

The Zombie Times

The latest News from around the Zombie World from www.Terror4fun.com

A Decade of Zombie Events!!!



Zombie Ed, 2004



Zombie Ed, 2014

2004 was a significant year in the Zombie World, three events occurred that made a hell of a difference over the past 10 years, they were the release of Shaun of the Dead, possibly the most accessible, funniest and yet true to the genre zombie film ever made. 2004 also saw the release of Zack Snyder's remake of Dawn of Dead, a true genre movie on a massive scale with big effects, big budget, truly horrific and yet most controversially fast, running zombies. Some loved the remake and some loathed it, but everyone had an opinion on it... The third & final event of 2004 was simply Terror4fun and The Zombie Times took their first steps along the road of the Living Dead...

For 10 years now we have been bringing Zombies to your door and we would simply like to say thank you to you all for everything you've done... You may have attended one or more of our zombie events, you may subscribe to the Zombie Times, enter our competitions or simply follow us on Twitter, however you know us, we simply want to say thank you. In August we will be releasing an 10 year Anniversary Special, along with attending more events than you can shake a stick at...

Thanks again & keep on rotting in the Free World

Zombie Ed & the Terror4fun Team

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UP AND COMING ZOMBIE EVENTS

Just email us at ed@terror4fun.com to let us know about all **YOUR ZOMBIE EVENTS** from the UK and Abroad!!!

We only have a few events listed this time, but we want more... So get them to us!

FEBRUARY 2014

February— Worlds First Zombie Chess Experience in Australia

More details in this issue...

APRIL 2014

April—Filming on UK Zombie TV Series 'Survival' begins filming.

More details in this issue...

MAY 2014

May 3rd - Zombie Walk Cardiff. The next day the hardcore veterans will then take on the elite Zombie Trek for charity from Cardiff to Snowden! More details in this issue...

May 17th—Widnes. Music video shoot for 'When Death Comes To Town' and we need ZOMBIES. Lots of them! More details in this issue...

May 24th and 25th, 2014—Stafford. Zombie Weekend 3. More details in this issue...

AUGUST 2014

Bank Holiday Weekend — Frightfest in London.

... And don't forget **NOVEMBER 2014...**

**November 15th, 2014. 8th UK Festival of Zombie Culture—
Leicester... www.terror4fun.com**

Make-up Artists for hire



GoreFX is a Leicester based group with a large Database of Horror makeup artists from all around the country

If you require makeup for Advertising, Short Films, Feature Films, Events etc. we have Artists to cover it all

Due to the recent overwhelming popularity of Zombies, we now have makeup systems designed to get very large groups made up in minimal time – we are looking at anywhere between 3 and 10 minutes per zombie per artist, this can include large wounds and heavy Gore. My team recently worked on an event providing 100 zombies in under 2 hours

Please contact gav@gorefx.co.uk all work is considered

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THE ZOMBIE TIMES, MARCH 2014

HEY THERE ROTTING ONES,

YES, THE FEBRUARY EDITION IS A BIT DELAYED AND SO, HERE IT IS IN ALL OF ITS GLORY, THE MARCH EDITION... SORRY FOR ANY UPSET CAUSED BY ITS DELAY... HOPEFULLY YOU WILL LOVE IT, AS WE USING THIS EDITION TO STICK OUR TOE IN THE WATER OF 2014'S ZOMBIE EVENTS AND DISCOVERING A PLEASANT MOUNT ARE ON THE HORIZON...

PLUS THERE'S A TONNE OF FILMS THAT NEED YOUR HELP & SUPPORT SO PLEASE CHECK THEM OUT AND SUPPORT THEM IN EVERYWAY POSSIBLE! THIS DOES NOT NECESSARILY MEAN FREEZING YOUR NUTS OFF AND GETTING FILMS, EVEN IF YOU SIMPLY TWEET / FACEBOOK ABOUT THEM, HALF THE STRUGGLE FOR THESE INDIE PRODUCTIONS IS SPREADING THE WORD...

AS USUAL, PLEASE TELL US ABOUT YOUR EVENTS AND YOUR ZOMBIE NEWS AND WE WILL SPEAK AGAIN SOON IF NOT BEFORE... ENTER THE COMPETITIONS, TELL YOUR FRIENDS AND SPREAD THE WORD THAT ZOMBIES ARE ALIVE AND KICKING...

SEE YOU SOON, MORE THAN 14,000 SUBSCRIBERS CAN'T BE WRONG!

KEEP ON ROTTING IN THE FREE WORLD,
ZOMBIE ED AND THE TERROR4FUN TEAM



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ZOMBIE FILM NEEDS YOU ... BARRIER



we just need more zombies and make-up artists. If you love acting or just love zombies this is just the thing you need to do. We are centred in and around London. We are young teens or early adults making this so we can't pay or afford your expenses. This is our dream to make this film and have been planning this for two years and finally ready to film. So we are looking for actors of any age, shape or ethnic origin for zombies, we are also looking for any freelance make-up artists to help us and anyone who wants to help in any way shape or form. Dates aren't set to film so please email your details and if there's anything you want to do to help tell me that as well. No auditions required. So please get in contact at mykeapery@me.com This is a short teaser trailer for our film. If you can't help spread the word by telling your friends and share our trailer whatever you can will be appreciated.

I'm working on a fantastic zombie film. Barrier. Full of gory moments and overly humorous characters. The film is based around kids rebuilding their lives only months after the zombie outbreak. We are currently working in pre production. We have cast the film but

<http://www.youtube.com/watch?v=JQDilhvBJx8>
 And to help: <http://www.indiegogo.com/projects/zombie-co3>

ZOMBIE WEEKEND 3

Coming to Stafford in May so this is a unique zombie survival weekend like no other. On the weekend you will get to play paintball and listen to some amazing bands but there will be zombies roaming the woods and lands so be warned if you are caught you will be eaten and turned into one of the undead.

ONLY £60 per person for the whole weekend

Interested then contact the number or email on the poster and this is open to all zombie fans everywhere.

Join the Zombie Weekend Community and talk to those that survived last year and see what the fuss was all about.

Join us !!!!!!!

<https://www.facebook.com/zombie.weekend>



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Zombie Town (2013)

The awesome '**Zombie Town**' made by 5-9 year old zombie fans
<http://www.youtube.com/watch?v=Oq1v72djebY>

UK ZOMBIE TV SERIES NEEDS YOU

Zombie Hood is currently in the hands of 'Worldwide Entertainment' in the USA,
<http://www.envusworldwideentertainment.com/>

quire a full head cast for their prosthetic, as shown in this video:
<http://stevebest371.wix.com/besthayes#!about/>

Apart from that, we're currently concentrating on Survival, a zombie TV series. Survival is currently in pre-production, but we expect to start filming in April of this year. We have cast the lead role, Jade Blocksidge from Zombie Hood, who is about to start martial arts and bow training for her role in the series.

Andy Calderwood 'The Rise', 'ZombieHood' and 'The List' has also been cast alongside Katie Ward 'Doctors – BBC' and 'Truckers – BBC' for the pilot episode.

Survival will include many practical effects with a make-up and prosthetic team currently working on a number of realistic effects for the series. Brian Hurst is leading a VFX team from the Confetti institute of creative technologies that will supply the visual effects for the series.

Survival will be directed by Steve Best 'Zombie Hood' and we're still looking for people to audition for zombie roles in the series, however as the make-up will be of a very high production value, all zombies will re-



All

zombies will have to attend Zombie School, run by **Steven Uden** and **Adelle Overton**, before they can be considered for a role in the series.

For more details and to contact the team about getting involved with Survival head to www.besthayes.co.uk or <https://www.facebook.com/zhsurvival>

* Audience Choice Winner 2008 - Freak Show Film Festival, Orlando

BOTE

"The Greatest Irish Zombie Martial Arts Movie Ever Made"

Mike Leeder - Impact Magazine

"Bloody Kick-Ass ****"

Dean Boor - GoreZone Magazine

ON SALE NOW



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ZOMBIEXPERIENCE... THE REVIEW...



feels like a zombie infected world, and that's before the game has even begun. It really is like something out of 28 Days Later or Resident Evil.

We were grouped into teams of seven, each given a shotgun and some money. Then we were left to fend for ourselves against the ravenous hordes of walking dead. I don't want to say too much about the story, but we had a number of objectives: find some virus-filled test tubes, and to escort a doctor to the roof where the survivors would escape once all objectives were completed.

But that was made so much harder because the undead were

ZombieXperience unleashed their inaugural horror event in Sheffield last weekend and when the invite said it was guaranteed to put the willies up you I was very excited (don't be rude)! An evening with a horde of shambling brain-dead zombies sounds like every Saturday night clubbing, to be honest.

Now pay attention because things are about to get dirtier than a bunch of reality TV stars auditioning for a presenter's job on This Morning and being told to improvise in front of the producer...

The event is billed as a horror action adventure: three hours in a group being stalked by the walking dead: this isn't everyone's cup of tea. Events are held at a creepy abandoned complex just outside of the city and it's pretty dangerous and so protective clothing and glasses need to be worn throughout the experience and what's clear from the outset is that the organisers clearly place safety at the top of their list of priorities; the security brief at the start of the game only adds to the atmosphere and increases the tension: this really

everywhere and we only had so much ammunition. Yes, this game uses BB guns, which hurt when they hit living flesh. We were free to move around the massive four storey complex as we saw fit, and when the zombies came, we could fight back. Or in my case, run away!

My group was killed horrifically as we tried to cross a room littered with zombies, so it was game over after about two hours – but what a glorious two hours it was. I doubt I'll ever forget my first ZombieXperience adventure as the horrors I saw will forever be burned into my mind.



(Continued on page 7)



GOT ZOMBIE NEWS ???

TELL US ALL ABOUT IT AND WE WILL TELL MORE THAN
14,000 ZOMBIE FANS IN THE NEXT 'ZOMBIE TIMES.'

EMAIL US AT: ED@TERROR4FUN.COM



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(Continued from page 6)

Even today I'm finding myself checking dark corners to make sure there's not one of the undead lurking, but I'm fine. Really <twitch>.

