



Gameland Omnibus

Saul W. Tanpepper

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SERIES DESCRIPTION:

In the center of Long Island's forbidden wasteland, overseen by a large and powerful corporation known as Arc Properties, is GAmELAND, a virtual reality arcade where the rich and privileged act out their base fantasies using zombies as avatars. Connected to their Infected Players via neural implants (government-mandated in the event of an outbreak), Operators pit the Undead against one another using remote gaming controllers in a high stakes game of money, violence, and power. For the poor, the televised action on state-controlled Media streams is horrifying yet powerfully addictive.

Volunteering to become an Undead Player is strictly forbidden, but fame and money lure some to The Game.

On a whim, a small group of computer hackers and gamers decides to sneak onto the island, hoping to catch a glimpse of the uncontrolled Infecteds, unimplanted victims of an outbreak that took place there over a decade earlier. But while breaking in turns out to be a lot easier than any of them could have ever imagined, getting back out is one a hell of a killer. As they soon discover, when you play, you play to win. Because, if you die, you become part of The Game.

The series consists of eight episodes publishing monthly through December 2012. Also available in paperback.

EPISODE 1: Deep Into the Game

Zpocalypto gamer Jessica Daniels and her gang of code jackers decide to break into Long Island's Gameland hoping to catch a glimpse of some of the Infected Undead, risking arrest and an extension to their Life Service Commitment (a civil or military obligation fulfilled after death). But getting past the EM field, the wall surrounding the island, the mined waters, requires the addition of a stranger to their fold. Tensions within the group rise. So do the risks. After a near-fatal accident during preparation nearly takes the life of one of their members, emotions run dangerously high. They press on and find an abandoned wasteland like nothing they ever expected. Excitement quickly turns to dread as the dangers become all too clear.

Approximately 50,000 words (~185 pages)

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.

Approximately 50,000 words (~185 pages)

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.

Approximately 52,000 words (~192 pages)

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.
Approximately 44,000 words (~160 pages)

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?
Approximately 41,000 words (~150 pages)

EPISODE 6: Kingdom of Players

Armed with a potential antiserum to the reanimation virus, Jessica races back to Gameland to save her infected friend. Waylaid along the way, she must fight for her life to save another. Will she make it back in time? Or will her friend die and return as one of the Undead?
Approximately 41,000 words (~150 pages)

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.
Approximately 47,000 words (~170 pages)

EPISODE 8: Jacker's Code

The shocking conclusion to the high-tech horror thriller, GAMELAND.
Jessie and the remaining gamers and hackers struggle against all odds to escape Gameland and Long Island, even though some of them have been infected with the zombie virus. Determined to do whatever is necessary to get home, they will have to face some of the most difficult decisions of their lives. But even if they're successful, will they ever be able to go back to the lives they so recklessly left behind?
The world is suddenly a very different place from the one they left behind, and not all monsters live behind walls.
Approximately 54,000 words (~196 pages)

Gameland Omnibus Details

Date : Published April 2nd 2012 by Brinestone Press

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From Reader Review Gameland Omnibus for online ebook

M. Nicholas says

Saul Tanpepper delivers with Gameland. I am almost finished with episode 2 and I cannot wait to get to episode 3. These teenagers are in for way more than they could have imagined. Conspiracy, science/technology and great characters....way to go Saul!

I enjoy the works of Mr. Tanpepper and this latest book -- GAMELAND -- continues the excellent tradition of books he is writing. Saul Tanpepper has created a group of characters that I immediately like, each in his or her own way. I am transported back to the days of my youth when some of the decisions my friends and I made were questionable but we sure had lots of fun. These characters could be any one of the friends I hung out with.

For all of you contemplating this book, I say, buy it now. The book will be updated each month until all 8 episodes are delivered, similar to a tv show that has new episodes. I am hooked and cannot wait for the next installment. In this world that Saul has created, the "...government considers zombies assets..." and that is only the tip of the iceberg or should we say "edge of the Swamplands" -- the new version of the "Meadowlands". These kids sure seem to be in for an adventure of their life.

Carl J. says

I have been meaning to write a review for this series for a while, but just hadn't gotten around to it. I keep waiting for it to fizzle out, but it just keeps ratcheting up the stakes and the tension!

