

Zombie Fallout 5 Alive In A Dead World Volume 5

Post Secret meets World War Z in this chilling vision of the fallout following a global zombie pandemic. A gradual mutation of a virulent strain of super flu gives rise to millions of the undead, who quickly overwhelm treatment facilities and swarm cities around the world, leaving survivors on their own against a legion of the infected. This chilling story is told through the scraps of paper, scrawled signs, and cryptic markers left by survivors as they struggle to stay alive and find those they've lost in a world overrun by zombies. Through these found notes and messages letters to loved ones, journal fragments, confessions, and warnings readers can uncover the story of what went wrong, and come to know the individual voices of those affected by the zombie crisis.

Enter at your own Risk: The first ever Goosebumps. Now with creepy bonus features! 11-year-old Josh and 12-year-old Amanda just moved into the oldest and weirdest house on the block--the two siblings think it might even be haunted! But of course, their parents don't believe them. You'll get used to it, they say. Go out and make some new friends. But the creepy kids are not like anyone Josh and Amanda have ever met before. And when they take a shortcut through the cemetery one night, Josh and Amanda learn why. Etna is in disarray and ripe for the picking. Will the zombies destroy the base and everything inside or will the destruction come from within? Michael is desperate to save his family and friends, will help come from an unforeseen quarter? Everything rides on the head of an unstable needle and one gunshot will change everything.

Investigating the discovery of an extraordinary map of China in Oxford's Bodleian Library that was delivered in 1659 by Mr. Selden, the author travels halfway around the world to reveal unexpected historical connections that offer insight into the power and meaning a single map can hold.

This heartbreaking and haunting novel takes a timeless tragedy and hurls it into present-day Afghanistan, when a woman asks for the return of her brother's body in the midst of a war. Following a desperate night-long battle, a group of beleaguered soldiers in an isolated base in Kandahar are faced with a lone woman demanding the return of her brother's body. Is she a spy, a black widow, a lunatic, or is she what she claims to be: a grieving young sister intent on burying her brother according to local rites? Single-minded in her mission, she refuses to move from her spot on the field in full view of every soldier in the stark outpost. Her presence quickly proves dangerous as the camp's tense, claustrophobic atmosphere comes to a boil when the men begin arguing about what to do next. Taking its cues from the Antigone myth, Roy-Bhattacharya brilliantly recreates the chaos, intensity, and immediacy of battle, and conveys the inevitable repercussions felt by the soldiers, their families, and by one sister. The result is a gripping tour through the reality of this very contemporary conflict, and our most powerful expression to date of the nature and futility of war.

Why has the zombie become such a pervasive figure in twenty-first-century popular culture? John Vervaeke, Christopher Mastropietro and Filip Miscevic seek to answer this question by arguing that particular aspects of the zombie, common to a variety of media forms, reflect a crisis in modern Western culture. The authors examine the essential features of the zombie, including mindlessness, ugliness and homelessness, and argue that these reflect the outlook of the contemporary West and its attendant zeitgeists of anxiety, alienation, disconnection and disenfranchisement. They trace the relationship between zombies and the theme of secular apocalypse, demonstrating that the zombie draws its power from being a perversion of the Christian mythos of death and resurrection. Symbolic of a lost Christian worldview, the zombie represents a world that can no longer explain itself, nor provide us with instructions for how to live within it. The concept of 'domicide' or the destruction of home is developed to describe the modern crisis of meaning that the zombie both represents and reflects. This is illustrated using case studies including the relocation of the Anishinaabe of the Grassy Narrows First Nation, and the upheaval of population displacement in the Hellenistic period. Finally, the authors invoke and reformulate symbols of the four horsemen of the apocalypse as rhetorical analogues to frame those aspects of contemporary collapse that elucidate the horror of the zombie. *Zombies in Western Culture: A Twenty-First Century Crisis* is required reading for anyone interested in the phenomenon of zombies in contemporary culture. It will also be of interest to an interdisciplinary audience including students and scholars of culture studies, semiotics, philosophy, religious studies, eschatology, anthropology, Jungian studies, and sociology.

