

Zombie Winter

Blake Duchamp... He's all that Winter Adams can think of. Ever since their fateful meeting at Pilgrim's Lament. Ever since he looked at her with those emerald eyes. Ever since he saved her life. But Blake isn't all that he seems. There is a strangeness about him, something dark and otherworldly. Something dangerous. In his attic is a secret he would kill to defend, but Winter seems to have a special ability to make him forget his duty. And he is her only protection against the gathering darkness. The only problem is, to protect Winter, Blake must risk exposing her to an even greater danger. Himself.

Which is worse, a long, cold winter, or a town of zombies?

Three boys discover something terrifying in their school basement. Zombies!

Machinery Technician Third Class Eric Hagen of the U.S. Coast Guard abandons his post out of Jacksonville, Florida, after his whole world is transformed. The streets are teeming with crazed people, possessed by an insatiable appetite for human flesh. He soon learns that these manic people are not what they appear—they are undead. Traveling north in a post-apocalyptic world, Eric leads a team of four to Baltimore, Maryland, in search of his family, and in the process forms a family of his own. The cold winter months provide some relief from the undead, but Eric soon realizes that dangers from within his newly-formed family are just as deadly as the perils outside.

In the early days of the Civil War, rumors of gold in the frozen Klondike brought hordes of newcomers to the Pacific Northwest. Anxious to compete, Russian prospectors commissioned inventor Leviticus Blue to create a great machine that could mine through Alaska's ice. Thus was Dr. Blue's Incredible Bone-Shaking Drill Engine born. But on its first test run the Boneshaker went terribly awry, destroying several blocks of downtown Seattle and unearthing a subterranean vein of blight gas that turned anyone who breathed it into the living dead. Now it is sixteen years later, and a wall has been built to enclose the devastated and toxic city. Just beyond it lives Blue's widow, Briar Wilkes. Life is hard with a ruined reputation and a teenaged boy to support, but she and Ezekiel are managing. Until Ezekiel undertakes a secret crusade to rewrite history. His quest will take him under the wall and into a city teeming with ravenous undead, air pirates, criminal overlords, and heavily armed refugees. And only Briar can bring him out alive. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

Kane can survive a long, cold winter, but he is not certain he can survive zombies.

When Peter puts the lake-bound sanctuary of Wranglestone in danger by allowing a stranger to come ashore, he's forced to leave and help rancher Cooper herd the dead from their shores. But as love blossoms between the pair, a dark discovery reveals the sanctuary's secret past. Filled with zombies, werewolves, ghosts, and spooky happenings, presents eight stories to frighten and entertain.

A brand-new illustrated edition of the bestselling adventure novel by author Winter Morgan with 75 full-color illustrations. Perfect for every boy and girl who loves Minecraft! Steve lives on a wheat farm. He has everything he needs to live in the Minecraft world: a bed, a house, and food. Steve likes to spend his mornings in the NPC village and trade his wheat for emeralds, armor, books, swords, and food. One morning, he finds that Zombies have attacked the villagers. The Zombies have also turned the village blacksmith into a Zombie, leaving Steve without a place to get swords. To protect himself and the few villagers that remain, Steve goes on a quest to mine for forty diamonds, which are the most powerful mineral in the Overworld. He wants to craft these diamonds into a diamond sword to shield him and the villagers from the Zombies. Far from his home, with night about to set in, Steve fears for his life.

Nighttime is when users are most vulnerable in Minecraft. As he looks for shelter in a temple, he meets a trio of treasure hunters, Max, Lucy, and Henry, who are trying to unearth the treasure under the temple. Steve tells them of his master plan to mine for the most powerful mineral in the Overworld—the diamond. The treasure hunters are eager to join him. Facing treacherous mining conditions, a thunderstorm, and attacks from hostile mobs, these four friends' question if it's better to be a single player than a multiplayer, as they try to watch out for each other and chase Steve's dream at the same time. Will Steve find the diamonds? Will his friends help or hinder the search? Should he trust his new treasure hunter friends? And will Steve get back in time to save the villagers?