I got the 1st episode, Deep into the Game, back when it was offered for free and have since bought the full 8-episode package because, well, I really like the characters and I really want to find out what happens to them. I'm currently reading the latest episode (Five, or Prometheus Wept). Plus, there's just so much going on. Gameland is a fully-realized world with issues that both directly and indirectly impinge on the main storylines of the characters, and that's what makes this such a compelling work. None of the characters is one-dimensional, the story is complex, the subplots numerous. This is part horror, part urban thriller, part cyberpunk, part science fiction. It's got mysteries woven into it and hints of even bigger things going on outside of the characters' world, outside of Long Island. We know, for example that Jessi's brother Eric has a history, yet we don't find out about it (can we say spin off?). And what about Grandpa, who we met in the Gameland prequel, Golgotha. Heck, I think there may even be something up with Master Rupert.

But the series is focused on the half dozen kids who break into the deadly zombie wasteland. I have to say, I love Reggie and Jessie. Heck, I'd be thrilled if they hooked up. Kelly drives me up the wall, and Jake is just a freak. And Ashley is...well, not exactly sure about her, either. But together, they make an eclectic bunch with just the right balance of tension and cohesion to keep them repelling each other while holding them together. Brilliant.

Tanpepper's writing is sparing. There's tension in every scene and very little waste. Jessie is maybe a little bit too introspective, but given that this is written in first person, I guess, that's understandable. Would really love to get inside some of the other character's heads.

For anyone who enjoys a nice balance of intrigue and horror, science fiction and dark humor and a touch of intelligent philosophy, this series really packs it all in. I can see why zombie fans love it, but also why it's converting non-zombie fans as well.

Dawn says

I love this series! I hate having to wait for each episode to be released! I love that it keeps me wondering after I finish the latest one...I hate having to wait...I love the characters...I hate having to wait...I love the idea SW Tanpepper has brought to life in this story, I am completely involved and I love hating that I have to wait!! I would have torn through the whole series and that would not have given me the chance to really appreciate it. So, thanks for making me wait...but I hate you for it SW Tanpepper.

Rosanne says

Great! Aweseome! Fantastic series!! Loved this book!!

Sara says

Absolutley excellent.. 5 star left on.co.uk...lot of reading for your money,and a lot that's worth reading ...excellently put together and developed..constant themes of double cross and danger hanign over the readers' head make this a tense read..brilliant characters and YES MR Tanpepper,there IS a lot more to this story...PLEASE tell it!!!!!!

Aletia says

WTF?!

I can't believe that's how you end it!

AH!

This author is on top of his craft. This story is addictive, and made me question everything within the story! Who do you trust? Who really lost? And, is it really over?!

Jennifer says

Saul Tanpepper has now been added to my extremely short list of favorite authors. This book (season 1) was impossible to put down. I stayed up til 2 AM that last two days, just devouring it. Now I am on the last few pages and I don't want to finish it... because then it will be over. Very good read. NOT mind bubble gum.

Paula Stokes says

It feels like a trillion self-published books enter the marketplace every year. Sure, many of those are by people who just wanted to publish for fun or people who don't quite have the prose to land an agent and go the traditional route. But some indie authors are extremely talented individuals who simply chose to do their own thing.

Tanpepper is one of the second group. I read all eight episodes of this on a cruise, the first six in the span of a couple days. Tanpepper's prose is phenomenal--it's evocative without being overwrought; it's lean and hungry prose that propels the story forward. He's a better writer than I am, and I say that as one of those 'traditionally pubbed authors.'

These are smart zombie books. Tanpepper knows his science so things get complex in places, but it's never boring or infodump-y and it all makes sense in the end. Add to that a colorful cast of characters and a creepy live-action video game park setting and you've got a winner in GAMELAND.

Lori says

First of all let's get started by talking about the format of this book. You'll notice in the title that it is sectioned into episodes 1-8. Currently only episodes 1-3 are available. Which are the 3 that I will be reviewing here.

This book is played out like a tv show. Each episode ends on a cliff hanger much like the tv show the Walking Dead or Lost. The next episode has a little backstory of the previous one and then picks up where the story arc left off. It makes for a fast paced, interesting read. Without annoying commercials to boot. I'll take it!