Acclaimed Canadian poet Steven Price has conjured a stunning debut novel that explores what we ask from each other, and how much we are prepared to give. Set in the city of Victoria, British Columbia, *Into That Darkness* opens at the moment when a massive earthquake hits the entire west coast with devastating results. Amid the destruction of the city, survivors are left to negotiate a calamity in which bonds of civility are pushed to their limits and often broken. When Arthur Lear hears a voice crying in the rubble, he finds himself descending deep under a collapsed building in a desperate attempt to save a young boy and his mother. But what he discovers there will change him forever — as circumstances lead him across the city's broken landscape, through the chaos of its hospitals and streets, in a harrowing search for the mother's lost daughter. Over the days that follow, Lear's very sense of humanness will be tested and compromised, as he faces the limits of himself and his fellow survivors, in his long journey home. A novel for our age of anxiety and fear, Steven Price delivers a powerful story about the physical manifestation of the darker things lurking in our culture, in ourselves.

Late Fall – 2010 Reuters – Estimates say that nearly three thousand people nationwide, and fifteen thousand people worldwide have died of the H1N1 virus or Swine flu and nearly eighty thousand cases have been confirmed in hospitals and clinics across the United States and the world, the World Health Organization reported.

From the New York Times bestselling author of *Ink*, the *Rot and Ruin* series, and the creator of *V-Wars*. The undead walk. Vicious, relentless, and never tiring. Hungry. And the dead have their stories. Bram Stoker Award winner Jonathan Maberry is a master of the zombie tale. *Empty Graves: Tales of the Living Dead* is emotionally charged and

disturbing. These stories range across the genres of horror, science fiction, and biological thriller without ever straying from the fascinating humanity at the core. Together in a single action-packed collection, these 15 gritty tales of the living dead span Maberry's career, including an exclusive never-before-published short story. Read them now. If you dare.

The story of a young man's outrageous adventures in China and his search for identity in the most unexpected of places. Mitch Moxley came to Beijing in the spring of 2007 to take a job as a writer and editor for China Daily, the country's only English-language national newspaper. The Chinese economy was booming, the Olympics were on the horizon, and Beijing was being transformed into a world-class city overnight. Moxley planned to stay only through the Olympics and then head back to Canada. But that was six years ago. In that time, Moxley fed a goat to a lion, watched a lingerie-wearing bear ride a bicycle, and crisscrossed the country writing stories. He also appeared as one of Cosmopolitan's one hundred most eligible bachelors in China, acted in a state-funded Chinese movie, and was paid to pose as a fake businessman. During Moxley's journey of self-exploration, his comic adventures and misadventures in China gave way to the creation of his alter ego—Mi Gao, or Tall Rice. A funny and honest look at expat life, *Apologies to My Censor* also depicts the ways a country can touch and inspire you.

The Stoker-award winning editor of the acclaimed, eclectic anthology *The New Dead* returns with *21st Century Dead*, and an all-new lineup of authors from all corners of the fiction world, shining a dark light on our fascination with tales of death and resurrection... with ZOMBIES! The stellar stories in this volume includes a tale set in the world of Daniel H. Wilson's *Robocalypse*, the first published fiction by Sons of Anarchy creator Kurt Sutter, and a tale of love, family, and resurrection from the legendary Orson Scott Card. This new volume also includes stories also from other award-winning and New York Times bestselling authors, such as: Simon R. Green, Chelsea Cain, Jonathan Maberry, Duane Swierczynski, Caitlin Kittredge, Brian Keene, Amber Benson, John Skipp, S. G. Browne, Thomas E. Sniegoski, Hollywood screenwriter Stephen Susco, National Book Award nominee Dan Chaon, and more!

Zombie Fallout 3: The End... Continues Michael Talbot's quest to be rid of the evil named Eliza that hunts him and his family across the country. As the world spirals even further down into the abyss of apocalypse one man struggles to keep those around him safe. Side by side Michael stands with his wife, their children, his friends and the wonder Bulldog along with the Wal-Mart greeter Tommy who is infinitely more than he appears and whether he is leading them to salvation or death is only a measure of degrees.

