsafe device implanted

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Gameland Episodes 1-2 Recreational Guides

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 Bennisshof 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)

Incessant CreateSpace

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.

In The Alaska-Yukon Gamelands McFarland

Africa is Book 3 of 4 of THE FLENSE quadrilogy (this ebook contains the full-length novel, parts 7-9 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, Angélique 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:

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US-1 from Sandhill Road (SR-1971) to North of Fox Road (SR 1606), Richmond County Createspace Independent Publishing Platform

With Explorer ’ s Guides, expert authors and helpful icons make it easy to locate places of extra value, family-friendly activities, and excellent restaurants and lodgings. Regional and city maps help you get around and What ’ s Where provides a quick reference on everything from tourist attractions to off-the-beaten-track sites. From America ’ s most popular national parks to the sands of the Outer Banks to the cool peaks of the tallest mountains in the East, writer/photographer Jim Hargan covers everything worth seeing and doing in his home state. Explore wilderness areas on bicycle or by kayak, visit sleepy hamlets or lively downtowns, enjoy fine dining or country cooking on your quest for the authentic Tarheel experience.

Africa Brinestone Press

Ghosts & Hauntings Occult & Paranormal Supernatural

Lulu.com

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.

North Carolina Wildlife Laws AuthorHouse

Some board games--like Candy Land, Chutes & Ladders, Clue, Guess Who, The Game of Life, Monopoly, Operation and Payday--have popularity spanning generations. But over time, updates to games have created significantly different messages about personal identity and evolving social values. Games offer representations of gender, sexuality, race, ethnicity, religion, age, ability and social class that reflect the status quo and respond to social change. Using popular mass-market games, this rhetorical assessment explores board design, game implements (tokens, markers, 3-D elements) and playing instructions. This book argues the existence of board games as markers of an ever-changing sociocultural framework, exploring the nature of play and how games embody and extend societal themes and values. A Dark and Sure Descent Stackpole Books

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 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, Angélique 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>