The writing was great. You are drawn in and invested in the character Jessie from almost the get go. She's a normal teenager, angsty, insecure, strong willed, loves video games, and has a knack for breaking the rules. Yes, there are typos. Enough to notice but not littering every single page. Once again...I really don't give a crap about typos. (Also, the author invites readers to point these out to him so he can fix them...so all you crazy typos peeps there you go. Make a note of them and send it to him. Sorry Mr. Tanpepper...I just don't do that unless I am beta reading a book. I'm lazy.)

The rest of the characters are quirky and rag tag. They are a futuristic computer hacking scooby doo gang...minus the dog...plus a couple dozen zombies. Real zombies, not a bunch of white dudes in masks. Because of the tv show layout of this book, the zombies aren't the starring cast. The rag tag computer hacking, video game playing, and trespassing teenagers are. The zombies aren't even the main enemy. They are more or less a tool used by the enemy. This story takes place 15 years after a major zombie outbreak. Zombies are a tool that the government and media use. For warfare, to clean stuff and as tv stars a la survivor type show called Survivalist. They are controlled through brain implants. Which everyone has...they are only activated once dead. Yes, there are some uncontrolled zombies. They roam the deadlands of Long Island. Barricaded in by well stuff. I can't give everything away. (view spoiler) So you hardcore zombie fans have been warned. Although, I say go ahead and pick it up. It's very enjoyable even though not every page has blood spatter on it. I'm a gore head too and I simply loved this book (story?)

Each episode is self contained with a cliff hanger and an overreaching story arc like I said before. But there are new problems brought up and solved within them. They are very detailed and you feel like you really are

watching a tv show. Because of the length and information load I was only able to read on episode per day. Which is perfect. It's like getting to see your favorite TV show everyday. Or once a month until Dec. Which is when this will be done. :(

There is plenty else to keep readers entertained. Romance (YA-M style), mystery (someone within the group has betrayed them but we just don't know who yet...I have my suspicions) and action. If you enjoy a good action filled book/tv show then you should definately pick this up. The zombies are just an added bonus. Honestly, I would have loved it even without them.

At the end the author tells you several ways to update your ebook at the beginning of each month when he puts out a new episode. I will be downloading the next one for sure. I want to see how we get to the end (which he tells you in the beginning).

Also as an added bonus Episode 1 will be FREE on July 27-28th so pick it up then!!!

Kessi says

What a ride. Loved every moment of it. Full of suspense. Just when you feel you can relax another shock occurs.

I read the first book in the series and was so intrigued and immediately bought the whole series. Well worth the money.

The plot is original in this type of genre and very credible. It made me go to my geography book to look up New York and Long Island to make the story even more realistic. The characters are easy to relate to and one feels for them.

For me, a super book series. Definitely recommendable.

Jaala says

I'm not generally a fan of zombie stuff. So I'm not sure how I came to have the omnibus version of the first eight books of this series hanging around my Kindle. No clue. Maybe I caught it as a freebie or on a discount? It's a mystery.

I decided to give it a read, pretty confident I wouldn't be into it (because, again, not generally a fan of zombie stuff). I was very wrong.

I can't put my finger on why, but I got sucked into this damned story and crashed through all eight of those books in a short period of time. To the extent I could, I ignored work, sleep, and my wife so as to get through to the next twist or turn or gruesome moment. I also did that obnoxious thing where I regaled my wife with the details of a story she's never read and never planned to (but the status of the dog was important and she needed to know).

This all is a lengthy way to demonstrate that this is a good bunch of books. I liked them a lot. I'm not sure why, to be honest. The writing was proficient. A few typos here and there, but not enough to throw me out of the story. The plotting was tight. The characters were interesting. I'm often unconvinced when male authors write from the first-person perspective of a teenage girl, but Tanpepper did so without too much trouble (There was only one moment where I got thrown out of the story because of some jarring weirdness, but it passed quickly). Overall, it was a fun and engrossing read.

I would say I'd recommend to people who like zombie stuff, but I guess I have to expand that and say I'd recommend to sci-fi fans, in general. I'm glad it ended up in my Kindle somehow.

Saul Tanpepper says

APRIL 2014 SPECIAL!!