Finalist for the 2016 Man Booker Prize Winner of the 2016 Paris Review Plimpton Prize for Fiction A magnificent and ambitiously conceived portrait of contemporary life, by a genius of realism *Nine men*. Each of them at a different stage in life, each of them away from home, and each of them striving--in the suburbs of Prague, in an overdeveloped Alpine village, beside a Belgian motorway, in a dingy Cyprus hotel--to understand what it means to be alive, here and now. Tracing a dramatic arc from the spring of youth to the winter of old age, the ostensibly separate narratives of *All That Man Is* aggregate into a picture of a single shared existence, a picture that interrogates the state of modern manhood while bringing to life, unforgettably, the physical and emotional terrain of an increasingly globalized Europe. And so these nine lives form an ingenious and new kind of novel, in which David Szalay expertly plots a dark predicament for the twenty-first-century man. Dark and disturbing, but also often wickedly and uproariously comic, *All That Man Is* is notable for the acute psychological penetration Szalay brings to bear on his characters, from the working-class ex-grunt to the pompous college student, the middle-aged loser to the Russian oligarch. Steadily and mercilessly, as this brilliantly conceived book progresses, the protagonist at the center of each chapter is older than the last one, it gets colder out, and *All That Man Is* gathers exquisite power. Szalay is a writer of supreme gifts--a master of a new kind of realism that vibrates with detail, intelligence, relevance, and devastating pathos.

FINALIST FOR THE PULITZER PRIZE • NATIONAL BESTSELLER • A bewitching story collection from a writer hailed as “the most darkly playful voice in American fiction” (Michael Chabon) and “a national treasure” (Neil Gaiman). **NAMED ONE OF THE BEST BOOKS OF THE YEAR BY** BookPage • BuzzFeed • Chicago Tribune • Kirkus Reviews • NPR • San Francisco Chronicle • Slate • Time • Toronto Star • The Washington Post She has been hailed by Michael Chabon as “the most darkly playful voice in American fiction” and by Neil Gaiman as “a national treasure.” Now Kelly Link’s eagerly awaited new collection—her first for adult readers in a decade—proves indelibly that this bewitchingly original writer is among the finest we have. Link has won an ardent following for her ability, with each new short story, to take readers deeply into an unforgettable, brilliantly constructed fictional universe. The nine exquisite examples in this collection show her in full command of her formidable powers. In “The Summer People,” a young girl in rural North Carolina serves as uneasy caretaker to the mysterious, never-quite-glimpsed visitors who inhabit the cottage behind her house. In “I Can See Right Through You,” a middle-aged movie star makes a disturbing trip to the Florida swamp where his former on- and off-screen love interest is shooting a ghost-hunting reality show. In “The New Boyfriend,” a suburban slumber party takes an unusual turn, and a teenage friendship is tested, when the spoiled birthday girl opens her big present: a life-size animated doll. Hurricanes, astronauts, evil twins, bootleggers, Ouija boards, iguanas, The Wizard of Oz, superheroes, the Pyramids . . . These are just some of the talismans of an imagination as capacious and as full of wonder as that of any writer today. But as fantastical as these stories can be, they are always grounded by sly humor and an innate generosity of feeling for the frailty—and the hidden strengths—of human beings. In *Get in Trouble*, this one-of-a-kind talent expands the boundaries of what short fiction can do. Praise for *Get in Trouble* “Ridiculously brilliant . . . These stories make you laugh while staring into the void.”—The Boston Globe “When it comes to literary magic, Link is the real deal: clever, surprising, affecting, fluid and funny.”—San Francisco Chronicle

Sleeping Funny is that rare book--a debut that introduces us to a fully mature writer, one who instantly draws you in with her lean style, empathy and wit, and keeps you reading, with growing admiration and delight, from first page to last. These stories showcase Miranda Hill's astonishing range and virtuosity, introducing us to a protean variety of characters, each as well-realized as the next. Here is a writer who can seamlessly inhabit the consciousness of a sixteen-year-old navigating an embarrassing sex-ed class, a middle-aged minister experiencing a devastating crisis of faith in a 19th century rural village, a pilot's widow coping with her grief by growing an unusual "victory garden" during World War II, and well-heeled modern professional women juggling jobs, kids, and husbands, and trying to cope with the arrival of a beautiful bohemian neighbour, on a gentrified street in downtown Toronto. The qualities that unite these remarkable stories are a pervasive sense of mystery and magic, a wonderful wit and sophistication, and most surprisingly, the slight disorientation implied by the title: In Miranda Hill's beguiling universe, the "real world" is recognizable and slightly askew, as if you were experiencing one of those strange dreams where you think you are awake--or as if you've been "sleeping funny" and are on the cusp of waking into the everyday world you thought you knew.