2021 winner of the Philip K. Dick Award for A 2020 The Rumpus Book Club Selection
"Blends a rural thriller and speculative realism into what could be called dystopian noir.... Profoundly moving."—Library Journal, starred review
In an endless winter, she carries seeds of hope Wylodine comes from a world of paranoia and poverty—her family grows marijuana illegally, and life has always been a battle. Now she's been left behind to tend the crop alone. Then spring doesn't return for the second year in a row, bringing unprecedented, extreme winter. With grow lights stashed in her truck and a pouch of precious seeds, she begins a journey, determined to start over away from Appalachian Ohio. But the icy roads and strangers hidden in the hills are treacherous. After a harrowing encounter with a violent cult, Wil and her small group of exiles become a target for the cult's volatile leader. Because she has the most valuable skill in the climate chaos: she can make things grow. Urgent and poignant, *Road Out of Winter* is a glimpse of an all-too-possible near future, with a chosen family forged in the face of dystopian collapse. Both gripping and lyrical, Stine's vision is of a changing world where an unexpected hero searches for where hope might take root. "Richly imagined, deeply moving and unthinkably offers hope in a world that uncannily resembles ours.... Gloriously well-written." —Ms. Magazine

A propulsive and chillingly prescient novel of suspense and terror from the Bram Stoker award-winning author of *The Cabin at the End of the World* and *A Head Full of Ghosts*. "Absolutely riveting." — Stephen King
In a matter of weeks, Massachusetts has been overrun by an insidious rabies-like virus that is spread by saliva. But unlike rabies, the disease has a terrifyingly short incubation period of an hour or less. Those infected quickly lose their minds and are driven to bite and infect as many others as they can before they inevitably succumb. Hospitals are inundated with the sick and dying, and hysteria has taken hold. To try to limit its spread, the commonwealth is under quarantine and curfew. But society is breaking down and the government's emergency protocols are faltering. Dr. Ramola "Rams" Sherman, a soft-spoken pediatrician in her mid-thirties, receives a frantic phone call from Natalie, a friend who is eight months pregnant. Natalie's husband has been killed—viciously attacked by an infected neighbor—and in a failed attempt to save him, Natalie, too, was bitten. Natalie's only chance of survival is to get to a hospital as quickly as possible to receive a rabies vaccine. The clock is ticking for her and for her unborn child. Natalie's fight for life becomes a desperate odyssey as she and Rams make their way through a hostile landscape filled with dangers beyond their worst nightmares—terrifying, strange, and sometimes deadly challenges that push them to the brink. Paul Tremblay once again demonstrates his mastery in this chilling and all-too-plausible novel that will leave

readers racing through the pages . . . and shake them to their core.

A mother's love for her child is like nothing else in the world. It knows no law, no pity, it dares all things and crushes down remorselessly all that stand in its path. Agatha Christie Amelia Bell is thrust into every mother's worst nightmare. A child who is fatally ill and no one knows of a vaccine that will cure him. Her son was one of the first infected with the virus that changed life and the world as we know it. Her son transformed into a monster with a ravenous appetite for human flesh. Believing he will become healthier if she feeds him what he craves, she enlists the help of her alter ego "Mrs. Kim" to provide what he desires. Mrs. Kim is first introduced in the novel "Winter's Salvation." Both stories take place simultaneously, and it is not necessary to read one before the other.

Air Bud meets The Walking Dead! From the tabletop smash hit comes this new comic series starring your favorite characters from Plaid Hat Games' DEAD OF WINTER, written by Kyle Starks (the Eisner Award-nominated Sexcastle), and illustrated by Gabo (The Life After). In the pantheon of superheroes, none are more loveable and loyal than everyone's favorite good ol' dog, Sparky. Surviving in the wintery apocalypse of the undead, this former TV show stunt dog turned zombie killing machine just wants to make friends and be a good boy. As his fellow survivors scavenge for supplies in the frigid wasteland, will Sparky be able to protect his companions from threats both undead and otherwise? Collects issues #1-4 from the "Good Good Dog" storyline from DEAD OF WINTER!

A haunted sanctuary. A deranged god. Some things can never be undone ... The horrors Damian has defeated—or caused—with his own hands are nothing compared to what's coming. Philip brought his reign of terror down in an assault on Damian's family. Now, an enraged necromancer hungers for retribution. Philip's twisted agenda is far from finished. He and his army of necromancers are on the move, descending on the world as harbingers of a great darkness. Aligning himself with Ezekiel, the mad god, Philip plans to unleash a power that will bring mankind to its knees. Now they must seek out an old ally who may hold their only hope of salvation, and perhaps allow Damian and Zola to prevent Ezekiel's return. As Philip's ever-growing horde of demons emerge, however, they'll have to hope their combined efforts will be enough. Here are the continuing confessions of a zombie, last told in *When Night Came Calling*. Recounting the years of his life, the zombie tells a hauntingly beautiful story full of startling revelations, danger and death, heart and hunger. This is a story of how the zombie came to be. A story of his eternal life and the curse of that life. A story that powerfully conveys the depth of fear and horror, the ineradicable spirit of conflict, the raw and vivid nature of the beast that lives within us all.

