

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

The Northern Logger and Timber Processor  
Deep Into the Game + Failsafe (GAMELAND Books 1+2) (Free ebook!)  
Passing The American Charivari  
Fur-fish-game  
Fifty Hikes in Eastern Pennsylvania  
Pennsylvania Grange News  
Blazing Heritage  
Wildlife in North Carolina  
S.W. Tanpepper's GAMELAND (Season One Omnibus)  
ContainField and Stream  
Haunts of the Hunted  
Engineering Report in Support of Permit Application for a Waste Water Research Facility, the Pennsylvania State University  
Pennsylvania Forests  
Pennsylvania Game News  
Pennsylvania Angler & Boater Pamphlet  
Catalogue of Deep Well Samples and Geophysical Logs to January 1, 1959  
Proceedings - Tall Timbers  
Fire Ecology Conference  
In the Alaska-Yukon Game-lands  
S.W. Tanpepper's GAMELAND (Season One Omnibus)  
Wyoming Wildlife  
GAMELAND Omnibus (Collector's Edition)  
Mosaic  
Bulletin  
Gameland Episodes 1-2  
PSO Newsletter  
Hiking the Endless Mountains  
Annual Report  
Summarized Records of Deep Wells in Pennsylvania, 1950 to 1954  
Report  
A Dark and Sure Descent  
Producers Monthly  
Sunder the Hollow Ones  
Opinions of the Attorney General of Pennsylvania  
Joe's Book of Mushroom Cookery  
Outdoor America  
The Pennsylvania Sportsman  
Deep Into the Game  
S.W. Tanpepper's GAMELAND Super Omnibus

## **The Northern Logger and Timber**

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## **Processor**

COLLECTOR'S EDITION INCLUDES Golgotha (prequel to GAMELAND: An experiment to create a cure for Reanimation goes horribly wrong. SERIES DESCRIPTION: In the center of Long Island's forbidden 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 one a hell of a killer. Play, and you play to win. Lose, and you become part of The Game. EPISODES 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. 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

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mindless players in The Game. 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. 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. 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? 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? 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

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their darkest hour. 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.

### **Deep Into the Game + Failsafe (GAMELAND Books 1+2) (Free ebook!)**

### **Passing The American Charivari**

### **Fur-fish-game**

### **Fifty Hikes in Eastern Pennsylvania**

### **Pennsylvania Grange News**

flense /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 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

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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. 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

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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 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!

## **Blazing Heritage**

After the unexplained death of their newborn son, experimental biologists and owners of the

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controversial Laroda Animal Research Laboratory Lyssa and Ramon Stemple find themselves at the center of a brutal murder investigation involving one of their employees. The case takes an unexpected twist when the slaying is linked to a deadly new illness sweeping Long Island: the victims begin to come back as the living undead. As the Stemples attempt to flee the scourge, their six-year-old daughter Cassie exhibits the first symptoms of illness. Desperate to save her, Lyssa is forced to attempt something so radical, so unspeakably horrifying, that the apocalypse itself will pale in comparison. *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. The *GAMELAND* Collection currently consists of the following titles: *Golgotha* — the short prequel to the *GAMELAND* series. *S.W. Tanpepper's GAMELAND* — The eight-episode series telling the story of how a group of computer gamers and hackers 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. *Infected: Hacked Files from the GAMELAND Archive* — Insights into the world for the avid *GAMELAND* fan. *Velveteen* — A terrifying twist on a classic children's tale as told by six-year-old Cassie Stemple. *Signs of Life (Jessie's Game, Book 1)* — The thrilling follow up to the series. SUBSCRIBE to receive advance notice of new releases, special (and exclusive) pricing events and giveaways, signings and appearances: *Tanpepper Tidings*: [tinyletter.com/SWTanpepper](http://tinyletter.com/SWTanpepper) (or visit the author's

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webpage at [tanpepperwrites.com](http://tanpepperwrites.com)). Keyword: medical thriller, post-apocalypse, dystopian, future, urban thriller, medical suspense, cyberpunk, biopunk, horror, epidemic, outbreak

