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# Zombie Ohio Scott Kenemore

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**House of the Rising Sun**  
Skyhorse Publishing  
Inc.  
Experience the zombie  
apocalypse with this  
illustrated survivor's  
journal full of  
chilling tales of  
terror. The year is

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2012, and what starts as a pervasive and inexplicable illness ends up as a zombie infestation that devastates the world's population. Taking the form of a biologist's illustrated journal found in the aftermath of the attack, this pulse-pounding, suspenseful tale of zombie apocalypse follows the narrator as he flees from city to countryside and heads north to Canada, where he hopes the undead will be slowed by the colder climate. Encountering scattered humans and scores of the infected along the way, he fills his notebook with graphic drawings of the zombies and careful observations of their behavior, along with terrifying tales of survival that will keep readers on the

edge of their seats right up to the very end. Praise for *Zombies* "Influenced by Richard Matheson's *I Am Legend*, *Zombies* is a genuinely chilling and logical look at a zombie invasion. The matter-of-fact descriptions of the symptoms and effects, coupled with the detailed drawings of both victims and scenarios make it a creepy read . . . . A tremendous addition to any zombie book collection."

—Sfcrowsnest  
**The Art of Eating Through the  
Zombie Apocalypse** Simon and  
Schuster

A lone survivor in a zombie-infested world, Jonah Caine wandered for months, struggling to understand the apocalypse in which he lives. Unable to find a moral or sane reason for the horror that surrounds him, he is overwhelmed by violence and insignificance. Then Jonah comes

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across a group of survivors living in a museum-turned-compound. They are led by Jack, an ever-practical and efficient military man; and Milton, a mysterious prophet who holds a strange power over the dead. Both share Jonah's anguish over the brutality of their world as well as his hope for its beauty. Together with others, they build a community that reestablishes an island of order and humanity surrounded by relentless ghouls. But this newfound peace is short-lived, as Jonah and his band of refugees clash with another group of survivors who remind them that the undead are not the only—nor the most grotesque—horrors they must face.

**The Dragons of Spratt,**  
**Ohio Quirk Books**  
Offers tips for dealing with the boredom and repetition of working a 9-to-5 job with advice for learning how to stand out from the crowd and advance in one's career, including time management, taking initiative, and tapping into hidden talents.

**Original.**

**Zombie, Indiana Skyhorse Publishing Inc.**

After dying in a car accident during a zombie outbreak causes him to become one of the walking dead, college professor Peter Mellor finds his friends don't want to associate with him anymore, he has to avoid being killed at every turn and he has an insatiable hunger for human brains. By the author of *The Zen of Zombie*. **Original.**

**Handling the Undead** Simon and Schuster

TESTIFICATE MAN FACES HIS GREATEST CHALLENGE YET!!!!It's just another day around the village for Testificate Man, when suddenly a group of flying, black-robed wizards appear from out of the skies! They inform the villagers that they are Mods. . . and they've come to deliver some rather bad news. The server just isn't interesting anymore, and

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nobody seems to want to drop by. Because of this, they plan to reboot it entirely-turning the village into a circus, and all the villagers into clowns!

Testificate Man likes being himself (and plus, he thinks clowns are scary), so he knows he can't let this happen.

Through dumb luck and cunning (but mostly dumb luck), Testificate Man convinces the Mods to give him and the other villagers thirty days to make their server more interesting. With the clock ticking-and no good ideas about how to actually become more interesting-

Testificate Man hears about a special, magical item that's so interesting it's The Most Interesting Thing in the Overworld. And conveniently, the village librarian seems to have a map showing precisely where it is! Find out what happens next when Testificate Man embarks upon this epic quest to make his server-and perhaps even himself-more interesting!

**Zombie-in-chief** New

Directions Publishing  
In *The Lone Surfer of Montana, Kansas*, Davy Rothbart's stories grow out of road trips and small towns and are populated by questionable heroes and gold-hearted thugs. Full of loneliness and hope, heartbreak and humor, Rothbart's tales blaze their way from midwestern farm fields to state prisons and border-town brothels. Much like the lost, tossed, and forgotten items Rothbart collected in his acclaimed book, *Found*, the stories in *The Lone Surfer of Montana, Kansas* capture the oddity, poetry, and dignity of everyday life.