If you've been waiting to get my GAMELAND Omnibus, wait no longer! For a limited time only, save up to 87%! That's all 8 episodes for the price of 1!

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Get GAMELAND: Deep Into The Game free!

Six hackers, One game, 10,000 Undead
Breaking in was easy, getting out is a killer...
4.6/5.0 ★★★★★

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Jessica says

My heart is pounding, my eyes are wide, and the first utterance I made after finishing this episode was, "Unbelievable!"

I am now a zombie convert. Prior to this amazing story, I was the girl who would shy away from the realm of horror books and films. If coerced into consuming these works, I merely caught glimpses of terror between my shielding fingers. This story has changed me.

A tale of a post-apocalyptic future where the IU (infected undead) have been first quarantined into submission and then enlisted into a variety of servitude, Gameland follows a group of youthful albeit gifted rebels with a penchant for all things technological. Jessica and her friends embark on a final and ill-fated summer adventure into the forbidden zone of Long Island chockfull of shocking surprises including a few

encounters with zombies.

Tanpepper's writing is sharply succinct- thrusting the reader into the fast paced thrilling scenes with amazing control over detail and dialogue. Creating a new genre of episodic made for TV stories that leave the reader gasping for more; Tanpepper had me sitting up and taking notice from the first few lines. This is an author to follow! I cannot wait to read the upcoming stories!

A rare 5 stars folks, and that is a lot coming from me! ?

Follow my other reviews on my blog at <http://ladyofliteraryleisure.blogspot...>

Nicolette says

FINALLY. It loaded on Nook For Web, I read it, and it was faboo.

Except episode 8. It just felt...so smashed together and rushed that I wish it had been split into a couple more episodes. I feel like this is a common thing with the most recent series I've finished (this one, MaddAddam, and Hunger Games). The author just gets to the point of "okay, it's done, time to smoosh everything together because I know people are salivating for it". Idk. Maybe I'm just too critical.

I really, really liked it though, and really hope there's going to be a season two.

ETA, 10/18.

The more I think about it, the more I know why I'm so unsatisfied with the last three endings I've read. First person narrator. Jessie has SUCH a legitimate reason to be completely unreliable at the end of episode 8. She's just been through so much trauma and the story's being told from her point of view, and because of that it has to feel rushed and forced because she isn't noticing it. I get it, but it's FRUSTRATING. Gah!
/ETA.

Chris Stafford says

First caveat - this book is not great literature. Second caveat - it starts slow as it builds the world around five whiny mouthy teenagers. Third caveat - this series was written in installments so the end of each "book" or "episode", there is a dreaded "Cliffhanger of Doom". How can the character survive this?! It gets a little over the top.

For a zombie book, I was really amazed at how real the world felt. If zombies did exist, I can see governments and corporations using and abusing zombies in just this manner.

After the zombie protein/virus is discovered by government scientists, they find out that the neural internet implants that people have been getting can also be used to control zombies after infected people die. This discovery is after several horrible zombie outbreaks. The American government now sentences people to zombie-hood as serious punishment. As the earth has heated up due to global warming and America refuses to share any zombie technology information, political communications between countries has turned rancorous (such as resulting in things like a complete embargo between America and China). As America

becomes isolated, the southern states demand the technology also for their own use and secede from the federal government when it is not given to them, forming the SSC coalition and Merica.

The implants are developed by the Arc corporation, who monetize zombie-hood by having the Merican government force all citizens to be implanted (just in case they get infected) and to buy 'links' (sophisticated small tablets the size of beepers) to interact with their implants / be used as a mobile computer. As they control the implants / links, Arc also controls the stream to them. Most streams are government controlled news, but the rest are reality shows dealing with zombie hunting.

As the zombies can be controlled, Arc develops a game where rich people can control a zombie and use it to fight other zombies, creating Gameland on the infected and deserted Long Island. The video feed of these fights becomes the most popular stream in Merica.

This leads us to the five high school seniors who are also computer hackers. They decide it would be fun to sneak into the deserted non-Gameland part of Long Island and look around. What could go wrong?

The characters are pretty well rounded out, and you do see their growth throughout the series. It's not a happy pick-you-up series, but you will be draw into story.