Former Ranger Jack Smith watched an Army bio-warfare experiment go horribly wrong in an Afghan village in 2001, escaping only after he turned to a makeshift mace and bayonet to destroy the skulls of the infected creatures that bullets to the chest could not stop. With the traumatic experience seared into his mind, he earned his Ph.D. in ancient history and began developing medieval weapons-making skills after he left the service. When the virus broke free from the Hindu-Kush Mountains a decade later and rapidly spread across the globe, Jack knew how to fight the monsters created by the infection: 21st century technology combined with deadly medieval tactics and weaponry. Jack and his former squad-mates lead a resistance against a zombie

apocalypse in a crusade to ensure humanity's survival.

When a vicious snowstorm drives Clare's car off a rural road, she's left stranded in a world of blinding white. She can't escape the feeling of being watched, but before she can face her growing terror, she's rescued by a stranger who offers her his home until the storm subsides. At least the stranger seems kind...but Clare doesn't know if she can trust him. He promised they were alone here, yet she sees and hears things that convince her something else is creeping about the dark forest surrounding his old house, watching. Waiting. Before long she realizes the truth: she isn't just waiting out the storm. Something is waiting for her to step outside the home... something monstrous, something unfeeling. Something hungry.

One fateful day, Lucy is invited to study at the prestigious Overworld Academy. The Academy offers her the opportunity to learn all of the secrets of the Overworld—and it's an opportunity she can't miss. She's sad to leave behind her friends Henry and Max, but it's time for her to have an adventure on her own. At Overworld Academy, she meets two new friends, Jane and Phoebe. Jane is an expert fighter, and Phoebe is a talented alchemist. With Lucy's own knack for treasure hunting, the trio makes an incredible team. And when the school is attacked by zombies, the three girls are going to have their skills put to the test. Together they prove that they can take on almost anything, but when Lucy overhears the school headmaster conspiring to take over the Overworld, Jane and Phoebe don't believe her. As a newbie at the academy, Lucy hasn't gained their trust yet. Her new friends turn against her and she gets kicked out of school. When she goes back home to get help from Henry and Max, she's shocked at what she finds waiting for her in town. Will Lucy and her friends be able to work together to fight the evil rising in their world? This is the first book in a new three-book series spin-off of the original Unofficial Gamer's Adventure series with its bestselling book, *Quest for the Diamond Sword*. Fans of Minecraft won't want to miss this new adventure. Sky Pony Press, with our Good Books, Racehorse and Arcade imprints, is proud to publish a broad range of 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. 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.

Blake Duchamp...He's all that Winter Adams can think of. Ever since their fateful meeting at Pilgrim's Lament. Ever since he looked at her with those emerald eyes. Ever since he saved her life. But Blake isn't all that he seems. There is a strangeness about him, something dark and otherworldly. Something dangerous. In his attic is a secret he would kill to defend, but Winter seems to have a special ability to make him forget his duty. And he is her only protection against the gathering darkness. The only problem is, to protect Winter, Blake must risk exposing her to an even greater danger. Himself. The infamous, Most Wanted Goosebumps characters are out on the loose and after you. Just in time for Halloween, a super special edition! Kenny Manzetti was the new kid in town. His family moved back in to an old house to help take care of his grandfather. Everyone in his new neighborhood is obsessed with zombies--even Grandpa Mo. But then a new family moves in next door and their choice in furniture is...interesting.

Kenny is convinced that there is something strange about the new neighbors but his parents won't listen to him. So Kenny and his friends go in for a closer look. A bad idea on any day but definitely the wrong choice around Halloween. Will Kenny survive long enough to go trick or treating? With an extended page count this special edition is a scream!