*The Art of Zombie Warfare*

Simon and Schuster

The explosive horror of an undead outbreak hits Indianapolis in this grisly supernatural thriller from “the most original voice in zombie lit today” (Matt Mogk, President, Zombie Research Society). Brain-craving monsters continue their

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spread across the Midwest in this third book of Scott Kenemore's *Zombie* series. *Zombie, Indiana* takes place during the same timeline as the outbreaks in his books *Zombie, Ohio* and *Zombie, Illinois*, and has the same punch as the previous two. *Zombie, Indiana* explores the impact of an invading zombie horde on a trio of Hoosier protagonists . . . each of whom have some dark secrets to keep. When the governor's daughter mysteriously disappears on a field trip, IMPD Special Sergeant James Nolan, scholarship student Kesha Washington, and Governor Hank Burleson must all come together not only to find the governor's daughter, but also to undertake a quest to redeem the very soul of the state itself . . . all while under constant attack from the living dead. With humorous, memorable characters, tense action sequences, and brutal zombie violence, *Zombie, Indiana* will put readers in mind of some of the most

compelling works of popular fiction. At once a mystery, a thriller, and a horror novel, Kenemore strikes again with this rollicking romp through America's heartland that—for zombie fiction fans—is nothing but “a tour de brains! . . . I mean force” (Scott Carney, *New York Times*–bestselling author). Praise for Scott Kenemore “What Carl Hiaasen did for the mystery genre, Scott Kenemore is doing for zombies. He's that good.” —Joe McKinney, *Bram Stoker Award*-winning author

[Zombies: A Record of the Year of Infection Chronicle Books](#)

Bright Star Ranch led him to her--but will he stay? Josh Lake is forced to head home for the holidays after he's suspended from his job in the city, but running into Paisley Sheridan could be exactly what he needed. Not only does she board him at her ranch in exchange for his advertising expertise, but spending the Christmas season with her in Big Sky,

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Montana, brings more joy than he's felt in a long while. Is he willing to give up the lavish lifestyle he's worked for in exchange for the gift of love? The last thing Paisley wants for Christmas is to spend time with Josh Lake--the guy who broke her heart in high school--but until her bank loan goes through, she has to take all the free help she can get.

Unfortunately, Josh seems to want back in her life again, and the town's quirky coffee shop owners don't help by hanging mistletoe at every opportunity. Will Paisley succeed in driving him away, or will she find the healing needed to have hope for a future together?

**William Shakespeare's Star Wars** Pinnacle Books  
Seventh-grader John Salt, a budding animal behaviorist, and his best friend's sister become unlikely allies in an attempt to protect a pack of dragons from an unscrupulous

cosmetics researcher.

**Zombie, Ohio** Start Publishing LLC  
And The Dead Shall Rise. . . Two hellish years.

That's how long it's been since the hurricanes flooded the Gulf Coast, and the dead rose up from the ruins. The cities were quarantined; the infected, contained. Any unlucky survivors were left to fend for themselves. A feast for the dead. And The Living Shall Gather. . . One boatload of refugees manages to make it out alive--but one passenger carries the virus. Within weeks, the zombie epidemic spreads across the globe. Now, retired U.S. Marshal Ed Moore must lead a group of strangers to safety, searching for sanctuary

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from the dead. A last chance for the living. Let The Battle Begin. In the North Dakota Grasslands, bands of survivors converge upon a single outpost. Run by a self-appointed preacher of fierce conviction--and frightening beliefs--it may be humanity's only hope. But Ed Moore and the others refuse to enter a suicide pact. They'd rather stand and fight in the final battle against the zombies. An apocalypse of the dead. "One of those rare books that starts fast and never ever lets up. . . a rollercoaster ride of action, violence and zombie horror." --Bram Stoker Award-winning author Jonathan Maberry on Dead City "Gritty suspense. . . You're gonna like this guy." --Tom

