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"The Dunwich Horror" by H. P. Lovecraft. Published by Good Press. Good Press publishes a wide range of titles that encompasses every genre. From well-known classics & literary fiction and non-fiction to forgotten—or yet undiscovered gems—of world literature, we issue the books that need to be read. Each Good Press edition has been meticulously edited and formatted to boost readability for all e-readers and devices. Our goal is to produce eBooks that are user-friendly and accessible to everyone in a high-quality digital format.

J.K. Rowling, one of the world's most inspiring writers, shares her wisdom and advice. In 2008, J.K. Rowling delivered a deeply affecting commencement speech at Harvard University. Now published for the first time in book form, *VERY GOOD LIVES* presents J.K. Rowling's words of wisdom for anyone at a turning point in life. How can we embrace failure? And how can we use our imagination to better both ourselves and others? Drawing from stories of her own post-graduate years, the world famous author addresses some of life's most important questions with acuity and emotional force.

Early Access survival-crafting and post-apocalyptic games were trash. Or so my girlfriend and I thought. Then we found *7 Days Later... The old world is dead. But the horror is about to begin. Craft weapons and tools, scavenge for supplies and working vehicles, build your base and its defenses, then prepare for the horde. Monsters hunt the night, feeding on the flesh of the living. But they are not the only menace that will kill you. Hunger, thirst, disease, wild animals and other players are a constant threat. Without the best weapons, armor and tools-you won't survive. But with great loot comes great danger. Are you brave enough to discover the terrifying secrets that led to the destruction of your world? Have you got the guts to enter the darkness that awaits? Are you ruthless enough to survive? Grab your guns, tools and item upgrades and enter the apocalypse! Alpha 2.0 coming soon. My girlfriend grinned. "This is it, baby. Let's buy this and go build our base!"*

Information and trivia about *Horrorland*, the series written by R.L. Stine. Also includes things to do for Halloween.

Emerging as the lone survivor of a serial killer's massacre a decade earlier, Quincy Carpenter struggles to ignore traumatic memories and move on as one of a group of other survivors who look to her for answers when one of them is found dead in a suspicious suicide.

Inside these pages lies unspeakable horror. Bloodsplattering, brain-impaling, flesh-devouring horror. You've probably read your fair share of zombie stories. But this time it's different. No longer can you sit idle as a bunch of fools make all the wrong moves. All hell is about to break loose—and YOU have a say in humanity's survival. You have choices to make. Moral dilemmas. Strategic decisions. Weapons. Vehicles. Will you be a hero? Or will you cover

your own ass at all costs? Can you withstand the coming hours, days, weeks, and months? Or will you die amidst the chaos and violence of a zombie uprising? Or, worst of all, will you become one of them?

Nightmare Fuel by Nina Nesseth is a pop-science look at fear, how and why horror films get under our skin, and why we keep coming back for more. Do you like scary movies? Have you ever wondered why? Nina Nesseth knows what scares you. She also knows why. In *Nightmare Fuel*, Nesseth explores the strange and often unexpected science of fear through the lenses of psychology and physiology. How do horror films get under our skin? What about them keeps us up at night, even days later? And why do we keep coming back for more? Horror films promise an experience: fear. From monsters that hide in plain sight to tension-building scores, every aspect of a horror film is crafted to make your skin crawl. But how exactly do filmmakers pull this off? The truth is, there's more to it than just loud noises and creepy images. With the affection of a true horror fan and the critical analysis of a scientist, Nesseth explains how audiences engage horror with both their brains and bodies, and teases apart the elements that make horror films tick. *Nightmare Fuel* covers everything from jump scares to creature features, serial killers to the undead, and the fears that stick around to those that fade over time. With in-depth discussions and spotlight features of some of horror's most popular films—from classics like *The Exorcist* to modern hits like *Hereditary*—and interviews with directors, film editors, composers, and horror academics, *Nightmare Fuel* is a deep dive into the science of fear, a celebration of the genre, and a survival guide for going to bed after the credits roll. "An invaluable resource, a history of the horror genre, a love letter to the scary movie—it belongs on any horror reader's bookshelf." —Lisa Kröger, Bram Stoker Award-winning author of *Monster, She Wrote* At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