Romy and Michelle's High School Reunion meets Night of the Living Dead in this laugh-out-loud debut YA novel by Emmy Award-nominated TV writer E. Van Lowe Principal Taft's 3 Simple Rules for Surviving a Zombie Uprising: Rule #1: While in the halls, walk slowly and wear a vacant expression on your face. Zombies won't attack other zombies. Rule #2: Never travel alone. Move in packs. Follow the crowd. Zombies detest blatant displays of individuality. Rule #3: If a zombie should attack, do not run. Instead, throw raw steak at to him. Zombies love raw meat. This display of kindness will go a long way. On the night of her middle school graduation, Margot Jean Johnson wrote a high school manifesto detailing her goals for what she was sure would be a most excellent high school career. She and her best friend, Sybil, would be popular and, most important, have boyfriends. Three years later, they haven't accomplished a thing! Then Margot and Sybil arrive at school one day to find that most of the student body has been turned into flesh-eating zombies. When kooky Principal Taft asks the girls to coexist with the zombies until the end of the semester, they realize that this is the perfect opportunity to live out their high school dreams. All they have to do is stay alive.... "An unabashedly silly send-up of paranormal romance novels." - Strange Horizons At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

"Riveting, a page-turner that I had to read in one long, delicious gulp." - Margaret Brown, author You've heard about Emily's stories or read them on Oyster, OverDrive, elsewhere, now own the stories everyone's talking about. The two original short stories, combined into one convenient, eminently readable edition! Includes When Night Came Calling and When Winter Bared Our Bones. Here are the true confessions of a zombie. Recounting the years of his life, the zombie tells a hauntingly beautiful story full of startling revelations, danger and death, heart and hunger. This is a story of how the zombie came to be. A story of his eternal life and the curse of that life. A story that powerfully conveys the depth of fear and horror, the ineradicable spirit of conflict, the raw and vivid nature of the beast that lives within us all. "Strong, fast. Haven't read anything like this recently. Better than the Walking Dead and World War Z." - Mary Osborne, author

When life gives you lemons, kill zombies — turns out lemon juice neutralizes the undead. After a failed attempt at running away, best friends Nathan and Misty return home expecting to face angry parents. Instead, they discover the military has destroyed the bridges out of their rural town and everyone's fled—except a small horde of the living dead. The stress of flesh-eating zombies may be more than their already strained relationship can handle. Even with the help of the town geek and lemonade-powered Super-Soakers, there's not enough time to squeeze their way out of this sticky mess. Unless the trio eradicates the zombie infestation, while avoiding the deadly zombie snot, the military will blow the town, and them, to pulp. Their only shot is something with a lot more punch. Something like the Super Zombie Juice Mega Bomb. But even if their friendship survives, there's another problem: Someone has to lure the undead into the

trap.

My name is Omar Ismail. I was born in Calgary, Alberta, to a Somali immigrant father and a white Canadian mother. Growing up, I never really fit in anywhere. Life is not exactly easy for interracial families out here in redneck country. When I started classes at Mount Royal University, I thought I'd finally be free. Then the Zombie Apocalypse happened, and I found myself in a military unit dedicated to eradicating the Undead. My unit was attacked by a new threat, the Legion of Vampires. Alawa Anakausuen, a Vampire Queen of Cree First Nations descent, turned me into one of them. Now, along with my new Vampire allies, I must battle both the living and the dead to survive in this mad world. Welcome to my Afterlife.

Frightened by a monster movie that gives him nightmares in the days leading up to Halloween, little Hank is reassured by claims that zombies are not real until the people around him begin acting strangely.

One rogue Samurai will sacrifice everything – apart from his honour As Japan's factions head to war, this extraordinary new historical fiction series takes us into the heart of life as a Samurai Japan's warlords are on the march and nothing is as it appears. After a failed assassination attempt on the Emperor, an anonymous samurai is coerced into a suicide mission that will test his skills to the limit. He must face this challenge for his young charge, a girl who is the last remainder of his duty. The samurai and the girl must journey to a far and impregnable mountain fortress, fighting off threats and dangers on the way. The girl, knowing no other life, hopes to learn all she can of the ways of the warrior. But they do not travel alone. The hunters are also the hunted. In Winter Raven, the first in an epic and engrossing new historical series, written in spare and precise prose, we are transported to an incredible time and place in history. Brutal, tense and action-packed, Winter Raven is sure to appeal to readers of James Clavell, Bernard Cornwell and Ben Kane. Path of the Samurai Winter Raven Raven's Sword