Monteleone "A rising star on the horror scene."--Fearnnet.com  
**Bacca and the Riddle of the Diamond Dragon**  
Crooked Lane Books  
Zombie, OhioSkyhorse Publishing Inc.  
Z.E.O. Simon and Schuster  
From the author of the national bestseller My Soul to Keep comes a riveting new novel of supernatural suspense -- a gripping tale that brilliantly showcases a writer at the pinnacle of her astounding storytelling abilities. Jessica Jacobs-Wolde has somehow survived the worst that any mother or wife could ever endure: the deaths of her husband and first daughter. But now, four years later, not only is the nightmare continuing -- it may have only just begun. Jessica has discovered the terrifying truth behind the

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legacy that her husband left to their second daughter, Fana...a legacy preordained a thousand years before her time and drenched in the powerful lifeblood that now courses through her veins. As young Fana begins to display unearthly abilities that are quickly spiraling out of control, she becomes the target of those who will stop at nothing to exploit her power -- and the unwitting touchstone in an ancient supernatural battle whose outcome may decide the fate of all humanity.

Zombie, Ohio Skyhorse Publishing Inc.

JeromeASF, the YouTube sensation, debuts his Bacca character on the printed page with this action-packed Minecraft adventure for all ages. Bacca has it all. The most celebrated (and furry) star in the Overworld, he's the person others look to for help building their dungeons, mazes, and castles. He has a

girlfriend, LadyBacc, and his most prized possession of all? a diamond axe called Betty. One day, Bacca is approached by a mysterious dragon . . . made entirely of diamonds! The dragon is from a new biome? a secret land few have ever seen? where a special object has been stolen. A seemingly impossible set of riddles and challenges stands in the way of getting it back, but if Bacca can help, the dragon promises he'll receive a new weapon even better than Betty. Is he willing to risk everything and push his crafting skills to their very limits? As his millions of YouTube fans already know . . . of course he is! He's Bacca! Perfect for Minecraft fans of all ages, Bacca and the Riddle of the Diamond Dragon showcases the YouTube Minecraft star that fans around the world have come to love: funny, creative, and just a little bit crazy! Sky Pony Press, with our Good Books, Racehorse and Arcade imprints, is proud to publish a broad range of



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books for young readers? picture books for small children, chapter books, books for middle grade readers, and novels for young adults. Our list includes bestsellers for children who love to play Minecraft; stories told with LEGO bricks; books that teach lessons about tolerance, patience, and the environment, and much more. In particular, this adventure series is created especially for readers who love the fight of good vs. evil, magical academies like Hogwarts in the Harry Potter saga, and games like Minecraft, Terraria, and Pokemon GO. While not every title we publish becomes a New York Times bestseller or a national bestseller, we are committed to books on subjects that are sometimes overlooked and to authors whose work might not otherwise find a home.

*The Ultimate Book of  
Zombie Warfare and  
Survival* Simon and  
Schuster

The Gory Guide to the Walking Dead While most people know what zombies look like, do they actually know how they act? What they do during their spare time? What their work ethic is? Probably not. Enter *The Ultimate Book of Zombie Warfare and Survival*. From bestselling zombie author Scott Kenemore, learn all the tricks to the living dead trade. Whether you're fighting the zombies or are a zombie yourself, this collection is all that you need to survive on your own. Included in this book are excerpts and illustrations from such helpful handbooks as: *The Code of the Zombie Pirate*, *The Art of Zombie Warfare*, *Z.E.O.*, *The Zen of Zombie*, *Zombies vs.*

