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# Gameland Deep Into The Game S W Tanpeppers 1 Saul Tanpepper

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*Randleman Lake, Cape Fear River Basin*

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.

### **Trusting Will** Stackpole Books

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.

[Flyfisher's Guide to Pennsylvania](#) Brinestone Press

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.

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## Gameland Episodes 1-2

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.

## Pittman-Robertson Quarterly Simon and Schuster

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.

## Incessant AuthorHouse

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

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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 unthinkably 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

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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](http://tinyletter.com/SWTanpepper) (or visit the author's webpage at [tanpepperwrites.com](http://tanpepperwrites.com)).

### In The Alaska-Yukon Gamelands Terry Beeson

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.

Failsafe Createspace Independent

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## Publishing Platform

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.

Dragonflies on My Rod Tip Wilderness Adventures Press

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

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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 GAMESLAND GAMESLAND 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

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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>

[//tinyletter.com/SWTanpepper](https://tinyletter.com/SWTanpepper)  
Pittman-Robertson Quarterly  
CreateSpace

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



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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 FLENSE 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 prep 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

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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-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

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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.

### S.W. Tanpepper's Gameland

Createspace Independent Publishing Platform

Most fishing guides to Pennsylvania are becoming outdated, which is why Wilderness Adventures Press is introducing the all-new, 8.5x11-inch full-color, map-heavy Flyfisher's Guide to Pennsylvania by noted author Tom Gilmore. This is a completely new from-scratch edition that includes large, full-color maps with GPS coordinates for

access points, stunning full-color photos and comprehensive hatch charts laid-out in an easy-to-process format. Each stream was put to a rigorous test ranking them of five criteria: public access, ability to hold trout year-round, fishable population of wild trout, scenic beauty and overall fishing experience. Only the best made the book. The book details 160 trout streams and provides detailed driving directions to over 400 public access points. Under the sections "What the Experts Say" the author shares insights gleaned from interviews of over two dozen guides and experienced fly anglers. It

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includes exhaustive coverage of the Delaware River and its branches, the Lehigh, the Little Lehigh, French Creek, the Lackawaxen, the Lackawanna, Spring Creek, Penns Creek, the Allegheny, the Loyalsock, the Youghiogheny, Big Spring Creek, Yellow Breeches Creek, Letort Spring Run, Falling Springs, Brodhead Creek and dozens more, both large and small. Anglers are virtually guaranteed to learn something new about flyfishing in Pennsylvania in this fantastic new guidebook.

Deep Into the Game McFarland  
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

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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.

Incident on Ten-Right Road  
Riverdale Avenue Books LLC  
It's been years, since radical lesbian

Jax Madigan had much contact with her conservative family. Her independence long ago ruled out peaceful co-existence with her relatives. Her only steady contact with her past is with her brother, Danny, who keeps in touch, despite his objection to her "lifestyle choices." But when Danny meets and brings home the woman of his dreams, Jax finds herself once more drawn into a family dynamic that is both rewarding and punishing, and even after all these years, intimately familiar. Danny's girl, Jenn, is beautiful, poised, articulate, and eager to spend time with the black sheep of the family. And it only

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takes a few visits to reveal she's as attracted to both Jax and Danny, as they are to her. Bait explores the limits of love and loyalty, sibling rivalry and tempting taboo. In a volatile mix of wit and wantonness, brother and sister, parents and children, in-laws and outlaws, must all decide how far they will go, to save someone's soul.

Old School in a Modern Age: Turkey Hunting Tales from the Central Carolinas  
Recreational Guides

Entire series fully edited, revised and updated on 7 February 2013  
SERIES 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

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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

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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.

**Explorer's Guide North Carolina (Explorer's Complete)** Bell Bridge Books

**fense** /flens/ (v) to slice or strip away the skin and fat from a carcass. (n) a highly contagious disease capable of stripping away an individual's life essence.

**THE FLENSE 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



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appearance of a man dressed in black and silver who witnesses claim is the devil himself. With each event more grisly than the last, and the risk to her life growing, Angel begins to doubt that the tragedies are harbingers of an impending biblical catastrophe, but rather practice runs of 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 Sign up to be notified of new releases & exclusive giveaways, including advance access:

<https://tinyletter.com/SWTanpepper>  
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. 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

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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 the new thriller cyberpunk series BUNKER 12. Future installments scheduled for Nov '15, May '16, and Nov '16 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!

**Dead Reckoning Stackpole Books**  
The cold, clear creeks of the Southeast offer some of the best isolated flyfishing opportunities and unheralded big fish in the country.

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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

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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 Lulu Press, Inc

Ghosts & Hauntings Occult & Paranormal Supernatural

US-1 from Sandhill Road (SR-1971) to North of Fox Road (SR 1606), Richmond County LexisNexis

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

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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.

Bait - A Novel Visionary Living, Inc.  
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

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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

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electronic format. Full series completely revised and updated on February 7, 2013 Not recommended for readers under 15.

Pennsylvania Hiking Trails Brinestone Press

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

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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. *Velveteen*. 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.



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