Last Days: Zombie Apocalypse is a skirmish-scale miniatures game of survival horror. It pits players against each other in a nightmarish near-future where the dead have returned to life and are feasting on the living. Players build their own factions, representing desperate civilians, military personnel, or hardened survivors, and must explore, scavenge, and fight in order to survive another day. Rival gangs are only one of the dangers they face – mindless zombies wander the streets, driven by insatiable hunger and drawn by the sound of combat! A gang's ability to scavenge is as vital as their combat ability, and players must ensure that they have the resources to survive in this hostile world. Scenarios and campaigns allow you to develop your gang, gain experience and recruit new henchmen to build up your strength or replace the inevitable casualties of the zombie apocalypse.

Riley Sager's brand new mind-bending thriller novel is out July 2022! Pre-order *THE HOUSE ACROSS THE LAKE* now! ***THE NEW YORK TIMES BESTSELLER*** 'One of the most addictive thrillers

I've read this year. A compulsive page-turner with high stakes and a heroine you find yourself absolutely rooting for' Gytha Lodge Charlie Jordan is being driven across the country by a serial killer. Maybe. Behind the wheel is Josh Baxter, a stranger Charlie met by the college ride share board, who also has a good reason for leaving university in the middle of term. On the road they share their stories, carefully avoiding the subject dominating the news - the Campus Killer, who's tied up and stabbed three students in the span of a year, has just struck again. Travelling the lengthy journey between university and their final destination, Charlie begins to notice discrepancies in Josh's story. As she begins to plan her escape from the man she is becoming certain is the killer, she starts to suspect that Josh knows exactly what she's thinking. Meaning that she could very well end up as his next victim. A game of cat and mouse is about to play out. In order to win, Charlie must do only one thing . . . survive the night. ***** Praise for Riley Sager 'Dark, frightening and twisty story that you won't be able to put down' Shari Lapena on Home Before Dark 'Clever, twisty, and altogether spine-chilling. . . [A] deliciously terrifying story' Ruth Ware on Home Before Dark 'Great . . . If you liked Gone Girl, you'll like this' Stephen King on Final Girls

The beginning of the Survival Horror series created by Mafftech Productions. The characters and stories from the zombie apocalypse web series all start here in a thrilling story about survival, family, and morality. When the world collapses into chaos, Matthew, an average college student, is forced to hide away in his home. Once the human population dies down, and the infected rise, Matthew is forced to survive in a new brutal world of horror. All alone, Matthew searches for what remains of his family in this new world. He is faced with unexpected challenges and decisions that may change him forever and could turn him into something he never thought possible. Will he survive this new world? Will he find his family? And if he does, how far will he be willing to go to keep them alive? The survival horror created by Mafftech Productions begins here...

A 2020 Newbery Honor Recipient! Christian McKay Heidicker, author of the Thieves of Weirdwood trilogy, draws inspiration from Bram Stoker, H. P. Lovecraft and Edgar Allan Poe for his debut middle-grade novel, a thrilling portrait of survival and an unforgettable tale of friendship. "Clever and harrowing." —The Wall Street Journal "Into the finest tradition of storytelling steps Christian McKay Heidicker with these highly original, bone-chilling, and ultimately heart-warming stories. All that's needed is a blazing campfire and a delicious plate of peaches and centipedes." —Kathi Appelt, Newbery Award honoree and National Book Award finalist The haunted season has arrived in the Antler Wood. No fox kit is safe. When Mia and Uly are separated from their litters, they discover a dangerous world full of monsters. In order to find a den to call home, they must venture through field and forest, facing unspeakable things that dwell in the darkness: a zombie who hungers for their flesh, a witch who tries to steal their skins, a ghost who hunts them through the snow . . . and other things too scary to mention. Featuring eight interconnected stories and sixteen hauntingly beautiful illustrations, Scary Stories for Young Foxes contains the kinds of adventures and thrills you love to listen to beside a campfire in the dark of night. Fans of Neil Gaiman, Jonathan Auxier, and R. L. Stine have found their next favorite book. A Booklist 2019 Editors' Choice Selection