## **Wildlife in North Carolina**

## **S.W. Tanpepper's GAMESLAND (Season One Omnibus)**

### **Contain**

### **Field and Stream**

**\* \* \* Save 50% compared with individual episodes! \* \***

**\* Six young people break into a live action gaming arcade populated by the resurrected bodies of executed criminals. Not all of them will escape alive.**  
**SERIES DESCRIPTION:** Hidden in an abandoned Long Island wasteland is a terrifying secret. Twelve years before, a horrible disease killed millions without mercy. Then the dead rose. Twelve years later, the island has been turned into a sick playground for the rich, the privileged, and the sinfully twisted. Welcome to The Game. **EPISODE 1: Deep Into the Game** Hoping to break the monotony of the long, hot summer, Zpocalypto gamer Jessie Daniels and her gang break onto Long Island. But amusement quickly turns to dread as the dangers become all too real. And all too terrifying. **EPISODE 2: Failsafe** Two members clash

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and another is stranded among the Infected Undead. One will make a fateful decision which will ultimately deliver them into the hands of those who would turn them all into players in The Game. EPISODE 3: Deadman's Switch Unable to escape, the group digs in. A leader is anointed despite doubts. A final attempt is made to leave, setting into motion events which will end with one of them dead, another infected, and all of them running for their lives. EPISODE 4: Sunder the Hollow Ones A mutiny splits the group. As they struggle to escape, a chance encounter with one of Gameland's residents dredges up deeply buried memories, leaving them all haunted and dubious of their survival. EPISODE 5: Prometheus Wept A member is handed over to a mysterious group of Undead sympathizers in exchange for a promised antidote. But will the medicine be delivered in time? Will it even work as promised? EPISODE 6: Kingdom of Players Armed with a potential antiserum to the reanimation virus, will they be able to save their infected friend? Or will they die and return as one of the Undead? EPISODE 7: Tag, You're Dead The group is torn asunder by the actions of a homicidal maniac. Another group member falls ill as the Undead break into their stronghold. Their final battle will bring them to their darkest hour. EPISODE 8: Jacker's Code The shocking conclusion to the high-tech horror thriller, GAMESLAND: Determined to do whatever is necessary to get home, the remaining survivors face the most difficult challenges of their lives. Will any of them make it back alive? Or will they be added to the numbers of Undead Players? For readers age 15+ GET MORE GAMESLAND GOODNESS IN SEASON TWO! Signs of Life (Jessie's Game, Bk 1) picks up where the series

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(Season One) left off A Dark and Sure Descent: Being a True Account of the Long Island Outbreak: How the Long Island outbreak started Dead Reckoning (Jessie's Game, Bk 2) The final installment in the GAMELAND world, and one you'll not want to miss! Also check out these companion titles: Golgotha: The horrifying series prequel Velveteen: The outbreak's terrible truth from its youngest victim. Infected: Hacked Files from the Gameland Archive: Insights for the avid fan. WANT EVEN MORE APOCALYPTIC THRILLS? Check out Saul's newest series: THE FLENSE and BUNKER 12 THE FLENSE: A reporter digs into the mystery of several global disasters. The story begins in China and continues in Iceland. BUNKER 12: Three years after the apocalypse, survivors seek out the secret of the Flense — and a possible cure — in a mythical shelter known as Bunker 12. Contain and Condemn are the first books in the series. keywords: post-apocalyptic, zombie, cyberpunk, young adult, horror, dystopian, urban fantasy, undead, thriller, suspense, video game

### **Haunts of the Hunted**

## **Engineering Report in Support of Permit Application for a Waste Water Research Facility, the Pennsylvania State University**

National parks played a unique role in the development of wildfire management on American public lands. With a different mission and powerful

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meaning to the public, the national parks were a psychic battleground for the contests between fire suppression and its use as a management tool. Blazing Heritage tells how the national parks shaped federal fire management.