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NazisThe Ultimate Book of imprints, is proud to  
Zombie Warfare and  
Survival is a one-stop  
shop for everything  
you've ever wanted to  
know about the world of  
zombies. Whether you're  
the undead seeking to  
make it in the business  
industry, fine-tune your  
martial arts, master your  
swashbuckling, or move  
on up the corporate  
ladder, this compendium  
is just for you. With gory  
full-color illustrations and  
insightful knowledge from  
the man who knows  
zombies better than they  
know themselves, The  
Ultimate Book of Zombie  
Warfare and Survival will  
scare, teach, and prepare  
you for everything you've  
ever needed to know  
about zombies. Skyhorse  
Publishing, under our  
Night Shade and Talos

publish a broad range of  
titles for readers  
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travel, hard SF, alien  
invasion, near-future  
dystopia), fantasy  
(grimdark, sword and  
sorcery, contemporary  
urban fantasy,  
steampunk, alternative  
history), and horror  
(zombies, vampires, and  
the occult and  
supernatural), and much  
more. While not every title  
we publish becomes a  
New York Times  
bestseller, a national  
bestseller, or a Hugo or  
Nebula award-winner, we  
are committed to  
publishing quality books  
from a diverse group of  
authors.

*The Zen of Zombie*  
Hachette UK

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This fun card set provides a whole new way to enjoy learning the lessons of Scott Kenemore's bestselling *The Zen of Zombie*. Each card features ghoulish graphics and morbidly humorous tips on better living through the undead. It turns out that zombies can teach us a lot about enjoying life. And with this handy set of cards, you can learn all of their secrets to happiness: - Slow down and move at your own pace - Succeed with strength in numbers - Reject stereotypes - Become your own boss - Let go of material possessions - And just devour those irritating people who get in your way

With this deck of fifty cards, you can now take undead wisdom with you

in your bag, in your car, and everywhere you go! It also makes a great gift for all the zombie-enthusiasts among your friends. Zombies aren't afraid of life, so why should you be? Start living the undead way, with the help of *The Zen of Zombie: The Card Set!*

*Zombie, Ohio* Panini Books Welcome to the hotel where nobody checks out. When a desk clerk welcomes a group of tourists into his mysterious and crumbling hotel, the last thing he expects is that a lone girl on his tour may hold the power to unravel the hidden mystery that has lain for untold centuries within the structure's walls. The *Grand Hotel* is a horror novel by esteemed bestselling author Scott Kenemore (*Zombie, Ohio*) that takes the reader on a

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thrilling ride through an interconnected series of stories narrated by the desk clerk and the residents of the hotel itself. And while it is not known whether or not the desk clerk is actually the devil incarnate, it is strange that so many visitors who come for a tour of the hotel have a way of never leaving. As the narrator takes you deeper and deeper into the heart of the hotel, secrets that have been hiding for aeons begin to show themselves. Although he is quite prepared for this experience, there is some question as to whether or not the rest of the world shares this readiness. Kenemore's incredible style and originality carry *The Grand Hotel* to places most people only see in their nightmares. And while we don't know all of the secrets that lie within the Grand

*Hotel*, we know that the person who does hold that knowledge puts fear into the narrator himself—a thought that ought to terrify everyone. Skyhorse Publishing, under our Night Shade and Talos imprints, is proud to publish a broad range of titles for readers interested in science fiction (space opera, time travel, hard SF, alien invasion, near-future dystopia), fantasy (grimdark, sword and sorcery, contemporary urban fantasy, steampunk, alternative history), and horror (zombies, vampires, and the occult and supernatural), and much more. While not every title we publish becomes a New York Times bestseller, a national bestseller, or a Hugo or Nebula award-winner, we are committed to publishing quality books from a diverse group of authors.