Written by the screenwriter and producer behind Stephen King's It, and with an introduction by horror icon Wes Craven (A Nightmare on Elm Street), this is a hilarious must-read for any horror movie fan—and it just might save your life Are you reading this in a cornfield, at a summer camp, or in an abandoned mental institution? Have you noticed that everything is poorly lit, or that music

surges every time you open a door? If the answer is yes, you're probably trapped in a horror movie. But don't freak out—just read this book! With it you will learn how to overcome every obstacle found in scary films, including: • How to determine what type of horror film you're trapped in • The five types of slashers and how to defeat them • How to handle killer dolls, murderous automobiles, and other haunted objects • How to deal with alien invasions, zombie apocalypses, and other global threats • What to do if you did something last summer, if your corn has children in it, or if you suspect you're already dead So don't be afraid: no vampire, zombie horde, cannibal hillbilly, Japanese vengeance ghost, or other horror movie monster can hurt you—as long as you have this book.

Online meetings don't have to be bad horror movies. Surviving the Horror of Online Meetings takes the dread out of virtual meetings. It's a survival guide for the online world. By learning a few simple techniques, your meetings can be engaging, energetic, effective, and even fun! You'll learn: The new etiquette of online meetings Tips to prevent and overcome technology failures The best ways to manage difficult personalities How to head off distraction and disengagement How to show up as your best self How to make decisions that stick How to create an experience of trust, safety, engagement, and inclusion Whether you are using Zoom, Skype, Microsoft Teams, WebEx, or any other meeting platform, your virtual meetings can stop being nightmares. You can defeat the Meeting Monsters that lurk at the edges of online meetings.

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.

THE INSTANT NEW YORK TIMES BESTSELLER VOTED GOODREADS CHOICE AWARD BEST HORROR NOVEL OF 2021 A Good Morning America Buzz Pick "The horror master...puts his unique spin on slasher movie tropes."-USA Today A can't-miss summer read, selected by The New York Times, Oprah Daily, Time, USA Today, The Philadelphia Inquirer, CNN, LitHub, BookRiot, Bustle, Popsugar and the New York Public Library In horror movies, the final girls are the ones left standing when the credits roll. They made it through the worst night of their lives...but what happens after? Like his bestselling novel The Southern Book Club's Guide to Slaying Vampires, Grady Hendrix's latest is a fast-paced, frightening,

and wickedly humorous thriller. From chain saws to summer camp slayers, *The Final Girl Support Group* pays tribute to and slyly subverts our most popular horror films—movies like *The Texas Chainsaw Massacre*, *A Nightmare on Elm Street*, and *Scream*. Lynnette Tarkington is a real-life final girl who survived a massacre. For more than a decade, she's been meeting with five other final girls and their therapist in a support group for those who survived the unthinkable, working to put their lives back together. Then one woman misses a meeting, and their worst fears are realized—someone knows about the group and is determined to rip their lives apart again, piece by piece. But the thing about final girls is that no matter how bad the odds, how dark the night, how sharp the knife, they will never, ever give up.