This isn't a cheap event. At £50 (plus weapon hire) it's fairly pricey for just three hours, but when you consider what goes into making this kind of event and the numbers of people involved, the entry price is well worth what is a dark and gritty highly immersive zombie action adventure that, unlike any past winner of Dancing on Ice, you will remember for years to come!

Score: 9/10. Terrifying.

As it stands this was a phenomenal entry into the zombie action scene. If you ever fancied a dark horror event being chased by a bunch of zombies wanting to gobble you off up then this is absolutely the event for you!

Check out ZombieXperience at <https://zombiexperience.co.uk/>

Stuart Renton - When the Dead start Walking, Stuart starts Running...

When he's not out running away from zombies like a teenage girl*, Stuart has been a journalist for almost twenty years having had columns in PC Zone, Shivers Magazine, and Smash Hits! (We don't talk about that last one any more).

He now works as a freelancer for anyone who will have him, and prefers to slaughter celebrities in print with his weekly TV reviews column, while holding down his online geek store.

*A manly girl, mind you! There's none of this shrieking in fear business... well, not much anyway.



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GET THE ZOMBIEXPERIENCE

ZombieXperience is the fastest growing zombie themed live action event in the UK. ZombieXperience runs out of three venues across the country including Gloucestershire, between Birmingham and Coventry and the new Sheffield urban site, with many more to come. A virus has been unleashed and the dead no longer stay dead. They walk among us and crave the flesh of the living. How will you cope in a zombie apocalypse scenario?

ZombieXperience is a fully immersive deadly live action game using realistic air-soft weapons and every game is different. You won't be railroaded down a certain path; the choices you make are yours and yours alone. You will start the game with a shotgun or a pistol,

a limited supply of ammunition and will be briefed in your vital mission, failure is not an option. The fate of humanity lies in your hands; the rest is up to you. Do you have what it takes to survive the apocalypse? Can you lead a team to make the best use of limited resources? Can you evade the ever present threat of the relentless walking dead; take them down if you have to... can you make it out alive?

Put yourself through the paces during three hours of adrenaline fuelled, action-packed zombie terror in some of the most terrifying venues in the country.

Tickets Available through Zombie Shop...

<http://www.zombieshop.co.uk/>



We are the Disciples of Solid Sound and our most recent song is a zombie epic, called **'Screaming for a Headshot!'**

Let's face it, if the Apocalypse comes and it's the last thing people hear...

We want them to be entertained!

<https://www.facebook.com/DisciplesOfSolidSound?>



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ZOMBIE-WALK CARDIFF

3rd May, 2014 is the infamous Zombie Walk Cardiff (a mile or so walk around the capital followed by a gig), the next day the hardcore veterans will then take on the elite Zombie Trek for charity from Cardiff to Snowden! If you're interested in joining the Zombie walk click here: <https://www.facebook.com/events/624013274280632/?fref=ts> if you're interested in taking on the challenge of the Zombie Trek (170+miles in six days) please let us know.

LOOK FOR THE TRAIL OF BLOOD



The upcoming movie, *Trail Of Blood*, is an off-kilter zombie action thriller. Filled with death and terror, *Trail Of Blood* is the story of a young couple, Brad (Brett Erickson) and Ava (Aileeah Colgan), on a weekend biking excursion. Unbeknownst to Ava, Brad is preparing to pop-the-question and ask for her hand in marriage. But their romantic outing takes a turn for the worst. As peaceful hikers turn into murderous flesh-eating zombies, Brad and Ava use what little resources they have to fend off the raging hordes. Will their love survive the day? Will they?

Currently in post-production, *Trail Of Blood* is the first film by The Lavin Production Company. Co-written and Directed by Kate Lavin, *Trail of Blood* was filmed on a recreation trail in Peoria, Illinois with a small cast and an even smaller crew. The trail's claustrophobic tunnel was the spark for the whole film. Walking through the tunnel was such a disorienting and unnerving experience, Kate couldn't help but imagine how terrifying the tunnel would be filled with zombies. The

story was built around the feelings of panic and dread that arise in an ever-tightening, life-threatening situation that has to be overcome immediately and without hesitation in order to survive. After a whirlwind two months of script writing, casting, and location prep with business partner Jeremy Friedrich, the movie began production. Working within the constraints of a micro budget, the production lasted for 21 days in the fall of 2013.

In order to create an immersive and realistic style, Kate Lavin utilized handheld camera techniques to submerge the viewer into the frantic emotional state of the characters. Those techniques paired with the practical effects designed by lead makeup artists Irene Loveta and Britt Colgan sell the tangible decay of the rotting zombie swarm.

Trail Of Blood is slated to wrap post production in 2014 and will be submitted to film festivals for screenings. Until then, enjoy the teaser trailer!

Trailer: <http://youtu.be/9qeK9xz3pcE>

Twitter: @TheLavProCo



Website: <https://www.facebook.com/TheLavinProductionCompany>



GOREFX

Contact: gav@gorefx.co.uk - www.gorefx.co.uk

Specialising in Horror &
Gore Makeup Effects



BE AN UNDEAD OVERLORD!

Be The Zombie, Create Your Own Horde and Conquer The World With Undead Overlord. Undead Overlord is real-time strategy game that puts you directly in charge of your own zombie horde. JumpCore Productions is developing its first title for PC, Mac and iPad.



powerful special abilities that maximize the mayhem and then create the most chaos possible in your quest to undermine the very basis of reality!

Currently in development for tablet and desktop platforms, Undead Overlord is not a cute zombie game, it's got gruesome 3D graphics, a hard edged

soundtrack to die for (so to speak), and it's based in the tradition of things like the movie Re-Animator. In other words - bloody, nasty, gory horror with one foot in a large vat of sticky goofiness.

"Raw, aggressive hunger - there's nothing like being a Zombie when you want to do some damage! Now you can control your own horde of zombies! Haven't you always wanted to take over the world?"

"In a world where the undead zombie horde rampages through towns and cities, there is joy. Joy for every zombie. And You are their Undead Overlord. You control your chomping minions, your speeding, slashing hyena zombies, your hulking unstoppable Tank zombies. The human prey are often highly trained and heavily armed, determined to outsmart and outfight you. But you shall prevail, for you are the Undead Overlord."

Lay waste to the tidy world that humans have created for themselves; feast on their brains, grow, mutate, and gain incredible powers. Take over a small town (deputies are delicious!). Overwhelm the arriving SWAT units. Reduce a mighty city to rubble and gorge on the remains of generals as their weapons lie smoldering. Savor the mayhem.

As an Undead Overlord, the world is yours to conquer and remake in your own grotesque image, so why not make your horde deadly enough to overwhelm modern armaments, mutate deadly Boss Zombies to provide strategic advantages to your horde, gain

Undead Overlord was greenlit on Steam in November 2013 and has since released a pre-alpha demo to a select group of YouTube reviewers. Check out the game's website if you would like to watch these reviews, learn more about the game and its many features, and read JumpCore's latest updates. Don't forget to join the mailing list and check out the Undead Overlord forum and its social media profiles.

Website: <http://undeadoverlord.com>

Facebook: <https://www.facebook.com/undeadoverlord>

Twitter: <https://twitter.com/JumpCorePro>

Google+: <https://plus.google.com/+Undeadoverlord>

ZOMBIES NEEDED FOR VIDEO SHOOT

Faster Than Bulls and Death in a Northern Town present the music video shoot for 'When Death Comes To Town' and we need ZOMBIES. Lots of them! So if you make a good zombie, then get your rotting arses down to The Studio, Lacey Street, Widnes on Saturday 17th May at 12pm for an afternoon of filming followed by an after show party awesome enough to wake the dead featuring live music from Faster Than Bulls plus others to be confirmed.

<https://www.facebook.com/events/1379755568940682/>

*"Congrats!
Toxie LOVES The
Zombie Times!"*

**Lloyd Kaufman,
Co-Founder and Head of
Troma
Entertainment**

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UK ZOMBIE SURVIVAL WEEKENDERS

Zombie Survival Weekender is a unique mix of survival training weekend and live action non-combat horror experience...

Zombie Survival Weekender has been going since 2011. We focus on skill sharing, team building, confidence development, learning, teaching, fun and games, survival and scares.

All this for only £55 per

person including camping for the standard events.

"Have a look at the website www.zombiesw.co.uk and see if you really have what it takes to survive."

Have a great experience at one of this years 20 events.

Standard events last around 36 hours with camping included in the great value price. No other event has so much content for such great value. If you like Zombies, Camping, Survival Training, bushcraft, foraging, learning, teaching, teamwork, competition, roleplay, party, bonfire, BBQ, meeting new people, being scared, being a hero, being the undead, playing exciting challenges, solving riddles and quests... then this is the event for you. check us out: www.zombiesw.co.uk

Zombie Survival Weekender in Stages:

1- Arrival & welcome, safety briefing & going over the rules...

2-Survival Kits/Survival Skills share. Inter-team challenges and games

3-BBQ, Party, and Night live-action horror roleplay.

4-Games, Debate, Bragging & Planning for the apocalypse.

1-The first section is the boring admin bit, going over the important safety issues of the weekend, and making sure everyone has signed the disclaimer and has all the equipment they need and that everyone is acquainted with one another.

2-The second stage of the weekend is Survival Kits and Survival Skills training, a useful skill share session where you can learn and teach many useful survival subjects such as: Fire craft, First aid, Distilling water, knives, map reading, campcraft, foraging, shelter, knots, etc. etc.



3-Most peoples favourite part of the weekend is the zombie themed-live-action-non-combat-horror-roleplay game.

After the skills share and everybody has settled, the party begins and everyone enjoys a BBQ and a drink or four. At some point during the evening/night, patient zero (chosen at random during the skills share/training) will become infected, they will go to the 'First Aid/'

Zombification tent and spend 30minutes getting turned into a zombie by our lovely maniac nurses.

The infected: The infected move slowly, none of your modern, running, angry, intelligent, zombies, we are, for the sake of the game, going old school 70's zombies.