"It's been over a hundred years since man was finally able to stop the zombie invasion. Mankind has begun to rebuild. Another threat, one more insidious, now threatens the populace. One man must once again rise to the challenge. Michael Talbot finds himself reluctantly thrust into the forefront of a war he wants nothing to do with." --Back cover.

The cult classic zombie graphic novel: now a Netflix original series! You wake up in the rubble and see a ragged, desperate one-armed man greeting you. He takes you underground to a safe space, feeds you, offers you a place to sleep, and then announces that he'll take the first watch. It's not long before the peril of the jagged landscape has located you and your new-found protector and is scratching at the door. What transpires is a moment-to-moment struggle for survival-The Road meets Dawn of the Dead.

Daybreak is seen through the eyes of a silent observer as he runs from the shadows of the imminent zombie threat. Brian Ralph slowly builds the tension of the zombies on the periphery, letting the threat-rather than the actual carnage-be the driving force. The post-apocalyptic backdrop features tangles of rocks, lumber, I beams, and overturned cars that are characters in and of themselves. Drawing inspiration from horror movies, television, and first-person shooter video games, Daybreak departs from zombie genre in both content and format, achieving a living-dead masterwork of literary proportions. When released in 2011, Daybreak was a critical success, a YALSA Great Graphic Novel for Teens, and a TLA Maverick Graphic Novel. Now for the first time, Daybreak is being adapted into a Netflix Original series, executive produced by Aron Eli Coleite (Star Trek: Discovery, Heroes), Brad Peyton (Frontier, Rampage), and Jeff Fierson (Frontier, Rampage), starring Matthew Broderick. Read the book before it hits the small screen this fall!

The Talbot clan has settled in to life at Etna Station. Mike has earned the rank of Lieutenant, but there's no time to rest. Colonel Bennington has ordered Mike and his squad of misfits on a secretive mission to New York City where they are tasked to complete a complicated rescue that rapidly becomes nearly impossible to accomplish. Cut off from all support, they face what may be the single most dangerous threat to all mankind as a super predator emerges from the rubble of the once vibrant city, now a broken shadow of its former self. As their mission becomes more covert and questionable than they had originally been told, Mike, BT, Gambo and their team are forced to choose between the security of their families and what's best for Humanity. Will they succeed in what must be done? Or will they fall along the way as their ever-adapting, quickly evolving zombie enemies press the attack?

Book five of the Zombie Fallout series finds Michael Talbot no longer alive in a dead world.

In paperback at last: Rivka Galchen's beloved baby bible--slyly hilarious, surprising, and absolutely essential reading for anyone who has ever had, held, or been a baby In this enchanting miscellany, Galchen notes that literature has more dogs than babies (and also more abortions), that the tally of children for many great women writers--Jane Bowles, Elizabeth Bishop, Virginia Woolf, Janet Frame, Willa Cather, Patricia Highsmith, Iris Murdoch, Djuna Barnes, Mavis Gallant--is zero, that orange is the new baby pink, that The Tale of Genji has no plot but plenty of drama about paternity, that babies exude an intoxicating black magic, and that a baby is a goldmine.

She is coming for you....

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From the two-time Pulitzer Prize-winning author of The Underground Railroad and The Nickel Boys A pandemic has devastated the planet, sorting humanity into two types: the uninfected and the infected, the living and the living dead. After the worst of the plague is over, armed forces stationed in Chinatown's Fort Wonton have successfully reclaimed the island south of Canal Street--aka Zone One. Mark Spitz is a member of one of the three-person civilian sweeper units tasked with clearing lower Manhattan of the remaining feral zombies. Zone One unfolds over three surreal days in which Spitz is occupied with the mundane mission of straggler removal, the rigors of Post-Apocalyptic Stress Disorder (PASD), and the impossible task of coming to terms with a fallen world. And then things start to go terribly wrong... At once a chilling horror story and a literary novel by a contemporary master, Zone One is a dazzling portrait of modern civilization in all its wretched, shambling glory. Look for Colson Whitehead's bestselling new novel, Harlem Shuffle!