From the author of the #1 New York Times bestseller, *World War Z*, *The Zombie Survival Guide* is your key to survival against the hordes of undead who may be stalking you right now. Fully illustrated and exhaustively comprehensive, this book covers everything you need to know, including how to understand zombie physiology and behavior, the most effective defense tactics and weaponry, ways to outfit your home for a long siege, and how to survive and adapt in any territory or terrain. Top 10 Lessons for Surviving a Zombie Attack 1. Organize before they rise! 2. They feel no fear, why should you? 3. Use your head: cut off theirs. 4. Blades don't need reloading. 5. Ideal protection = tight clothes, short hair. 6. Get up the staircase, then destroy it. 7. Get out of the car, get onto the bike. 8. Keep moving, keep low, keep quiet, keep alert! 9. No place is safe, only safer. 10. The zombie may be gone, but the threat lives on. Don't be carefree and foolish with your most precious asset—life. This book is your key to survival against the hordes of undead who may be stalking you right now without your even knowing it. *The Zombie Survival Guide* offers complete protection through trusted, proven tips for safeguarding yourself and your loved ones against the living dead. It is a book that can save your life.

Sharks Are Flying at Your Head at 300 mph. How Will You Survive? In the apocalyptic world we live in, Mother Nature is angry. Danger waits at every turn, and catastrophes like the Los Angeles sharknados have taught us that we need to be ready for anything. Too many lives have already been lost. But fear not. *How to Survive a Sharknado and Other Unnatural Disasters* is the first and only comprehensive guide to surviving the very worst that Mother Nature can throw our way. Inside this life-saving reference, you'll find: • Vital information about dozens of unnatural disasters and ungodly monsters that can injure, maim, or kill you, from arachnoquakes and ice twisters to piranhacondas and mega pythons; • Easy-to-understand survival tips for avoiding a bloody demise; • Inspirational words of wisdom from survivors, including Fin Shepard and April Wexler; • Useful resources, such as the Shepard Survival Assessment Test (S.S.A.T), and much more. With this essential book in hand, you too can be a hero who laughs in the face of calamity while saving friends and family. Or you can just avoid getting savagely ripped apart by a robocroc. Either way, you've been warned. Now be prepared. *Sharknado 2: The Second One* premieres July 30 at 9/8c on Syfy!

After finding a sanctuary in a historic hotel, survivors of the zombie plague attempt to establish laws while facing the undead, who want to eat them, and bandits, who want their women and supplies.

Scream meets *Happy Death Day* in this terrifying stand-alone horror novel from YA scream queen Danielle Valentine. Alice Lawrence is the sole witness in her sister's murder trial. And in the year since Claire's death, Alice's life has completely fallen apart. Her parents have gotten divorced, she's moved into an apartment that smells like bologna, and she is being forced to

face her sister's killer and a courtroom full of people who doubt what she saw in the corn maze a year prior. Claire was an all-American girl, beautiful and bubbly, and a theater star. Alice was a nerd who dreamed of becoming a forensic pathologist and would rather stay at home to watch her favorite horror movies than party. Despite their differences, they were bonded by sisterhood and were each other's best friends. Until Claire was taken away from her. On the first day of the murder trial, as Alice prepares to give her testimony, she is knocked out by a Sidney Prescott look-alike in the courthouse bathroom. When she wakes up, it is Halloween night a year earlier, the same day Claire was murdered. Alice has until midnight to save her sister and find the real killer before he claims another victim.

Hello, I am your guide. Your spirit guide. Every year, the haunted Mathswell mansion lures eight teenagers into its depths on Halloween night. As a previous victim cursed to wander the estate, Jacqueline uses her expertise on horror films to guide the newest teens. But there is a problem. No one can hear her sarcastic voice. Keeping eight teens alive shouldn't be hard. But Fannie is addicted to dead languages, Hannah is infatuated with vampires, Jessica is more air than brain, Hal is shallow and greedy, Mandy makes bad life decisions, Aven is in permanent denial, and Lewis likes to feed the wildlife. Finally, there's Jack. He's geeky, handsome, protective, and everything she wants in a boyfriend. She never experienced first love when she was alive. Why does her heart keep longing, when science deems, she doesn't have one? More than anything she wants to save him, she's even willing to fight for him. Following the thirty rules to surviving a horror film, would you survive?