Once a player has been infected they must report to the medical tent where our lovely nurses will try (and fail) to heal the wound, the patient will spend half-an-hour in the medical tent being treated (becoming zombified with face paint/makeups etc. the nurses will have plenty but feel free to bring your own costumes to add to your zombie look) once the patient has died and become re-animated they are allowed out on the rampage. The humans have several missions, challenges and riddles to complete over the night whilst avoiding the zombies, to keep it interesting. Will the humans survive or will it be a camp of partying zombies by sun up?!

4-The Sunday is for us to brag about the deeds, adventures and bold or stupid acts of the night before. We also play various games aswell as debate Survival tactics, Nonsense and Apocalypse plans of action whilst nursing our hangovers...

We then Have a brief awards ceremony and all join in a litter sweep, pack down and go home; tired, dirty, more experienced, with new friends, excited about the next time!

Yours,

DOM SPENS

HEAD OF ZOMBIE CONTINGENCY PLANNING
ZOMBIE SURVIVAL WEEKENDER

Website: www.zombiesw.co.uk

Facebook: [Zombie Survival Weekender](https://www.facebook.com/ZombieSurvivalWeekender)

Twitter: [@zombiesw](https://twitter.com/zombiesw)

Email: info@zombiesw.co.uk

"In The Event of a Zombie Attack"
This is not a DVD, this could be the next best thing to a van load of BIG guns... Find out more at:

<http://4d4films.com/films/in-the-event-of-a-zombie-attack/>



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WELCOME TO ESSEX NEEDS YOUR ZOMBIE TUNES

Overnight, the United Kingdom was consumed by an epidemic of terrifying proportions. The majority of the population were killed in a matter of hours as millions of recently-killed people returned to life and began to attack and kill the living. The disaster spread so rapidly that the government had no time to control the situation. The order to evacuate England was given. But it was too late. Now, the following day, a small group of mismatched survivors find themselves trapped in the famous town of Brentwood, hunted by large hordes of fast-moving corpses. They must learn to work together and reach the last-known point of rescue, Southend-on-Sea, or face certain death. Or worse. Who will live? Who will die?

Find out in 'Welcome To Essex'!

Welcome To Essex is the latest feature film from Smok-

ing Monkey Productions, a Brentwood-based movie studio that specialises in dark, humorous, intelligent horror and action films. This film features a cast of over 500, as well as some things you've never seen in a zombie film before!

We are a zero-budget production but aim to make the film look like a million dollar movie, so sign up and get involved before it's too late!

Interested in getting your music in our movie?

<http://www.welcometoesssexmovie.com/live/music->

Website: <http://www.welcometoesssexmovie.com/>

IMDb PAGE <http://www.imdb.com/title/tt3196418/>

FACEBOOK PAGE

<https://www.facebook.com/WelcomeToEssex>

TWITTER <https://twitter.com/welcometoesssex>

ZOMBIE HIRE PRESENTS ZOMBIE CHESS

What is Zombie Chess?

ZombieHire.com proudly presented the world premiere of Zombie Chess, a live public spectator experience combining the military tactics of tournament chess with the merciless carnage of a zombie pandemic.

A giant chessboard provides the battleground for two teams of legendary foes: the living (white), and the living dead (black). Live human chess pieces occupy the roles of King, Queen, Bishop, Knight and Rook, with each player wielding a giant chess piece representative of their designation (Pawns are represented by chess pieces only, not human players).

The action on the giant chessboard corresponds to the real game being played between two chess champions on a smaller board. When a piece is captured, a bloody death scene is played out by the human chess pieces, with machetes, chainsaws and gnashing rotting teeth. What makes Zombie Chess a riveting spectacle is the element of mandatory chance: the two chess champions have only a 50% chance of directing the action and controlling the game. At any time control may default to the mindless whims of the zombies or survivors, who may sabotage their master's strategy by embarking on



rogue suicide missions, or employing their own secretly-harboured chess survival skills.

Zombie Chess made its debut at the Daylesford Town Hall on Sat 15 Feb and all proceeds were donated to the Hepburn Wildlife Shelter.

Facebook: www.facebook.com/events/241171006048642/

Email: info@zombiehire.com

Web: www.zombiehire.com

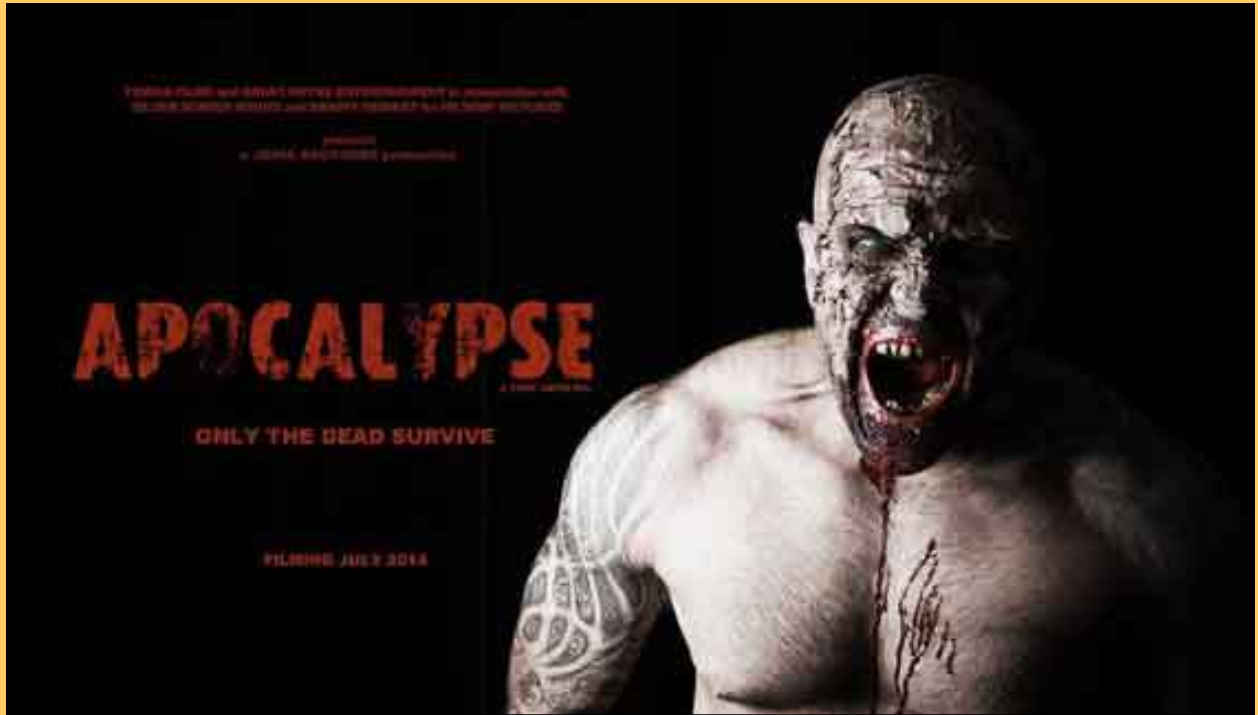


“In The Event of a Zombie Attack”
This is not a DVD, this could be the next best thing to a
van load of BIG guns... Find out more at:

<http://4d4films.com/films/in-the-event-of-a-zombie-attack/>

The latest News from around the Zombie World from www.Terror4fun.com

ZOMBIE FILM NEEDS YOU... APOCALYPSE THE MOVIE



the

Dear Zombie Fans,

We all have a huge love for horror and the zombie genre. We will have a lot of updates coming fast over the next couple of months, so we will keep them appearing in the Zombie Times, to keep you all in the loop.

One of the unique hooks to our movie project is that we have 12 different countries so far signed on to all film sequences of the zombie outbreak occurring in their countries, we will incorporate this footage in our movie as our news reports from around the world. Giving our indie horror a larger scope and worldwide feel to it.

The Plot of Apocalypse the Movie

While an enzyme that causes the dead to reanimate brings the world to its knees, the scientist responsible entrusts his cataclysmic findings to Katya Nevin, a troubled ex-war correspondent turned anchor-woman at W.W News. While she and the rest of her crew witness

collapse of society via video feeds from around the globe, a deadly special agent climbs the building floor by floor, his only goal to ensure her silence. Armed only with information and an indomitable will to live, Katya must overcome her crippling anxiety and learn to lead in order to make it out of the studio and into a terrifying new world where only the dead survive.

Find out more at:

<https://facebook.com/apocalypsethemovie>
and @apocalypse_movi

Please support us, spread the word, Tweet & Facebook about us, get in touch and find out how you can help us and get involved too...

Thanks again,

The Apocalypse the Movie Cast & Crew

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STALLED'S RELEASED!

It may not be Christmas but February 24th is certainly a time to be jolly as it see's the release of the festival hit UK zombie movie *Stalled* which owes just as much to films such as *Die Hard*, *Gremlins* and *Phone Booth* than zombie flicks such as *Shaun of the Dead*, *Last of the Living*.

For those of you not aware of this film, it is set on Christmas Eve, where WC, a tired janitor on his final shift, wearily enters a ladies restroom to complete his work whilst an office party, to which he is not invited takes place.