## **Pennsylvania Forests**

## **Pennsylvania Game News**

## **Pennsylvania Angler & Boater**

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

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after one of their group gets stranded among the Infected Undead, forcing Kelly to make a rash decision which will ultimately deliver them into the hands of those who would turn them all into mindless players in The Game. Deep into the Game and Failsafe are the first two books in the hi-tech dystopian thriller GAMELAND. Structured on television's The Walking Dead and Law and Order, the nearly 400,000-word series consists of eight individual episodes, first published monthly between May and December 2012. All are available digitally in single and multi-episode packages, as well as in an omnibus edition. Also available in print. Not recommended for readers under age 15. Want more GAMELAND? For insight into the world of GAMELAND, including how it all started, check out the short story Golgotha, available individually in digital format as well as in the short story collection Shorting the Undead and Other Horrors, by the same author (print and digital). Also available from the world of GAMELAND: Infected: Hacked Files from the GAMELAND Archive. Includes a timeline of key events, a glossary of terms, character dossiers, essays, articles and never-before-released voice transcripts from the Golgotha recordings. 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. SUBSCRIBE to receive advance notice of new releases, special (and exclusive) pricing events and giveaways, signings and appearances, subscribe to the newsletter, Tanpepper

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### **Pamphlet**

### **Catalogue of Deep Well Samples and Geophysical Logs to January 1, 1959**

### **Proceedings - Tall Timbers Fire Ecology Conference**

### **In the Alaska-Yukon Game-lands**

When Joe's restaurant opened in Reading, Pennsylvania, in 1916 as a working man's bar, it specialized in mushroom soup made from wild mushrooms gathered in the pine forests outside of town. Now the restaurant's former proprietor brings this sumptuous collection of more than 300 recipes, ranging from the elegantly simple to the ultimately sophisticated. All the old favorites are here, as well as exciting new recipes such as Wild Mushroom Vichyssoise, Soft-Shell Crabs with Chanterelles, and Duck with Oyster Mushrooms and Cassis-Zinfandel Sauce. Delicious mushroomless desserts like Blueberry-Peach Trifle and Double Chocolate Souffle top off each meal. There is also detailed information on how to choose and prepare mushrooms in all forms (fresh, canned, dried), tips on the best ways to bring

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out their quintessential flavors, menu plans, and a list of mycological clubs: everything you need to bring the adventure of mushroom cuisine to your table. "At last we have a book that demystifies wild mushrooms and that shows us the wonderful ways to cook them. Joe's Book of Mushroom Cookery inspired me to really get going with mushrooms. A very much needed book!" Jeremiah Tower "As a lifelong mushroom hunter and cook, I can truly vouch that this is the most interesting book written on the subject. [It is] as good for meat lovers as it is for vegetarians, and the mint of information the book contains is pure pleasure to the reader." Madeleine Kamman "Concise, well-written, imaginative, and fascinating. This is without doubt one of the most important and unusual cookbooks to be published in years." James Villas

### **S.W. Tanpepper's GAMELAND (Season One Omnibus)**

6 Hackers, 1 Game and 10,000 Undead. Everyone's addicted to 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 a game 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. The epic horror series. Access Restricted. EPISODE 4: Sunder the Hollow Ones A mutiny in the group splits the members, leaving Jessie out in the cold. As she

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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. Sunder the Hollow Ones is the fourth book 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). 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. Velveten. 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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<http://www.tinyletter.com/SWTanpepper> (copy and

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paste into your browser's address bar, or visit the author's webpage at <http://www.tanpepperwrites.com>). Keyword: urban fantasy, paranormal, thriller, suspense, horror, young adult, long island, cyberpunk

## **Wyoming Wildlife**

### **GAMELAND Omnibus (Collector's Edition)**

#### **Mosaic**

The Carolinas are blessed with an abundance of public lands and wildlife preserves -- acres of forests, clear streams, and lively ecosystems. *Mosaic* is a look at twenty-one special places preserved for the recreation and enjoyment of Carolina communities. Nestled in the Blue Ridge Mountains and against streams and rushing rivers to the east, these places inspire and delight visitors, providing pristine places to hunt, fish, hike, and watch wildlife. The work of conserving and protecting these lands first fell to the Duke Power Company, whose land holdings extend throughout the Carolinas. In an effort to secure the best locations for hydroelectric and railroad operations, Duke has also managed to sell/donate more than 69,000 acres in the last 70 years. The company has proven definitively that corporate interests need not override environmental concerns. While building what has been called by the Financial Times of London the World's Most Respected Utility,

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Duke has exceeded its responsibility to the community by providing exemplary service and serving as a steward of the land, protecting wildlife, conserving natural resources, and protecting fragile areas of outstanding beauty.