Nebula, Locus, and Alex Award-winner P. Djèlí Clark returns with *Ring Shout*, a dark fantasy historical novella that gives a supernatural twist to the Ku Klux Klan's reign of terror "A fantastical, brutal and thrilling triumph of the imagination...Clark's combination of historical and political reimagining is cathartic, exhilarating and fresh." —The New York Times A 2021 Nebula Award Winner! A 2021 Locus Award Winner! A 2021 Hugo Award Finalist! A 2021 World Fantasy Award Finalist! A 2021 Ignyte Award Finalist! A 2021 Shirley Jackson Award Finalist! A 2021 AAMBC Literary Award Finalist! A 2021 British Fantasy Award Finalist! A New York Times Editor's Choice Pick! A Booklist Editor's Choice Pick! A Goodreads Choice Award Finalist! A 2020 SIBA Award Finalist! Featured on the 2021 RUSA Reading List: Fantasy Shortlist! Named a Best of 2020 Pick for NPR | Library Journal | Book Riot | LitReactor | Bustle | Polygon | Washington Post IN AMERICA, DEMONS WEAR WHITE HOODS. In 1915, *The Birth of a Nation* cast a spell across America, swelling the Klan's ranks and drinking deep from the darkest thoughts of white folk. All across the nation they ride, spreading fear and violence among the vulnerable. They plan to bring Hell to Earth. But even Ku Kluxes can die. Standing in their way is Maryse Boudreaux and her fellow resistance fighters, a foul-mouthed sharpshooter and a Harlem Hellfighter. Armed with blade, bullet, and bomb, they hunt their hunters and send the Klan's demons straight to Hell. But something awful's brewing in Macon, and the war on Hell is about to heat up. Can Maryse stop the Klan before it ends the world? At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

What kinds of terror lurk beneath the surface of White respectability? Many of the top-grossing US horror films between 2008 and 2016 relied heavily on themes of White, patriarchal fear and fragility: outsiders disrupting the sanctity of the almost always White family, evil forces or transgressive ideas transforming loved ones, and children dying when White women eschew traditional maternal roles. Horror film has a long history of radical, political com-

mentary, and Russell Meeuf reveals how racial resentments represented specifically in horror films produced during the Obama era gave rise to the Trump presidency and the Make America Great Again movement. Featuring films such as *The Conjuring* and *Don't Breathe*, *White Terror* explores how motifs of home invasion, exorcism, possession, and hauntings mirror cultural debates around White masculinity, class, religion, socioeconomics, and more. In the vein of Jordan Peele, *White Terror* exposes how White mainstream fear affects the horror film industry, which in turn cashes in on that fear and draws voters to candidates like Trump.

Did you know human attacks account for a staggering 100 percent of premature deaths for witches, swamp monsters, cyborgs, and other supernatural, mutant, and exceptionally large beings? The past millennia or so has seen not only an uptick in human attacks, but also increasingly indiscriminate victim selection. It is understandable to feel overwhelmed. From renowned preternaturalist K. E. Flann, *How to Survive a Human Attack* provides critical information at a critical time with chapters specifically tailored to their target audience, including: · *A Zombie's Guide to Filling the Emptiness and Moving Forward* · *First-Time Haunter's Guide for Ghosts, Spirits, Poltergeists, Specters, and Wraiths* · *Self-Training 101 for Werewolves: Sit, Don't Speak, Stay Alive!* · *What's Happening to My Body?: Radioactive Mutants and the Safety of the Nuclear Family*

From the scream of *Psycho* to the psycho of *Scream*, *The Horror Movie Survival Guide* is your essential source for information on the creatures and monsters that darken your daydreams and stalk your nightmares. Separated into five identifiable categories—aliens, beasts, creations, psychopaths, and the supernatural—each horrific entity is presented with a full description, an overview of unnatural habits, and tips on how to destroy it. This definitive handbook also includes a directory of horror films (So you know where to find your favorite monsters!), thirty photographs of the baddest of the bad, and a list ranking the worst creatures to grace the silver screen by their number of kills. So the next time you're confronted by the supernatural, the extraterrestrial, or the unclassifiable, look in here for all the facts—and run like hell.