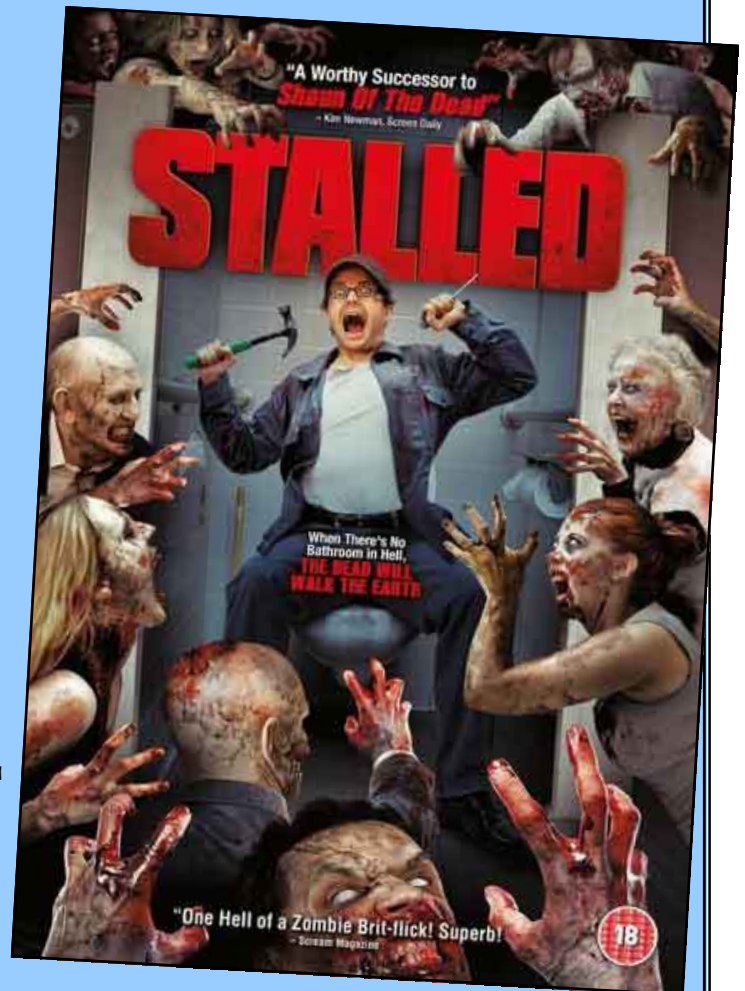
Two drunken office girls enter, so WC lays down his tool -box and hides in the centre stall but moments later he is horrified to witness one of the girls is savaged by her rabid pal! If there's one place you don't want to be stuck in during a zombie outbreak, it's a cubicle in the ladies toilets. WC is quite literally STALLED!

You can kind of guess the hilarity and gore that will ensue from this bizarre concept, and the film provides a tough challenge for the writer and director, in keeping an audience interested in a one location film and thankfully for us, they succeed.

I recently caught up with director **Christian James (CJ)**, to find out more about the film, the challenges of getting it made in the UK industry and why you should check it out.

In a relatively confined space such as a ladies restroom, how difficult was it to get the angles for the required shots?

CJ: Yeah it sure was cozy. But that's a huge part of the fun. A good composition generally wants something in the foreground and background, with *Stalled* we very rarely had either. So it was fun trying to find new ways to make the shot register. You take it for granted when watching the movie, but we worked hard with our shot choice. Not to break out and get visual too early, try and hold something back for the finale. It was a tricky balance as we had very few cards to play so needed to pace ourselves



The set was supposed to come apart at ease. Of course, when you bolt all that timber/weight together, you can't pull out a panel as quick as you'd like, well, not without putting cast & crew in danger. It was a consideration but If I gave Dan a serious head injury, I had NOTHING else to shoot.

The movie seems to have taken off, from festival appearances across the globe including additional screenings at FrightFest 2013, how have you found the reception of the film?

CJ: Swееееееееееееееет. Yeah it's an odd one. Our first feature film; *Freak Out*, didn't get anywhere near as much festival love as *Stalled*. We got some great



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support from Fantazia in Montreal – as a result of which it gained a DVD deal with Anchor Bay, so that put an end to the festival run. Stalled however had a different path and the festival route was carefully plotted/timed by our excellent sales agent. We had our Worldwide premiere in South Korea at the Puchon International Film Festival. That was a real blast, slightly more prestigious than I'd imagined, though. I got off my flight and went straight to opening ceremony, having to walk the red carpet in jeans and T-shirt, oops. Luckily, a few fellow filmmakers made the same mistake. So it all looked like a 'we're creative, screw suits' kinda statement. Our European premiere was at the AWESOME Frightfest in Leicester Square. Alan Jones and Kim Newman weren't the fondest supporters of our first movie, this time out they were our biggest backers. They were waxing lyrical about the movie around the festival. Dan and I felt like abused wives, having been beaten so badly in the past, we were forever waiting for the fist in the face. It never came. Alan hand-picked us as one of his Q&A's, so good that we did an encore for the 2nd screening – working out a little routine and everything (Although Alan and Dan's dirty dancing routine did leave something of a bad taste in the mouth...and Dan's) From there we played at Grimfest, Toronto After Dark, Razor Reel, Sitges (where we were in competition) and Lund International (Sweden) where we won the Melies D'Argent. We were up against A Field in England, so sure was I that we wouldn't win that I was checking emails whilst they announced my name. A tad embarrassing when you look up and 500 people are all staring at you.

Horror comedies are notoriously difficult to pull off and being British, you will get the unfair but inevitable 'Shaun of the Dead' comparisons, which Kim Newman actually referenced when praising Stalled. As a film

maker did you expect this comparison going into filming and how did approach this?

CJ: Yes. We knew that if we were any good, then we would be 'the next Shaun..' and I understand that, but it's also frustrating as that awesome movie is nearly 10 years old and audiences are fatigued with the 'The next Shaun..' tease. Too many bad movies have made that declaration, diluting it somewhat. Dan and I campaigned with our sales agent and producer not to name check Shaun at all and it worked for a while. Then Kim Newman said we were 'A worthy successor to Shaun..' and that's like catnip to a distributor. But it's a nice complement, like Shaun, Stalled has a lot of heart, is very character based and zombies are on the periphery which is why we're an easy comparison. But we're very different movies, steering our ship away as much as possible, making our lead character pretty unlikable.

So if you haven't checked out Stalled yet take the advice of director Christian James who has this to say "it's a great little movie that I'm insanely proud of. It's unique and not only that but you're supporting independent film making. When these kinda movies do well, believe me sales agents and distributors take note. I hope Stalled ignites that spark in 1000 other would-be filmmakers out there and it's success makes their path a little easier."

So support the UK and genre scene and at least check out Stalled, follow them on [Twitter](#) and [Facebook](#) and remember the film comes out in the UK on 24th February.

ABOUT THE AUTHOR...

Marek is the Brains behind <http://zombipedia.com/> they are horror and in particular zombie fanatics, this site was set up dedicated to all things undead, from film to literature and anything interesting in between. Marek writes for a large number of sites on the undead and horror in general and is slightly obsessed with the Life, Times and Works of Lucio Fulci... follow him on Twitter @FulciHolocaust

You can see another example of his work here...

<http://www.ukhorrorscene.com/?tag=cinema-of-the-cannibal-god>

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MAREK TALKS TO BRETT MULLEN ABOUT HIS...

BLOODBATH BOMBSHELL

There are a couple of films coming in 2014 that have got me pretty excited in the lower regions but only one so far has the look and style of something that hasn't been seen for a while, something different in this age of zombie cinema, and it is almost ironic that for me, the most forward thinking movie of the year, may be the one looking behind. I am of course talking about the American-made but Italian-inspired 'Bombshell Bloodbath', the sensational looking directorial debut of Brett Mullin. Zombipedia recently caught up with Brett to ask him about the film, his influences and what drove him to the love of Italian horror.



Bombshell Bloodbath is not a typical zombie title, what is the film about?

BM: *I have always wanted to create a zombie flick. I love the genre and was originally stuck on having a film with "...of the living dead" at the bookend. It seems as though most die-hard zombie fans (including myself) expect something with undead, of the dead or zombie _____, but after the development of the flick, Bombshell Bloodbath seemed to fit perfectly.*

This film has some inspiration from an odd 1998 Zombie film released by Fangoria called "I, Zombie: Chronicles of Pain". It uniquely follows a man from his transformation from human to undead. This film follows two "bombshells" in a similar manner.

Conceptually there seems to be a lot more going on in this film than many other horrors being made, particularly in the zombie genre, are there any themes underlying or developed throughout this film?

BM: *Bombshell Bloodbath revolves around a Doctor bringing his wife back to life, sounds simple enough. When exposed to the chemicals however dead come back to life but the effected living just simply turn corrupt and kill (think "[Nightmare City](#)")*

Dr Butcher, Dellamorte Dellamore, ReAnimator, Dead and Buried as well as a twisted take on Frankenstein all look like potential influences from the trailer, what was in your mind when you and Sky wrote the screenplay and did you have any key influences in mind?

BM: *I have a soft spot for all of the above films. The ORIGINAL inspiration for the Doctor in Bombshell Bloodbath however was "Dr. Frankenstein" in George A. Romero's Day of the dead, a passionate but sloppy doctor. As the character developed he really resembles nothing of him but that is where the original inspiration came from.*

A lot of people have commented on the Italian style and keeping true to that the trailer looks extremely stylish. how did you manage to capture that look and what was so special about Italian horror to you?

"In The Event of a Zombie Attack"

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BM: *The Italian Style Zombie Flicks are bizarre, breath-taking, bloody and bold. There is so much to take from them stylistically. I didn't want to tell the same story in Bombshell Bloodbath that we see in every zombie flick though. It has it's own set of rules and I like that about it. For instance some zombies bleed neon purple which we find out are chemicals and a human infected ro-tates through various eye colours before changing. I felt as though the mix of these styles would play very well.*

The make up and Fx look fantastic, rivaling the bigger budget shows and films, was this difficult to achieve and did anyone get scared on the set when facing the zombies for the first time?

BM: *When I originally sat down with the FX team to go over concepts for the film I repeated over and over, "Italian Style Zombies, I'd like them to be more Fulci." When they repeated back to me "...like the Beyond?", I knew I was in good hands. Fulci Zombies are griddy and caked in FX, I love the look. I truly feel the film wouldn't be what it is without Joh Harp and Amber Michael (Joh Harp FX).*

To answer your second question... Yes. I personally jumped the first time our lead zombie Donald stepped onto set. Let's just say it caught me off guard how good he looked.

When can we expect to see the movie out on DVD/ Blu Ray in the UK and the US?

BM: *The film is had just wrapped post-production last month and is going to several film markets for distribu-tion. I'm just as anxious to find out when it will be re-leased.*

Blessed with an amazing soundtrack, fantastic fx and gore we hope you are as excited for this as we are, just check out the trailer below, with an extended trailer available on the films [website](#) then head on over and like the film on [Facebook](#) to keep up with the latest news and release developments.