Night of the Zombie Chickens is supposed to be Kate Walden's breakout film. But her supporting actresses???her mother's prize organic hens???are high maintenance, to say the least. Thank goodness Kate's best friend Alyssa is the star. She's great at screaming and even better at killing zombies in creative ways. But when Alyssa turns into a real-life soulless zombie and ditches Kate for the most popular girl in seventh grade, Kate suddenly finds herself both friendless and starless. Now, thanks to Alyssa's new crowd, Kate is the butt of every joke at school and consigned to the loser table at lunch. If movies have taught Kate anything, it's that the good guy can always win???with the right script. And her fellow social outcasts may be the key to her own happy ending. Kate hatches the perfect revenge plot against her former best friend, but even though her screenplay is foolproof, Kate soon realizes that nothing???in filmmaking or in life???ever goes exactly as planned. Especially when there are diabolical hens out to get you.

For more than 60 years, Captain America was one of Marvel Comics' flagship characters, representing truth, strength, liberty, and justice. The assassination of his alter ego, Steve Rogers, rocked the comic world, leaving numerous questions about his life and death. This book discusses topics including the representation of Nazi Germany in Captain America Comics from the 1940s to the 1960s; the creation of Captain America in light of the Jewish American experience; the relationship between Captain

America and UK Marvel's Captain Britain; the groundbreaking partnership between Captain America and African American superhero the Falcon; and the attempts made to kill the character before his "real" death.

NATIONAL BESTSELLER • WINNER OF THE PULITZER PRIZE • A searing, post-apocalyptic novel about a father and son's fight to survive, this "tale of survival and the miracle of goodness only adds to McCarthy's stature as a living master. It's gripping, frightening and, ultimately, beautiful" (San Francisco Chronicle). A father and his son walk alone through burned America. Nothing moves in the ravaged landscape save the ash on the wind. It is cold enough to crack stones, and when the snow falls it is gray. The sky is dark. Their destination is the coast, although they don't know what, if anything, awaits them there. They have nothing; just a pistol to defend themselves against the lawless bands that stalk the road, the clothes they are wearing, a cart of scavenged food—and each other. *The Road* is the profoundly moving story of a journey. It boldly imagines a future in which no hope remains, but in which the father and his son, "each the other's world entire," are sustained by love. Awesome in the totality of its vision, it is an unflinching meditation on the worst and the best that we are capable of: ultimate destructiveness, desperate tenacity, and the tenderness that keeps two people alive in the face of total devastation.

An illustrated, comprehensive guide to surviving an attack by hordes of the predatory undead explains zombie physiology and behavior, the most effective weaponry and defense strategies, how to outfit one's home for a long siege, and how to survive in any territory or terrain. Original. 35,000 first printing.

As plague ravages the overcrowded Earth, observed by a ruthless lunar people, Cinder, a gifted mechanic and cyborg, becomes involved with handsome Prince Kai and must uncover secrets about her past in order to protect the world in this futuristic take on the Cinderella story.

Ghouls. The Living Dead. Zombies. They're everywhere: In our movies, our books, our video games, our comics, and now, our television series. Everywhere you look, there are zombies. They can be fast, slow, dead, and sometimes even alive, sometimes they're downright terrifying, other times, they're downright hilarious. Regardless, they're out there and they're coming for you.

— If you want honey, prepare to get stung. — October 1907, Honeyhill Twenty years into the zombie Plague Victor is a man of delicate sensibilities, not fit to do backbreaking labour on a farm ran by the mob. Upon arrival in Honeyhill, he decides he needs an anchor, an alliance with one of the guards, if he wants to survive. That anchor comes in the form of Crunch, a hunky ex-sailor with a pair of tight leather trousers and a ruggedly handsome face. But from day one, Victor knows he won't last long with the hard physical work assigned to him and the torment he suffers at the hands of a sadistic guard. He needs to run, and his new alliance might prove to be a burden instead of solace. If Crunch wants Honeyhill liberated, he needs to focus on his job, not on protecting Victor, one of many new arrivals on the farm. Distraction is the last thing he needs after months of undercover work. But it's hard not to get seduced by Victor's big brown eyes and fingertips that don't know work. Hundreds of people depend on Crunch keeping his identity a secret, revealing it could be fatal for both him and Victor, and a

failure of his mission. Thankfully, Victor would never be dumb enough to try and escape through a forest that's swarming with zombies. Would he? *** "Stung" is a standalone book and a part of the "Zombie Gentlemen" universum. Themes (may contain SPOILERS): zombies, prisoner/guard, beekeeping, gore, deception, undercover agent, captivity, romance, brutality, forced labour camp, murder, farm, torment, forbidden romance, Victorian Erotic content: explicit m/m sexual scenes (including dubious consent) Genre: dystopian homoerotic thriller Length: ~60,000 words

"Which is worse, a long, cold winter, or a town filled with zombies?"--Provided by publisher.