## **Bulletin**

### **Gameland Episodes 1-2**

**\*\* \* Save 50% compared with individual episodes! \* \***

**\* Six young people break into a live action gaming arcade populated by the resurrected bodies of executed criminals. Not all of them will escape alive.**  
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### **PSO Newsletter**

### **Hiking the Endless Mountains**

25-year old Ivy League transplant, Tal, ventured West wide-eyed and earnest in his desire to write. Instead, he found a real job, lost the real job, and is now adrift on floes of temp jobs. A shadow at the mercy of his stuntwoman-girlfriend, who looks to L. Ron Hubbard for her own answers, he steals a week to escape from L.A. to New Orleans where out of the serendipitous chaos of Mardi Gras his best friend from college appears. Land Morales is brilliantly mad, but despite a once inseparable friendship with Tal, the two have careened into altogether different orbits. The empty space between them is spanned only by Land's

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quixotic last words to Tal - that he was embarking on a search for a community. Thrown together again, they thrust the reader into a jaunt that bebops through the conundrum of identity and faith both have grappled with while attempting to ward off the terrific delirium tremens flush of the American Century.

## **Annual Report**

6 Hackers, 1 Game and 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.

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. Deep Into the Game is the first book 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

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### **Summarized Records of Deep Wells in Pennsylvania, 1950 to 1954**

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EPISODE 1: *Deep Into The Game* A reckless, end-of-

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summer plan leads Jessie and her friends onto Long Island hoping to catch a glimpse of the infected victims of a decades-old outbreak. But while breaking in might be easy, getting back out is a hell of a killer. It doesn't take long before they realize they're part of The Game. EPISODE 2: Failsafe Jessie and Kelly clash after one of their group gets stranded among the Infected Undead, forcing Kelly to make a rash decision which will ultimately deliver them into the hands of those who would turn them all into mindless players in The Game. Deep into the Game and Failsafe are the first two books in the hi-tech dystopian thriller GAMELAND. Structured on television's The Walking Dead and Law and Order, the nearly 400,000-word series consists of eight individual episodes, first published monthly between May and December 2012. All are available digitally in single and multi-episode packages, as well as in an omnibus edition. Also available in print. Not recommended for readers under age 15. Want more GAMELAND? For insight into the world of GAMELAND, including how it all started, check out the short story Golgotha, available individually in digital format as well as in the short story collection Shorting the Undead and Other Horrors, by the same author (print and digital). Also available from the world of GAMELAND: Infected: Hacked Files from the GAMELAND Archive. Includes a timeline of key events, a glossary of terms, character dossiers, essays, articles and never-before-released voice transcripts from the Golgotha recordings. Velveten. 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

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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. Signs of Life (Jessie's Game, Book One) - This sequel to the GAMELAND series uncovers the secret reasons behind Jessie's trip to the Long Island arcade and people who never wanted her to come back. A Dark and Sure Descent - Prequel to the GAMELAND series, this book tells the story of the Long Island outbreak which lead to the island being abandoned by all but the Undead. SUBSCRIBE to receive advance notice of new releases, special (and exclusive) pricing events and giveaways, signings and appearances, subscribe to the newsletter, Tanpepper Tidings: [tinyletter.com/SWTanpepper](http://tinyletter.com/SWTanpepper) Keywords: gameland, zombies, apocalypse, cyberpunk, virtual reality, computer game, urban thriller, suspense, mystery, medical, outbreak, disease, rabies, free, freebie, perma-free

## **Report**

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