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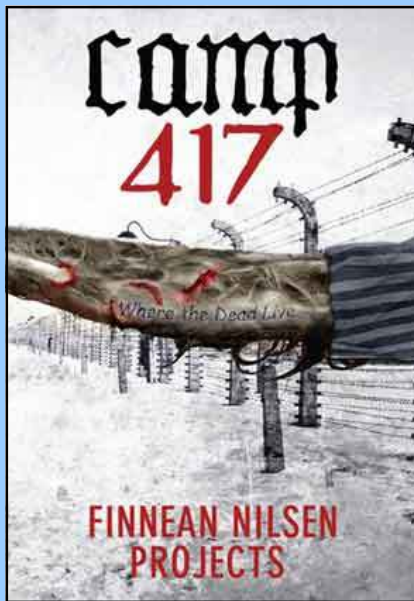
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WHY ZOMBIES?

AN EXCLUSIVE INTERVIEW WITH... THE BROTHERS FINN...

We take famous people from the world of Zombies, tie them to a chair and simply shout the word **WHY** at them for hours at a time... Once the sobbing has stopped, we normally find out what makes them tick, or they are dead... This time we luckily managed to pin down **THE BROTHERS FINN**, authors of **CAMP 417** talked to the **Zombie Times** **EXCLUSIVELY** to us about life, a love for Zombies and everything in between...
And they survived!



Why Zombies?

TK: Why Zombies? Why *not* zombies?

RL: That's a phenomenal question.

TK: They're awesome!

RL: Calm down, big brother.

TK: Shut up. They're the most unique apocalyptic scenario, and we love a challenge, so it was a natural fit. An example of what we love: We were discussing ideas for marketing strategies and one idea was a flash mob zombie attack at an unsuspecting mall. Imagine yourself sitting in the food court or getting a gift for your

wife's birthday and Boom!!! 50 zombies come spilling out of the stores (getting ready in the dressing rooms). Pure terror and chaos everywhere because everyone knows what's happening. People running, screaming and then Bam!

Buy our books.

But during the discussion...

RL: Tom realized someone would get killed. The thing is: It's the only situation where you have to make a decision *right* then. You look up and see a mushroom cloud, you know you're either about to turn to dust, or you've got a day or two to work things out. But when you see a hoard coming at you, you have to react *now*. Maybe it's a gag. Maybe you're being punked. But you still have to weigh the possible murder rap against your own survival.

TK: Shoot first and hope it's a joke.

Why did you become writers?

RL: I've always been a writer. I remember being in a car after sneaking out one night, everyone talking about what they'd grow up to be. My dad had bookstores since I was four, so I said a writer. They all thought I was nuts. When I wrote my first book, I had no idea what to do with it. So I printed it out and left it in my mom's office the weekend of a family reunion. I figured whoever read it would be the right person. Turned out to be my brother.

TK: I told you it didn't completely suck.

RL: Thanks again. But then he said, "I have an idea for a book," and he laid it out. That was five books ago, and we're rolling on number six.

Why did you chose to write Zombie books rather than any other type?

TK: We didn't.

RL: We write in a multitude of genres, actually. *Fist Full of Brunettes* is a comedic Multiple-Choice Thriller (for grown-ups). *Contagion* is a Techno-Thriller. *Outpost Season One* and *Two* are the zombie world which *Camp 417* establishes.

TK: We write the best books we can write. When we took a look at the zombie genre, we saw a lot of things we loved—the line in *World War Z* about North Korea

news, reviews, features, top tens, zombie club

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What is the most prized film that you own and could not live without?
RL: The Princess Bride. Inigo Montoya is the greatest revenge character ever conceived (read the book).

pulling out everyone's teeth, the helicopter scene in 28 Weeks Later, the mall concept of Dawn of the Dead—and a lot we thought could be done better. I found myself watching these movies and liking portions, but only small ones. Overall they were never held together by much. What we try to create are realistic characters that hold the plot together, so that they drive the narrative, and make you care.

RL: In the end, the strength of a great zombie story should never be zombies.

TK: Right.

Can you give us a brief synopsis of the book in your own words, rather than the Zombie Times, cutting and pasting from the back of the book?

TK: I imagined Camp 417 as a graphic novel, but we couldn't find anyone to draw it. So we tried to get it written as a screen play, but couldn't find anyone who'd touch it. So we wrote the book, and found someone ballsy enough to publish it.

RL: If that's not enough to get you interested, read the back of the book...

What are your earliest memory of zombies and horror. I.E. Film, book, games, etc?

TK: To be completely honest, I've had nightmares for as long as I can remember. I still remember dreaming of monsters when I was 5. This was before I really even knew anything about monsters. I remember watching American Werewolf in London, The Thing, and Poltergeist when I was a kid (wouldn't let my kids watch it now. Mom, what were you thinking?). And since I still have at least 1 nightmare a week were I wake up on the verge of screaming and have to go check on my kids, I just write them down. Gets them out of my head and allows me to act like a normal person.

Any clues, hints or tips for people thinking about perhaps writing their first zombie book?

TK: Maximize your body count and bring something new to the game. And never get so stuck on a character that you won't kill them off. Nothing's worse than knowing the hero is always going to make it. There's no tension.

What are your top 3 Zombie Films of all time?

TK: Shaun of the Dead...

RL: Zombieland...

TK: 28 Days Later, and anything with Milla Jovovich in a mini-skirt and knee high leather boots (the movies suck, but I could watch her run around all day).

RL: I'm sorry, I'm imagining her right now and I'm speechless...

What are your top 3 Zombie Books of all time?

TK: I like the Feed/Deadline/Blackout series by Mira Grant. The Walking Dead is an obvious classic.

RL: Rot & Ruin.

What are your top 3 Zombie Games of all time?

TK: Resident Evil, I love "Rise of Nightmares" for the Xbox only because of the kinect's features.

What do you prefer Fast OR Slow Zombies?

TK: Fast. I hate waiting for people to die.

Would you survive the Zombie Apocalypse, Yes or No?

TK: Not a doubt in my mind.

RL: I'm 5' 3", 120. I'm practically a snack waiting to happen.

Best single piece of advice for surviving the zombie apocalypse?

TK: Educate yourself. Know your enemy. The perfect way to do that is to download the Pilot Episode of Outpost Season One and Episode Two: Out of the Darkness, free on any ereader for a limited time. This isn't about selling books, it's about saving lives.

TK: Question for you: Why doesn't everyone in the Walking Dead carry a sword and crossbow?

What 3 things would your grab to survive in the Zombie Apocalypse?

TK: The three hottest girls I could find. Once the electric grid shuts down body heat could be the difference between life and death.

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CAMP 417

BY FINNEAN NILSEN PROJECTS

The zombie apocalypse wasn't born, it was designed!

Camp 417 is the exhilarating novel that charts the events that occur when a scientific experiment on prisoners in a Nazi labour camp goes wrong, and inadvertently releases a sea of zombies that go on to slowly multiply through biting, eating and killing any living thing that stands in their way. **Camp 417** is the blockbuster prequel to **Outpost Season One**, the novel that established a universe unique to the zombie genre, and indeed, to genre fiction itself: a claustrophobic, nihilistic new world where the means mean nothing and survival is the ultimate end. For however long survival can last. **Outpost Season One** asks: What will become of man, when the damned are our only salvation? **Camp 417** answers in shear, unrelenting suspense: what victim is man, save for that of his own lust for power over man?

Finnean Nilsen Projects hasn't just raised the bar for the zombie apocalypse thriller, they have reinvented it. Seamlessly mixing fiction and historical fact, they have rewritten the zombie legend from beginning to cataclysmic end. From explosive opening to breathtaking climax, **Camp 417** rides like a runaway freight train to hell. But the ride doesn't stop there: combining the most original and groundbreaking concept to hit the genre since Night of the Living Dead with state of the art ebook button technology, deleted scenes, full creator commentary, previously unreleased shorts, and a step into the mind of the man who created the end of the world; **Camp 417** has transcended the zombie genre.

And there is no better way to illustrate the revolutionary way this book is remaking thrillers than the way in which it was published: on social networking site WEbook.

For six years WEbook has been establishing itself as the premiere online publishing community. With over a 150,000 members and 60,000 active projects, it isn't just about the mechanics of writing, it's about the business of it. Combining the best in interactive voting, writing challenges, literary professional access, and a publishing platform that is already changing the industry, WEbook is literally reinventing publishing on a daily basis.

"We have no doubt that WEbook is the future of publishing," The Brothers Finn said. "The community, the staff, everything about it is exceptional. At WEbook the writers and readers decide what's published, so you already know what's marketable before it's ever released. That's a huge step in the right direction, and we're proud to be a part of it."

Camp 417 by Finnean Nilsen Projects (published by WEbook, RRP £9.99) is available online at retailers including WEbook <http://shop.webook.com>

Competition Time

Win this Bloody Good Book, check out the comp inside the back cover of this Zombie Times.

MUNCHKIN ZOMBIES 4 SPARE PARTS

The undead munchkins return once more in this 56-card expansion for *Munchkin Zombies*, with a bunch of new ways to get those pesky survivors and eat their braaaaaaciiiiins! Take on a new Power, Solo, and show the other zombies on the block who's boss. Pick up the Spare Parts and Bowling Gloves and take on Your Ex-Roommate! Get Your Second Wind so you can defeat the formidable Surgeon General, but make sure you don't get hit with Curse: Dead Heat!



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WE'RE ALL INFECTED WITH THE WALKING DEAD

“We’re All Infected” - Essays on AMC’s *The Walking Dead* and the Fate of the Human.
 Edited by Dawn Keetley & out Mar 2014.