Why your worst nightmares about watching horror movies are unfounded. Films about chainsaw killers, demonic possession, and ghostly intruders make some of us scream with joy. But while horror fans are attracted to movies designed to scare us, others shudder already at the thought of the sweat-drenched nightmares that terrifying movies often trigger. The fear of sleepless nights and the widespread beliefs that horror movies can have negative psychological effects and display immorality make some of us very, very nervous about them. But should we be concerned? In this book, horror-expert Mathias Clasen delves into the psychological science of horror cinema to bust some of the worst myths and correct the biggest misunderstandings surrounding the genre. In short and highly readable chapters peppered with vivid anecdotes and examples, he addresses the nervous person's most pressing questions: What are the effects of horror films on our mental and physical health? Why do they often cause nightmares? Aren't horror movies immoral and a bad influence on children and adolescents? Shouldn't we be concerned about what the current popularity of horror movies says about society and its values? While media psychologists have demonstrated that horror films indeed have the potential to harm us, Clasen reveals that the scientific evidence also contains a second story that is often overlooked: horror movies can also help us confront and manage fear and often foster prosocial values.

Stephen King meets *Pretty Little Liars* in this pulse-pounding nov-

el from the author of *The Merciless* just back from rehab, Casey regrets letting her friends Shana, Julie, and Aya talk her into coming to *Survive the Night*, an all-night, underground rave in a New York City subway tunnel. Surrounded by frightening drugs and menacing strangers, Casey doesn't think *Survive the Night* could get any worse... ..until she comes across Julie's mutilated body in a dank, black subway tunnel, red-eyed rats nibbling at her fingers. Casey thought she was just off with some guy—no one could hear her getting torn apart over the sound of pulsing music. And by the time they get back to the party, everyone is gone. Desperate for help, Casey and her friends find themselves running through the putrid subway tunnels, searching for a way out. But every manhole is sealed shut, and every noise echoes eerily in the dark, reminding them they're not alone. They're being hunted. Trapped underground with someone—or something—out to get them, Casey can't help but listen to Aya's terrified refrain: "We're all gonna die down here."

NATIONAL BESTSELLER • Trapped in the Mexican jungle, a group of friends stumble upon a creeping horror unlike anything they could ever imagine in "the best horror novel of the new century" (Stephen King). Also a major motion picture! Two young couples are on a lazy Mexican vacation—sun-drenched days, drunken nights, making friends with fellow tourists. When the brother of one of those friends disappears, they decide to venture into the jungle to look for him. What started out as a fun day-trip slowly spirals into a nightmare when they find an ancient ruins site ... and the terrifying presence that lurks there.

Teaches readers how to cope with every kind of horror movie obstacle, from ax-wielding psychopaths to haunted Japanese VHS tapes.

The Turn of the Screw, originally published in 1898, is a novella written by Henry James. The story, a part of Gothic and ghost story genres, first appeared in serial format in *Collier's Weekly* magazine (27 January – 16 April 1898). In October 1898 it appeared in *The Two Magics*, a book published by Macmillan in New York City and Heinemann in London. Due to its original content, *The Turn of the Screw* became a favorite text of academics who subscribe to New Criticism. The novella has had differing interpretations, often mutually exclusive. Many critics have tried to determine the exact nature of the evil hinted at by the story. However, others have argued that the brilliance of the novella results from its ability to create an intimate sense of confusion and suspense within the reader.