In this post-apocalyptic novel from Newbery Medal-winning author Robert C. O'Brien, a teen girl struggling to survive in the wake of unimaginable disaster comes across another survivor. Ann Burden is sixteen years old and completely alone. The world as she once knew it is gone, ravaged by a nuclear war that has taken everyone from her. For the past year, she has lived in a remote valley with no evidence of any other survivors. But the smoke from a distant campfire shatters Ann's solitude. Someone else is still alive and

making his way toward the valley. Who is this man? What does he want? Can he be trusted? Both excited and terrified, Ann soon realizes there may be worse things than being the last person on Earth.

The Horde Is Always Hungry... The zombie apocalypse has begun, and Major Cordell McDaniels is given the most important mission of his career: lead a Special Forces team into New York City to rescue the one man who can stop the ghastly virus that reanimates the dead. But as a growing army of flesh-eating corpses takes over the streets and a violent storm renders airborne extraction impossible, McDaniels struggles to find a way out of the Big Apple. The odds of anyone getting out alive plummet further when slaughtered members of his own Special Forces team join the ranks of the gathering dead... with their military skills intact!

NEW YORK TIMES BESTSELLER • A modern American epic set against the panorama of contemporary politics and culture—a hurtling, page-turning mystery that is equal parts *The Great Gatsby* and *The Bonfire of the Vanities* NAMED ONE OF THE BEST BOOKS OF THE YEAR BY NPR • PBS • HARPER'S BAZAAR • ESQUIRE • FINANCIAL TIMES • THE TIMES OF INDIA On the day of Barack Obama's inauguration, an enigmatic billionaire from foreign shores takes up residence in the architectural jewel of "the Gardens," a cloistered community in New York's Greenwich Village. The neighborhood is a bubble within a bubble, and the residents are immediately intrigued by the eccentric newcomer and his family. Along with his improbable name, untraceable accent, and unmistakable whiff of danger, Nero Golden has brought along his three adult sons: agoraphobic, alcoholic Petya, a brilliant recluse with a tortured mind; Apu, the flamboyant artist, sexually and spiritually omnivorous, famous on twenty blocks; and D, at twenty-two the baby of the family, harboring an explosive secret even from himself. There is no mother, no wife; at least not until Vasilisa, a sleek Russian expat, snags the septuagenarian Nero, becoming the queen to his king—a queen in want of an heir. Our guide to the Golden's world is their neighbor René, an ambitious young filmmaker. Researching a movie about the Golden's, he ingratiates himself into their household. Seduced by their mystique, he is inevitably implicated in their quarrels, their infidelities, and, indeed, their crimes. Meanwhile, like a bad joke, a certain comic-book villain embarks upon a crass presidential run that turns New York upside-down. Set against the strange and exuberant backdrop of current American culture and politics, *The Golden House* also marks Salman Rushdie's triumphant and exciting return to realism. The result is a modern epic of love and terrorism, loss and reinvention—a powerful, timely story told with the daring and panache that make Salman Rushdie a force of light in our dark new age. Praise for *The Golden House* "[A] modern masterpiece . . . telling a story full of wonder and leaving you marveling at how it ever came out of the author's head."—Associated Press "Wildly satiric and yet piercingly real . . . If F. Scott Fitzgerald, Homer, Euripides, and Shakespeare collaborated on a contemporary fall-of-an-empire epic set in New York City, the result would be *The Golden House*."—Poets & Writers "A tonic addition to American—no, world!—literature . . . a Greek tragedy with Indian roots and New York coordinates."—San Francisco Chronicle Eliza turned to Tomas "This is the end...he is no longer alive in a dead world."