This edited collection brings together an introduction and 13 original scholarly essays on *The Walking Dead*. The first group of essays addresses the pervasive

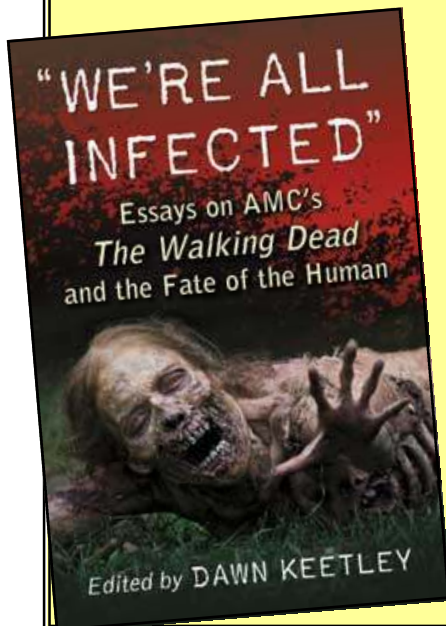
bloodletting of the series:

What are the consequences of the series’ unremitting violence? Essays explore violence committed in self defence, racist violence, mass lawlessness, the violence of law enforcement, the violence of mourning, and the violence of history. The second half of the collection explores an equally urgent question: What

does it mean to be human?

Several of the essays argue that notions of the human must acknowledge the centrality of the body—the fact that we share a “blind corporeality” with the zombie. Other essays address how the human is closely aligned with language and time, the disappearance of which are represented by the aphasic, mindless zombie. Underlying each essay are the game-changing words of *The Walking Dead*’s protagonist Rick Grimes to the other survivors: “We’re all infected.” The violence of the zombie is also our violence; their blind drives are also ours. The human characters of *The Walking Dead* may try to define themselves against the zombies but in the end their bodies harbour the zombie virus: they are the walking dead.

Published by McFarland. Distributed by Eurospan
<http://www.eurospanbookstore.com/we-re-all-infected.html> for discounted prices and free shipping.



Competition Time

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Zombie Ed tweets about Zombie Films, Books, Games, breaking his fingers playing football with a 5 year old and horror in films and movies in general, plus exclusive comps and information about our zombie events...

“The *Zombie Times* is simply THE best regular newsletter on every possible thing happening in the world of zombies .. Simply un-missable !!!”

Warren Speed,
 Director/Star of ‘Zombie Women of Satan’
 & the soon to appear
 ‘Zombie Women of Satan 2’

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THE DAILY BITE

DEAD TIPS FOR BATTLING THE WALKING DEAD...

WORRIED ABOUT HOW YOU'LL ADJUST TO ARMAGEDDON? ARE YOU TIRED OF FEARING THAT THE HUNGRY UNDEAD WILL TEAR SOCIETY AND YOUR LOVED ONES APART? IS THE THREAT OF ZOMBIE INFESTATION GETTING YOU DOWN?



Staying alive post-apocalypse won't be a walk in the park. With the zombie onslaught ready to strike at any time, it's important to know how to take care of yourself and those around you. At Dead Tips, we understand the need to be vigilant and that's why we're here to answer the questions you need to know and provide a little reassurance to those still unprepared for the end of the world.



Dear Dead Tips,
I'm thinking of moving my family to a safer location, but I don't know where to begin.
Fearful father of two, Newcastle

Finding shelter post-apocalypse is a lot like real estate; it's all about location, location, location! Avoid any infection hotspots or looting locations and when you've found somewhere suitable, it's time to zombie-proof that bad boy! We hope your DIY skills are up to scratch...



Dear Dead Tips,
I think my sister may already be infected. What's the best way to know for sure?
Troubled teen, Manchester

Is your sister looking gaunt and pale? Is she craving human flesh? Has her pulse and Facebook activity slowed to a grinding halt? If the answer is yes, then you might want to consider grabbing something heavy and blunt and preparing for the worst. Always remember: aim for the head and you won't wind up dead!

Dear Dead Tips,
How long until the apocalypse is upon us? Do I still have time to prepare?
Sceptical gentleman, Cardiff

Theories vary on exactly when the final cataclysm will occur, but we'd suggest sharpening up your survival skills (and knife collection) soon if you want to dodge the zombie dinner plate. After all, a little precaution never hurt anyone, but a brain-munching member of the walking dead? Now, that's a different matter.

STAR LETTER

Dear Dead Tips,
What's the best weapon for surviving the zombie apocalypse?
Hunter-in-training, London

While firearms and baseball bats are great for day-to-day encounters, the most important tool in your arsenal is knowledge. If you don't know your bloater from your limbless wonder or how to properly fortify your home against full-scale attack, then how can you ever expect to make it through the outbreak alive? We recommend arming yourself with a comprehensive handbook, like the *Zombie Survival Manual* from Haynes. It's crammed full of advice on how to deal with the living dead, step-by-step guides that'll teach you how to protect yourself, and a detailed history of the zombie plague. Haynes know better than anyone that it's what's on the inside that counts, so if you want to keep your insides on the inside, we'd advise picking up a copy today from www.haynes.co.uk/zombiesurvival or any good bookshop...while there's still time!

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ZOMBIE BRITANNICA

Cassie's day as a guide at Westminster Abbey begins badly when zombies storm into the building and eat the tourists.

And her day doesn't get any better . . .



In 2009, Canadian researchers warned that a zombie plague would wipe out civilization ... unless we were ready - WE WEREN'T...

As temperatures reach unprecedented levels, the dead rise - and eat the living. There is no warning. There is no time to prepare. And with tens of thousands dead or infected, another waking nightmare comes to terrorize the survivors -

THE UNDEAD'S VICTIMS NOW RISE UP, A NEW WAVE OF ZOMBIES HUNGRY FOR HUMAN FLESH

As the nation teeters on the edge of extinction, those who survived the onslaught fight for their lives, and for the lives of their loved ones ...

CARRIE ASHER must battle her way across the blood-soaked streets of London to save her six-year-old daughter who is locked in the basement of their home - with her zombie-infected father upstairs.

VINCENT MASKELL is trapped in a Welsh castle with the girl he loves. But how can he be her knight in shining armour with a zombie army besieging the medieval fort and the humans inside slowly losing their minds?

CRAIG MURRAY and his family are stuck in a traffic jam in Scotland when the zombies attack. But when his younger sister is kidnapped, he is forced to confront a human monster as well as the undead hordes.

The odds are against us. The zombie throng is growing. Our numbers are dwindling...

WELCOME TO ZOMBIE BRITANNICA

More about the Author:

Thomas Emson was born in Bangor, Wales, and raised on Anglesey, the island at the northern tip of Wales. He lives in Kent under another name with his wife, the author and journalist, Marnie Summerfield Smith. It was Stephen King's vampire novel Salem's Lot that fired his ambition to be a writer. He was a journalist for more than 20 years, working for local, regional, and national papers as a reporter, sub-editor, design editor, sports editor, night editor, and deputy editor. His first novel, a Welsh-language vampire story, was published in 1996. He's had three novels, two collections of stories, and two non-fiction books published in Welsh. He is also an award-winning playwright.

Available from all good retailers & E-tailers:
<http://www.amazon.co.uk/Zombie-Britannica-Thomas->

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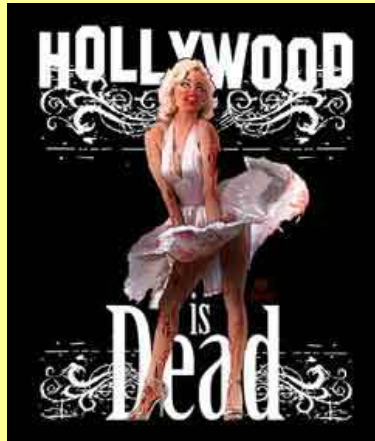
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HOLLYWOOD IS DEAD

HARDCOVER COLLECTION DEBUTS THIS SPRING!

Fresh from the grave, Artist Matt Busch will finally unveil the long-awaited coffee table art book, *Hollywood is Dead*. The 208 page hardcover book will feature the giant collection of zombified parody movie posters that Busch has illustrated over the past 5 years, dozens of which have never been seen before. The tome will also take a look at how the posters are created and feature a gallery of his other zombie-related works for properties like *Night of the Living Dead* and *The Walking Dead*. The *Hollywood is Dead* project began as a series of *Star Wars* movie poster images at the request of Lucasfilm, repainted by Busch into an alternate undead universe. With fandom hits like *Zombie Wars: The Living Dead Strike Back*, fans were eager to see the rest of the iconic cinema classics. The project soon gained attention on G4TV's *Attack of the Show* and *Late Night with Jimmy Fallon* as Busch unveiled one new zombified poster after another. Fan favorites include *Breakfast at Tiffany's* (*Breakfast is Tiffany*), *Edward Scissorhands* (*Deadward Scissorhands*) and *Toy Story* (*Toy Gory*). Busch is already a well-known entertainment artist, having illustrated posters for properties like *Star Wars*,



Indiana Jones, *Star Trek*, and others. "The *Hollywood is Dead* book is really my love letter to the movie poster as an art form," comments Busch. "The project has let me not only explore my childhood memories, but study my favorite cinema artists' masterpieces. But I'd be lying if I said the zombie aspect wasn't a guilty pleasure, too!"

The idea of doing a crowd-funding campaign wasn't initially considered by Busch. In the last year, he pitched the book to dozens of top publishers and literary agents, most of which wanted smaller, abbreviated or even censored versions of the book, pushing Busch to rethink his crowd-funding options. Setting up a *Kickstarter* campaign, he was able to double the initial asking funds, letting Busch produce a deluxe hardcover collection (complete with slipcase) and all the bells and whistles that come with it.

To learn more about how to get the book, and see an abbreviated collection of box office cadavers, visit the official site: www.Hollywood-is-Dead.com
To learn more about artist/creator Matt Busch, visit: <http://www.MattBusch.com>

RESIDENT EVIL 4 ULTIMATE HD EDITION ARRIVES ON PC

Resident Evil 4 is available today across European retail and as a digital download via Steam for GBP 14.99 / EUR19.99. PC gamers can enjoy the ground-breaking survival horror masterpiece in the highest visual fidelity ever with stunning HD graphics running at a smooth 60 frames per second for the very first time.

Resident Evil 4 received numerous "Game of the Year" awards when it debuted and currently stands as one of the best reviewed games of all time with an incredible 96 ranking on Metacritic. This latest edition boasts a complete visual overhaul with sharpened texts and textures on characters, backgrounds and in-game objects. Fully optimized for the wide screen, the title features Steam Achievements, Steam Cloud, Steam Trading Cards, global leaderboards, and full game controller support. Subtitle support in English, French, Italian and Spanish as well as previously released bonus content such as the *Separate Ways* epilogue is also included.