Horror movie starlet Clarissa Lee is beautiful, internationally known, and...completely broke. To cap off years of questionable financial and personal decisions, Clarissa accepts an invitation to participate in a "fully immersive" fan convention. She arrives at an off-season summer camp and finds what was supposed to be a quick buck has become a real-life slasher movie. Deep in the woods of Kentucky with a supporting cast of B-level celebrities, Clarissa must fight to survive the deadly game that the con's organizers have rigged against her. A demented, funny, bloody, and strangely-poignant horror novel from the acclaimed author of *Tribesmen*, *Zero Lives Remaining*, and *Mercy House*. "Cesare is poised to take the reins of the new generation. Looking for the new face of horror? This is it right here."-Joe McKinney, *Bram Stoker Award*-winning author of *The Dead Won't Die* and *Dead City* "[Cesare] has implemented a style that is highly cinematic, merciless in its execution and leaves you hanging on for dear life wondering what he'll do next."- *Horror Talk on Mercy House*

A definitive and surprising exploration of the history of Black horror films, after the rising success of *Get Out*, *Candyman*, and *Lovecraft Country* from creators behind the acclaimed documentary, *Horror Noire*. *The Black Guy Dies First* explores the Black journey

in modern horror cinema, from the fodder epitomized by *Spider Baby* to the Oscar-winning cinematic heights of *Get Out* and beyond. This eye-opening book delves into the themes, tropes, and traits that have come to characterize Black roles in horror since 1968, a year in which race made national headlines in iconic moments from the enactment of the 1968 Civil Rights Act and Martin Luther King Jr.'s assassination in April. This timely book is a must-read for cinema and horror fans alike.

Bram Stoker Award nominee for Best First Novel! "This claustrophobic, horror-leaning tour de force is highly recommended for fans of Jeff VanderMeer's *Annihilation* and Andy Weir's *The Martian*." -- Publishers Weekly (starred review) A thrilling, atmospheric debut with the intensive drive of *The Martian* and *Gravity* and the creeping dread of *Annihilation*, in which a caver on a foreign planet finds herself on a terrifying psychological and emotional journey for survival. When Gyre Price lied her way into this expedition, she thought she'd be mapping mineral deposits, and that her biggest problems would be cave collapses and gear malfunctions. She also thought that the fat paycheck—enough to get her off-planet and on the trail of her mother—meant she'd get a skilled surface team, monitoring her suit and environment, keeping her safe. Keeping her sane. Instead, she got Em. Em sees nothing wrong with controlling Gyre's body with drugs or withholding critical information to "ensure the smooth operation" of her expedition. Em knows all about Gyre's falsified credentials, and has no qualms using them as a leash—and a lash. And Em has secrets, too . . . As Gyre descends, little inconsistencies—missing supplies, unexpected changes in the route, and, worst of all, shifts in Em's motivations—drive her out of her depths. Lost and disoriented, Gyre finds her sense of control giving way to paranoia and anger. On her own in this mysterious, deadly place, surrounded by darkness and the unknown, Gyre must overcome more than just the dangerous terrain and the Tunneler which calls underground its home if she wants to make it out alive—she must confront the ghosts in her own head. But how come she can't shake the feeling she's being followed?

Written by best-selling author, screenwriter, and producer Seth Grahame-Smith (*Stephen King's It*), with an introduction by horror icon Wes Craven (*A Nightmare on Elm Street*), this is a hilarious must-read for any horror movie fan...and it just might save your life. Are you reading this in a cornfield, at a summer camp, or in an abandoned mental institution? Have you noticed that everything is poorly lit, or that music surges every time you open a door? If the answer is yes, you're probably trapped in a horror movie. But don't freak out—just read this book! With it you will learn how to overcome every obstacle found in scary films, including:

- How to determine what type of horror film you're trapped in
- The five types of slashers and how to defeat them
- How to handle killer dolls, murderous automobiles, and other haunted objects
- How to deal with alien invasions, zombie apocalypses, and other global threats
- What to do if you did something last summer, if your corn has children in it, or if you suspect you're already dead

Examining the popularity of low-budget cinema, particularly slasher, occult, and rape-revenge films, the author argues that, while such films have been traditionally understood as offering only sadistic pleasure to their mostly male audiences, in actuality they align spectators not with the male tormentor but with the females being tormented--particularly the slasher movie's "final girls"--Who endure fear and degradation before rising to save themselves.--Adapted from publisher description.