#1 NEW YORK TIMES BESTSELLER • "Prepare to be entranced by this addictively readable oral history of the great war between humans and zombies."—Entertainment Weekly We survived the zombie apocalypse, but how many of us are still haunted by that terrible time? We have (temporarily?) defeated the living dead, but at what cost? Told in the haunting and riveting voices of the men and women who witnessed the horror firsthand, *World War Z* is the only record of the pandemic. The *Zombie War* came unthinkably close to eradicating humanity. Max Brooks, driven by the urgency of preserving the acid-etched first-hand experiences of the survivors, traveled across the United States of America and throughout the world, from decimated cities that once teemed with upwards of thirty million souls to the most remote and inhospitable areas of the planet. He recorded the testimony of men, women, and sometimes children who came face-to-face with the living, or at least the undead, hell of that dreadful time. *World War Z* is the result. Never before have we had access to a document that so powerfully conveys the depth of fear and horror, and also the ineradicable spirit of resistance, that gripped human society through the plague years. **THE INSPIRATION FOR THE MAJOR MOTION PICTURE** "Will spook you for real."—The New York Times Book Review "Possesses more creativity and zip than entire crates of other new fiction titles. Think *Mad Max* meets *The Hot Zone*. . . . It's *Apocalypse Now*, pandemic-style. Creepy but fascinating."—USA Today "Will grab you as tightly as a dead man's fist. A."—Entertainment Weekly, EW Pick "Probably the most topical and literate scare since Orson Welles's *War of the Worlds* radio broadcast . . . This is action-packed social-political satire with a global view."—Dallas Morning News

Can you survive the cold? After the initial series of summer blizzards, the snowfall has decreased, but the temperatures continue to drop, the icy wind still blows, and with each passing day, the darkness lasts longer and longer. It is in the darkness the monsters thrive. Confined to the lake house and having no communication with the outside world, Grady and the others live every day in fear, questioning what the future holds. Will the snow melt? Will the sun ever rise? Can the wraiths be defeated? But as the days turn to weeks, no answers come. Soon, the survivors' supplies lessen, and rather they're ready to or not, they must venture out into the snowy wasteland. They must fight. That is, if they

want to continue to survive. Follow Grady, Stone, Eleanor, Mikey, and Helga in the terrifying second book of the WHITEOUT series!

The end of the world is near. The dead walk the earth and feed on the flesh of the living. The birth of a terrifying new world is at hand. *ZombieWorld*, the comic-book series that set the standard for comics of the undead is back in a massive trade paperback. Bob Fingerman and Tommy Lee Edwards take us into the darkened subway tunnels of New York, where the rats aren't the only things that bite, in the critically-acclaimed *Winter's Dregs*. Kelley Jones spins his own twisted tale of love and the undead in *Eat Your Heart Out*. A family's Christmas gathering has a few unexpected arrivals in *Gordon Rennie and Gary Erskine's Home For the Holidays*. And the apocalypse proves to be more horrifying than anyone ever imagined in *Pat Mills and J. Deadstock's Tree of Death*.

- Collecting the *ZombieWorld: Winter's Dregs* four-issue miniseries, *Eat Your Heart Out* one-shot, *Home For the Holidays* one-shot, and the *Tree of Death* four-issue miniseries.

Zombie Zora (Book 1- Zora Baker series) If you are a crackerjack shot, the army will overlook your spacing out, but not following orders, they might just throw you to the zombies with a smile. 19-year-old Zora Baker has dozens of problems. She never said she was army material. To keep her out of trouble, they assign her to a rescue squad with Brittany and Matthew. They get separated and as they make their way back to camp, they face old zombies with missing limbs, new fast zombies that leap out of nowhere, people in the midst of the change, and hordes of scavengers eking out an existence. Can they make it back with information to destroy the zombies? Will zombies take them out? What about the scavengers? How many can they take out before it is their turn? Those questions are meaningless. Zora's mission: deliver the information and get back to her brother. Anyone or anything that gets in the way of that goal will get put down. Cross her at your own peril. Watch out *Zombie World*, here she comes and she plans on sending you all to Hell-Screaming!

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