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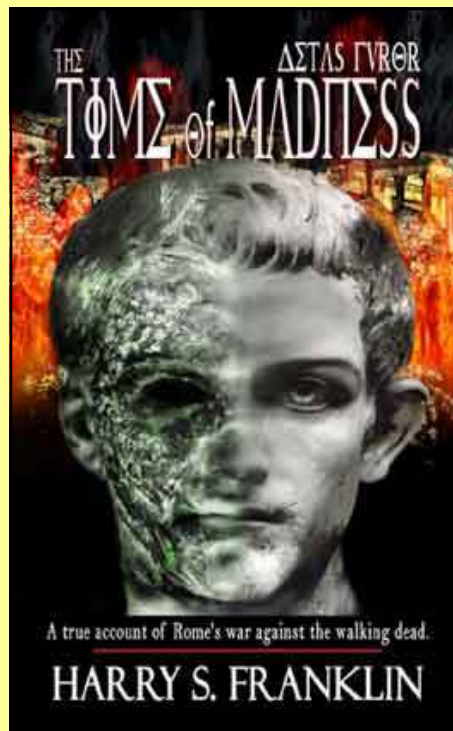
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HARRY S. FRANKLIN AND HIS ZOMBIES... IN THE TIME OF MADNESS...

Harry Franklin's written 'Aetas Furor—In the Time of Madness,' but before we go into details of his book, he discusses with The Zombie Times exactly what he feels about Zombies...

To me, a good zombie story is all about the survivors. How do they react, interact with each other, and what are they willing to do to survive. The zombies themselves should be ravenous, horrifying, and relentless. They serve to drive the story and ratchet up the tension. Outwardly zombies provide little in the way of literary indulgence, unlike the much more glamorous vampires and demons. What's to tell? They are mindless, savage beasts. They shuffle about in various stages of decomposition, hungrily awaiting their next victim, but I feel they speak to us on a much deeper level when they are addressed as metaphor. Who are the zombies? Well, they are us, and more importantly, they are everyone else! Allow me to expand on the zombie metaphor for a moment. At its core, the subtext of my book is about

establishing order from chaos, rampant consumption vs. sustainability. It could be seen as an allegory to present day consumer's unchecked anxiety. Although multi-leveled and complex, at its most basic level the zombie metaphor stems from xenophobia. During a crisis or socially destabilizing event, people will fear one another. Zombies represent the 'mindless masses, driven by hunger'. This fear is more prevalent today than ever before. Exploring these themes helps people process these emotional undercurrents. But the zombie metaphor runs much deeper than simple xenophobia



or fear of social collapse, there are meaningful psychological paradoxes as well. Some would say we are all zombies, that free-will is an illusion, that we are mindless masses driven by hunger and lust, but to fully discuss these ideas, I would need more space than

expedience would allow. By placing my story in Rome of 39AD readers will be reminded of a time where people were less interdependent and more resilient. One of my intentions was to create a sense of community amid an explosion of madness. Order over chaos.

"I think they (zombies) reflect our very real anxieties of these crazy scary times. A zombie story gives people a fictional lens to see the real problems of the world. You can deal with societal breakdown, famine, disease, chaos in the streets, but as long as the catalyst for all of them is zombies, you can still sleep." Max Brooks- bestselling zombie genre author

I feel a big part of the zombie genre and it's phenomenal success is it's evolution. Zombies started off nothing more than poor Haitians

put under a voodoo spell, virtually nothing more than mindless living slaves. Look how far they have come! They're taking over the world every few months! Every good zombie story should add it's own distinct element. I've add a few interesting ones in my book. First off, setting it in ancient Rome means no shotgun wielding super heroes, no super weapons, no zombie killing machines (well, not many). These are people accustomed to hand-to-hand combat, and barbarian invasion. Also, the zombie curse fits within their understanding of religion and the natural order, they

Available from all good Retailers and E-Tailers...

<http://www.amazon.com/Aetas-Furor-The-Time-Madness-ebook/dp/BOOF2OBCKG>

http://www.amazon.com/Aetas-Furor-The-Madness-Harry-Franklin/dp/1629290300/ref=tmm_pap_title_0

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react a little differently to the zombie plague. The reader may be pleasantly surprised to see how the people come together amid this terror.

Secondly, I've added a Kung fu element to the story. The original zombie head is brought to Rome with a Shaolin monk. Spoiler alert! There are some kick ass karate scenes!

Then there is the whole zombie eating thing. I don't think this has ever been properly addressed. So I tackle this one. The zombies, being dead, cannot digest anything, or swallow anything for that matter. So in my story, the dead 'devour' the living. They take bite after bite, never satiating their hunger, while savaging the recently fallen. Once the body cools, the zombies lose interest and move on. Shortly after, the recently fallen rises to join the ranks of dead. This gives rise to two types of dead; quick turns and slow turns. The quick turns are easy to spot, as they have usually been devoured and are horrible eaten away. The slow turns are those who have been bitten but get away, only to die of fever before reanimating. These are usually more dangerous as they are usually less debilitated by their wounds.

The most import thing I bring to the zombie fans with The Time of Madness? I give you Caligula, the best villain ever! I have stayed true to recorded history with my tale. All of the notorious atrocities committed by Caligula make it onto the page, but instead of natural psychosis driving his madness, I have injected zombies! Why not?

In the Time of Madness...

Romans, zombies... with a hint of karate! I present Aetas Furor- the time of madness. This piece of historical fiction, set in the early years of the Roman Empire, explores the madness caused by a plague of flesh eating zombies in the broader context of the insane rule of the notorious Emperor Caligula. (I, Claudius meets Night of the living dead, featuring Jackie Chan.)

Did I mention Karate? The tale begins with the arrival of a mysterious troop of Chinese monks to the Eastern Province of Rome. Captured with the monks is a living, moving, decapitated head. The head, and the lone surviving monk are transported to Rome where a Centurion is bitten and the madness begins.

Unlike any zombie story ever told, Rome's outbreak of the living dead takes place in a long forgotten paradigm of understanding. Its people live in a world where barbarian invasion and violent death are commonplace. The curse of the dead fits within their

understanding of myth and religion. There are no headshots or super weapons, just soldiers with swords and shields- and the occasional axe.

As a lover of history, and avowed romaphile, I have labored to tell the story in a fashion true to the age, with emphasis placed on historical accuracy. Little remains of the historical record of Caligula's reign, what survives are examples of his extraordinary hubris and insanity. In place of natural psychosis, I have injected zombies as the cause for Caligula's madness. Caligula receives the animated head believing it to be the head of the god Apollo, and a sign of his personal ascension to the status of a living god. All of the infamous acts and atrocities which follow are seen through the prism of the zombie metaphor.

The time of madness differs for all other zombie stories and could be considered the mother of all zombie stories, at it touches upon the ancient Chinese battle against the dead in the years preceding it. Zombie stories have never been more popular, there are even a few which mash-up the dead with ancient Rome, but they have been confined to provincial settings and the gladiatorial arena- until now!



About the Author...

Harry S. Franklin is a full time Firefighter/Paramedic in the Silicon Valley. He lives in Santa Cruz California with his beautiful wife and two lovely daughters. His first novel, Paradigm Shift—Return of the Angles is an alien invasion story like none other; think, Da Vinci Code meets Starship Troopers. His latest novel, The Time of Madness is published by Damnation Books and will be released in September 2013. In this story, the notorious Roman Emperor Caligula must face a plague of flesh eating zombies.

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Win a copy of Harry's Book, just check out the comp inside the back cover of this issue...

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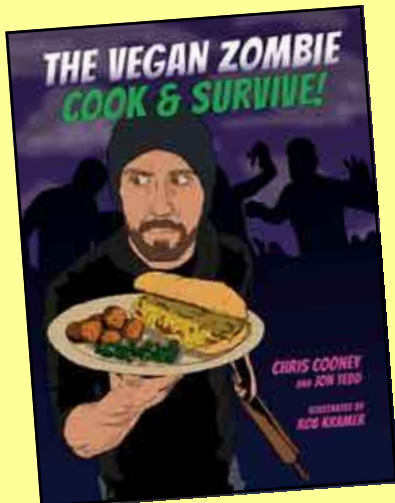
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STRANGE ZOMBIES, PART 26..
Send us more pics of your strange zombies NOW!!!
We thought he was dead but here he came, in all his Thriller glory...
Because he's B-A-D, you know it!

THE VEGAN ZOMBIE COOKBOOK ???



How did this book come to be?

Veganism is second nature to me. It's been part of my life for over 18 years now. I also have a love for the horror genre and film. After much thought of how I could create something fun and interesting that appeals to me and hopefully others, I came up with 'The Vegan Zombie'. TVZ is a project in the making that will attempt to put a vegan twist in the horror genre. We make 'How to' videos on vegan cooking, which is set in an apocalyptic zombie invasion. Our host gives our audience tips and tricks on vegan cooking and staying safe from zombies. But what would happen if he were to become a zombie? Stay tuned... and now there is the book!!! This is the beginning of a group of vegans ready to fend off the flesh eating mainstream...

Vegans will be one step ahead...

<http://theveganzombie.com>

You can also see exactly how to run a successful KICK-STARTER campaign here too... with Chris and Jon here: <https://www.kickstarter.com/projects/theveganzombie/>

Available from all good retailers & E-tailers:

<http://www.amazon.co.uk/The-Vegan-Zombie-Cook->

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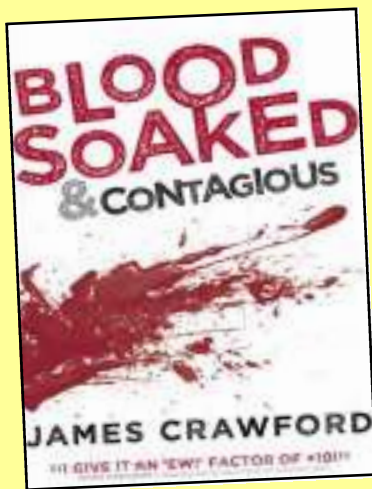
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ANOTHER HELPING - PERMUTED PRESS

WHO ARE PERMUTED PRESS? Permuted Press was established in 2004 with a modest goal: to produce a single, high-quality zombie anthology titled *The Undead*. From this simple goal grew a publishing company that has published over 80 titles targeting the apocalyptic, post-apocalyptic, and survival horror fiction markets. Two stand out titles from their collection of current books are detailed below...