"A groundbreaking and illuminating look at the state of abortion access in America and the first long-term study of the consequences—emotional, physical, financial, professional, personal, and psychological—of receiving versus being denied an abortion on women's lives"--

Zombie Fallout VAlive in a Dead WorldCreateSpace

An "impressive" tale of psychic power, Native American mysticism, and an ancient evil in Alabama, from the New York Times–bestselling author of *Swan Song* (Associated Press). Born and raised in rural Alabama, Billy Creekmore was destined to be a psychic. His mother, a Choctaw Indian schooled in her tribe's ancient mysticism, understands the permeable barrier between life and death—and can cross it. She taught the power to Billy and now he helps the dead rest in peace. Wayne Falconer, son of one of the most fervent tent evangelists in the South, travels the country serving his father's healing ministry. Using his unique powers to cure the flock, Little Wayne is on his way to becoming one of the popular and successful miracle workers in the country. He helps the living survive. Billy and Wayne share more than a gift. They share a dream—and a common enemy. They are on separate journeys, mystery walks that will lead them toward a crossroad where the evil of their dreams has taken shape. One of them will reject the dark. The other will be consumed by it. But neither imagined just how monstrous and far-reaching the dark was, or that mankind's fate would rest in their hands during an epic showdown of good versus evil. From the author of *Gone South*, *Boy's Life*, and the Matthew Corbett series, a master of suspense who has won the World Fantasy and Bram Stoker Awards, *Mystery Walk* offers "creepy, subtle touches throughout [and] splendid Southern-town atmosphere" (Kirkus Reviews).

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.

After a horrific accident Mike wakes to find himself blind in one eye. He now sees things that others can't and nobody will listen to him. That is until he meets Jandilyn Hollow. Will she be able to pull him out of the depths of his despair? Can love transcend even death?

Cyberspace is all around us. We depend on it for everything we do. We have reengineered our business, governance, and social relations around a planetary network unlike any before it. But there are dangers looming, and malign forces are threatening to transform this extraordinary domain. In *Black Code*, Ronald J. Deibert, a leading expert on digital technology, security, and human rights, lifts the lid on cyberspace and shows what's at stake for Internet users and citizens. As cyberspace develops in unprecedented ways, powerful agents are scrambling for control. Predatory cyber criminal gangs such as Koobface have made social media their stalking ground. The discovery of Stuxnet, a computer worm reportedly developed by Israel and the United States and aimed at Iran's nuclear facilities, showed that state cyberwar is now a very real possibility. Governments and corporations are in collusion and are setting the rules of the road behind closed doors. This is not the way it was supposed to be. The Internet's original promise of a global commons of shared knowledge and communications is now under threat. Drawing on the first-hand experiences of one of the most important protagonists in the battle — the Citizen Lab and its global network of frontline researchers, who have spent more than a decade cracking cyber espionage rings and uncovering attacks on citizens and NGOs worldwide — *Black Code* takes readers on a fascinating journey into the battle for cyberspace. Thought-provoking, compelling, and sometimes frightening, it is a wakeup call to citizens who have come to take the Internet for granted. Cyberspace is ours, it is what we make of it, Deibert argues, and we need

to act now before it slips through our grasp.

Control of Etna Station is balanced on a knife's edge. A daring mission to rescue a hostage will shake the foundations of the already crumbling command structure, making way for enemies to emerge from outside, and from within. Dewey, the advanced zombies, begins to assert his dominance and reveals his ploy to master all humankind, while Vivian Deneaux shows her hand, rigging the complex to blow if she's not given the keys to the city. Alliances will be strained and loyalties tested as lines drawn in the sand become blurred and must be remade. Events are set in motion that will forever alter the course of the base and the lives of its inhabitants. It's a race for control, and with Mike and his company stuck in jail, they are quickly losing precious ground and must discover who their true allies are. Can the base be saved, or will the human oasis amid the sea of death finally succumb to evil and corruption?

Hiraeth: A feeling of longing for a home that no longer exists or for one that never was. Mike and the crew fight for their right to survive, to carve out a new home, even though Mike cannot help but carry with him all the group has lost. He now wonders if he can continue to sacrifice his own for the sake of others. Terrifying new monsters are born amid the chaos, do our heroes have the will and the firepower to overcome these latest threats? Friends and foes alike will fall, and there may be no human victor. Follow along in this heart-slammng, non-stop thriller, Michael Talbot's final journal, the conclusion of the epic adventure series: *Zombie Fallout*.

BT, Gary and Mrs. Deneaux race to the Talbot compound in a desperate bid to turn the tides of a lost war. Is Michael dead? Is the question plaguing the Talbots as they prepare for the final showdown with a merciless enemy hell bent on their absolute destruction.

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