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## **Apocalypse of the Dead**

Simon and Schuster

A terrifying new gothic horror novel about two sisters and a haunted house that never sleeps, perfect for fans of Shirley Jackson's *We Have Always Lived in the Castle*. They say there's a door in Wakefield that never opens... Sam Wakefield's ancestral home, a decaying mansion built on the edge of a swamp, isn't a place for children. Its labyrinthine halls, built by her mad ancestors, are filled with echoes of the past: ghosts and memories knotted together as one. In the presence of phantoms, it's all Sam can do to disentangle past from present in her daily life. But when her pregnant

sister Elizabeth moves in after a fight with her husband, something in the house shifts. Already navigating her tumultuous relationship with Elizabeth, Sam is even more unsettled by the appearance of a new ghost: a faceless boy who commits disturbing acts--threatening animals, terrorizing other children, and following Sam into the depths of the house wielding a knife. When it becomes clear the boy is connected to a locked, forgotten room, one which is never entered, Sam realizes this ghost is not like the others. This boy brings doom... As Elizabeth's due date approaches, Sam must unravel the mysteries of Wakefield before her sister brings new life into

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a house marked by death. But as the faceless boy grows stronger, Sam will learn that some doors should stay closed--and some secrets are safer locked away forever.

### **Night of the Living Dead**

Skyhorse Publishing Inc.

“Raises the bar for zombie fiction, combining the standard blood and gore of zombie battles with shady politics to tell a story of human resilience.” —Library Journal The sequel to the bestselling *Zombie, Ohio*, this explosive supernatural thriller from Scott

Kenemore tells the story of three Chicagoans who have been thrown together by a bizarre, interconnected series of events during the first twenty-four hours of a zombie outbreak in the Midwest’s largest city. A partnership is crafted between a pastor from

Chicago’s rough South Side, an intrepid newspaper reporter, and a young female musician, all of whom are fighting for survival as they struggle to protect themselves and their communities in a city overrun with the walking dead. Between the barricaded neighborhoods and violent zombie hunters, the trio encounters many mysterious occurrences that leave them shaken and disturbed. When the mayor of Chicago is eaten by zombies on live television, and a group of shady aldermen attempt to seize power in the vacuum, these unlikely friends realize that they have stumbled upon a conspiracy to overthrow the city . . . and that they alone may be qualified to combine their talents to stop it. *Zombie, Illinois* will delight devoted zombie fans and put readers in mind of some

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of the best recent works of supernatural horror. You will be left shocked, horrified, and craving brains! This novel will grab you from the first page and not let go until the riveting finale. “What Carl Hiaasen did for the mystery genre, Scott Kenemore is doing for zombies. He’s that good.” —Joe McKinney, Bram Stoker Award-winning author “[A] wickedly satirical page-turner.” —Publishers Weekly

*The Grand Hotel* Simon and Schuster

Both a frightening apocalyptic story set in the southern United States and a character-focused, deeply moving literary thriller. What would happen if technology all over the world suddenly stopped working? When a strange new star appears in the sky, human life instantly grinds to a halt. Across the world, anything and

everything electronic stops working completely. At first, the event seems like a bizarre miracle to Seth Black—it interrupts his suicide attempt and erases gambling debt that threatened to destroy his family. But when Seth and his wife, Natalie, realize the electricity isn't coming back on, that their the food supplies won't last, they begin to wonder how they and their two sons will survive. Meanwhile, screenwriter Thomas Phillips—an old friend of Natalie’s—has just picked up Skylar Stover, star of his new movie, at the airport when his phone goes dead and planes begin to fall from the sky. Thomas has just completed a script about a similar electromagnetic event that ended the world. Now, he's one of the few who recognizes what's happening and where it will

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lead. When Thomas and Skylar decide to rescue Natalie and Seth, the unwilling group must attempt to survive together as the world falls apart.

They try to hide in Thomas's home and avoid desperate neighbors, but fear they'll soon be roaming the streets with starving refugees and angry vigilantes intent on forming new governments. It's all they can do to hold on to each other and their humanity. Yet all the while, unbeknownst to them, Aiden Christopher—a bitter and malignant man leveraging a crumbling society to live out his darkest, most amoral fantasies—is fighting to survive as well. And he's on a collision course with Thomas, Skylar, and the Black family . . .

*Dying to Live* Skyhorse Publishing Inc.

Reveals the secrets to of zombie military leaders, with

advice on raising an army through Voodoo, fighting without weapons, communicating without language, and walking directly toward the enemy.