Blood Soaked and Contagious By James Crawford

"Great book."--Books or Death

I am not going to complain to you about my life. We've got zombies. They are not the brainless, rotting creatures we'd been led to expect. Unfortunately for us, they're just as smart as they were before they died, very fast, much stronger than you or me, and possess no internal editor at all. Claws. Did I mention claws? I kill them for a living, but it's as much a vocation as a freelance career choice. It helps me, helps my neighbourhood, and the people I consider to be my family of choice. What's more? I'm really good at it. My life had a nice rhythm, and I'd almost gotten used to it, but the military bungled an attempt to wipe out an organized bunch of undead near a major commuting route into DC. The formerly-human survivors relocated. Now they're less than an hour's stroll away from where I live.

The new Zombie Overlord is smarter, crazier, and much more well-equipped than anyone we'd dealt with in

the past. We have something he wants, badly. I know he's going to come and get it and try and wipe us out in the process... men, women, and even the children. I'd seen it done before elsewhere for lesser reasons. This is my home. These are my people, my family. This is personal.

<http://permutedpress.com/books/blood-soaked-and->

The Road To Nowhere By Lee Argus

After waking alone in a seemingly vacant hospital, John Doe has no memories of who he is or what has happened. Leaving the bleak hospital room, John finds the roads packed with abandoned cars, but there's no one to be found. Only the torn remains of two bodies are there to greet him on the street. Many of the buildings had been looted or burned. Confused, John desperately searches for other survivors, or any clue as to what had occurred. What he finds instead is a battle for his very survival. The city of Las Vegas was once a thriving metropolis, but now something prowls the dark emptiness of the strip. John eventually finds himself trapped in one of the abandoned homes. His only chance is to survive the night. With little to go on, he is forced to proceed blindly into a conflict that could leave him dead. Fatigue and exhaustion threaten to rob him of what little fight remains, but John's will refuses to be broken.

<http://permutedpress.com/books/the-road-to->



Competition Time

Win a copy of these awesome books just check out the comps inside the back cover of this issue...



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THE HORROR-BLE WORLD OF ZOMBIE MAKE UP

THE UNDEAD WORLD OF JODIE GIBSON

We have managed to pin down one of the busiest zombie make up artists in the country, the awesomely talented Jodie Gibson... If you haven't heard of her, then you will soon, so read all about her and know that she is going to be a major figure in the make up work on Apocalypse the Movie (See Page 13 for more details) and she was responsible for making the zombie on the poster...



What's the largest number of zombies you've been responsible for making up in a single day? And what project was it for?

Has to be the 2.8 zombie apocalypse game, a team of four make up artists had to "gore up" around 500 players a night! It was loads of fun and must have taken my zombie MU count to the 1000s last year!

What's the longest time you've spent creating a single zombie? What was this for and why did it take so long?

Probably the zombie for the apocalypse film poster, we wanted to go for the "rotten zombie" not the typical pale out "just turned" zombie, something that had been festering, curdling in the back of your mind. So I used silicone to texturize the skin and exaggerate the brow and the cheeks. So it took around two hours, I would love to have a model/actor for around 8 hours and just go nuts head to toe nastiness!

The look of Zombies on Film and even in Zombiewalks vary immensely, what inspires your zombie look when it comes to make up?

Greatly depends on what it is for, a sexy zombie photo-shoot it will be quite simple but my favourite zombie looks are the ones with bits of flesh hanging off.

When was the last time you made someone up as a zombie?

Last week, a sexy zombie shoot with Carly Turner photography and Mz Bones model. Zombies can be beautiful!

When will you next be making up someone as a zombie?

Some more zombie shoots this month!

What tips or advice would you give to any make up artists looking to create a good quality, but perhaps simple to create, zombie?

Start small with everything, a few shades lighter than your natural colour, work into the contours with browns and hints of purple and only use small amounts of black to exaggerate the depths of these contours to create a sickly gaunt look, then you can build on this base until your satisfied.

What are your top zombie make up tips?

Blend! panda zombies are not scary zombies, avoid using unmixed white and black face paints. A cheap trick is to mix paints to your everyday foundation.

(Continued on page 30)



GOREFX

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Gore Makeup Effects

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THE HORROR-BLE WORLD OF ZOMBIE MAKE UP

(Continued from page 29)

Are there any pitfalls or common mistakes that you have seen before that you can tell us how to avoid?

The main pitfall for me is that it is hard to find an original zombie, best way to avoid something you've seen before is to experiment!

For someone who is new to the world of zombie make up, who needs to create a basic make up kit from scratch what would you say are the 5 must have items?

1. Blood! dark zombie blood, there are loads of great recipes online, syrup based ones are the best in my opinion
2. Liquid latex, paired with some loo role and a little practice you can create loads of brilliant zombie fx!
3. Pale foundation (There is a "death wheel" which has all the colours you need to create, sickly eyes and veiny skin)
4. Vaseline, great for making zombies look sickly and greasy.
5. Contact lenses, a good pair of lenses really finishes off the zombie make up

How many different types of blood do you have in your make up kit and why?

Not enough, all different FX call for all sorts of blood! some you want to be able to spray a few feet in the air, some to drip slowly down a weapon, different shades, different consistencies, congealed, scabby, putrified! and some tasty flavoured ones of course (edible and lickable)



Calling All Makeup Artists

Due to the overwhelming amount of Horror makeup work I have been offered lately, I have set up **GoreFX**, a one stop outlet to inform you all about projects around the UK that you could potentially be working on

The projects can be for Advertising, Short Films, Feature Films, Events etc. and usually involve horror or Gore in some form, the jobs all vary between paid and unpaid and are all a lot of fun

GoreFX already has a growing database of makeup artists from absolute beginners to experienced professionals, If you have no experience at all you are just as important to us, friendly helpful guidance will be given by one of our more experienced artists before and during any jobs

As soon as I am offered any makeup work, you will all hear about it before anyone else via email

This is a **COMPLETELY FREE SERVICE** I am offering so what can it hurt to get your name on the list? Don't worry I won't be spamming you constantly, you will only be emailed when there is an actual job available

Contact me on gav@gorefx.co.uk with a few words about yourself and I will add you to our list, feel free to attach any photos of previous work too, it all helps

Look forward to hearing from you very soon - Gav

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This Issues Competitions !!!

To enter the competitions, send answers to the following questions to ed@terror4fun.com
Closing dates vary, so check our website!



Comp 1) Win a copy of Camp 417!
Simply tell us what is tattooed on the cover zombies arm?
Send your answer to us with the subject 'CAMP 417'

Comp 2) Win a copy of We're All Infected!
Simply tell us who lived longer in The Walking Dead by removing his own hand?
Send your answer to us with the subject 'WE'RE ALL INFECTED'

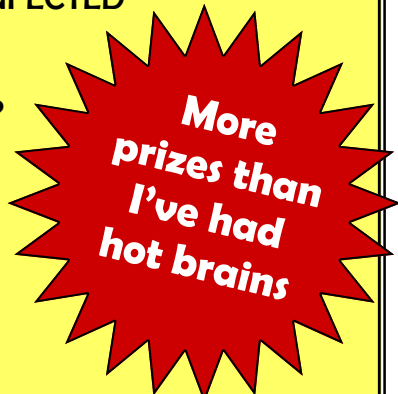
Comp 3) Win a copy of Zombie Britannica!
Simply tell us which Thomas Emson novel features traffic on the cover?
Send your answer to us with the subject 'ZOMBIE BRITANNICA'

Comp 4) Win a copy of The Time of Madness!
Simply tell us which title published by Damnation Books contains a recipe for Beer Battered Zombie?
Send your answer to us with the subject 'THE TIME OF MADNESS'

Comp 5) Win a copy of The Vegan Zombie!
Simply tell us who illustrated this strangest of survival guides?
Send your answer to us with the subject 'THE VEGAN ZOMBIE'

Comp 6) Win a copy of Permuteds Blood Soaked & Contagious!
Simply tell us according to the first line of the book, What's spattered on asphalt? Send your answer to us with the subject 'PERMUTEDS BLOOD SOAKED'

Comp 7) Win a copy of Permuteds The Road to Nowhere!
Simply tell us which Permuted Press has a Ziggurat on the cover?
Send your answer to us with the subject 'THE ROAD TO NOWHERE'



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It helps us sort them out!!!
T & C can be found on the Terror4fun website.

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Sniper Elite: Nazi Zombie Army Series hits half a Million sales



Independent UK developer Rebellion today announced that the hugely successful Sniper Elite: Nazi Zombie Army series has reached over **half a million sales** across Steam, retail, and the Rebellion Gamestore. To celebrate the series' first birthday the studio has released a bundle pack including both games and launched a 75% sale on both [Steam](#) (ending March 3rd) and the [Rebellion Gamestore](#) (ending March 7th). That means gamers can pick up the *entire series* for just £4.49 / \$6.25 or download either game on their own for just £2.49 / \$3.75.

Console entry now in development

Released a year ago, the series made its debut with Sniper Elite: Nazi Zombie Army – a horror spin-off from 2012's award winning Sniper Elite V2. But the intense four-player co-op and great value price point quickly proved so popular that a dedicated team began to work on a sequel, eventually launching seven months later during Halloween 2013. Both games were only available on PC, and having teased the possibilities in previous statements Rebellion's CEO and Creative Director Jason Kingsley can now finally confirm that a console entry is in development. "We can't say much yet but it won't just be a re-package of the first two games - there will be plenty of new content to get stuck into." "Like many independent developers, we're still learning the ropes and having a lot of conversations with the platform holders. We're not at the stage where we can confirm the platforms right now, but we're fortunate to have experience already from self-publishing on Steam and mobile, so we're confident it'll go smoothly."

For more information please visit: <http://www.rebellion.co.uk/>

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