The dark will bring your worst nightmares to light in this gripping and eerie survival story, perfect for fans of James Dashner and

Neil Gaiman. On Marin's island, sunrise doesn't come every twenty-four hours—it comes every twenty-eight years. Now the sun is just a sliver of light on the horizon. The weather is turning cold and the shadows are growing long. Because sunset triggers the tide to roll out hundreds of miles, the islanders are frantically preparing to sail south, where they will wait out the long Night. Marin and her twin brother, Kana, help their anxious parents ready the house for departure. Locks must be taken off doors. Furniture must be arranged. Tables must be set. The rituals are puzzling—bizarre, even—but none of the adults in town will discuss why it has to be done this way. Just as the ships are about to sail, a teenage boy goes missing—the twins' friend Line. Marin and Kana are the only ones who know the truth about where Line's gone, and the only way to rescue him is by doing it themselves. But Night is falling. Their island is changing. And it may already be too late.

WHAT IS THE STORY GRID? The Story Grid is a tool developed by editor Shawn Coyne to analyze stories and provide helpful editorial comments. It's like a CT Scan that takes a photo of the global story and tells the editor or writer what is working, what is not, and what must be done to make what works better and fix what's not. The Story Grid breaks down the component parts of stories to identify the problems. And finding the problems in a story is almost as difficult as the writing of the story itself (maybe even more difficult). The Story Grid is a tool with many applications: 1. It will tell a writer if a Story ?works? or ?doesn't work. 2. It pinpoints story problems but does not emotionally abuse the writer, revealing exactly where a Story (not the person creating the Story/the Story) has failed. 3. It will tell the writer the specific work necessary to fix that Story's problems. 4. It is a tool to re-envision and resuscitate a seemingly irredeemable pile of paper stuck in an attic drawer. 5. It is a tool that can inspire an original creation.

Stephen King's legendary debut, the bestselling smash hit that put him on the map as one of America's favorite writers "Gory and horrifying. . . . You can't put it down." —Chicago Tribune Unpopular at school and subjected to her mother's religious fanaticism at home, Carrie White does not have it easy. But while she may be picked on by her classmates, she has a gift she's kept secret since she was a little girl: she can move things with her mind. Doors lock. Candles fall. Her ability has been both a power and a problem. And when she finds herself the recipient of a sudden act of kindness, Carrie feels like she's finally been given a chance to be normal. She hopes that the nightmare of her classmates' vicious taunts is over . . . but an unexpected and cruel prank turns her gift into a weapon of horror so destructive that the town may never recover.

This fourth wall-breaking middle grade collection of spooky, scary, and spooey stories for fans of Lemony Snicket and *Scary Stories to Tell in the Dark* might just help you survive the night in a house full of vampires. If you are reading this book, then you must be trapped in that spooky house with those vampires. Sorry about that. But! You might just make it out if you manage to tell them one scary story each night in accordance with standard vampire rules. Don't know any scary stories? Good thing you found this book! Every tale in this tome is true...more or less (more more than less). You get a little bit of everything in this monster mash: from hitchhiking phantoms to women in white, a carnivore beast that loves a good vacation to a haunted mannequin with a bug problem, killer phones, concerned werewolves, you name it. Everything you need to keep those vampires on the edge of their seats—and well away from your neck. But beware...-don't get too comfortable. Names have power, and if you whisper about too many things in the dark, they might just hear you.