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Alive For Now (The Infected Dead Book 1)



Synopsis

Set on the coast of South Carolina, an unknown infection has caused people to die and come back to life as reanimated corpses, attacking any living person. This is the story of the survival of one man who was the benefactor of a shelter that helped him to live through the onslaught of the infected dead. Beginning with the initial days of the apocalypse, Ed Jackson watches the world die from the safety of his shelter, but there are others who are also trying to stay alive as they seek refuge. He must decide who he will take into his shelter and who he will reject, and those decisions will help him to form the bonds he did not have even before the end of the world. He and his new friends are faced with the dangers of the dead world as they are forced to leave the safest shelter anyone could possibly have in order to do more than simply exist in a zombie infested world.

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Customer Reviews

SPOILER ALERT! Ã¢ÂÂ You've been warned!This book left me scratching my head as to why the author even bothered to write it. The characters were never in any real danger and there were never

any real consequences for their boneheaded decisions. Think like a survivalist.  Uncle Titus' motto. Ed, the main character repeats this mantra over and over again but seems to do anything but think like a survivalist. Let me take it point by point: 1. The super bunker: Way too unrealistic of a bunker but this I was willing to overlook in the hopes that the author would weave a good story around it. The idea of such a place appeals to me greatly so I was hoping the author would use it well. Alas... A few questions I asked myself is how in the hell was Uncle Titus able to build such a place without anyone noticing? This is a multi-level, waterproof, impenetrable, nuclear bomb proof structure out on an island. Surely it would take some serious construction equipment to excavate that much earth and then assemble and bury the bunker. Titus didn't put it together over a couple of weekends in his spare time! Just how rich was Titus? He must have been a billionaire! 2. The zombie apocalypse: I thought it was way too convenient that on the very day that Ed checks out his bunker for the first time, he goes back to town to buy video games and the apocalypse immediately kicks off. I mean, come on, that was way too much of a coincidence. I guess he got the island in the nick of time. 3. Chief, Kathy and Jean: These people show up and Ed immediately trusts them completely. Jean is about to strip off her clothes to show that she hasn't been bitten and Ed stops her out of embarrassment or some misguided sense of chivalry. He just trusts that they are not infected because apparently they look trustworthy. What? He takes them back to the bunker and shows them everything including the armory after having known them all of five minutes. I mean, really? So much for thinking like a survivalist. Once those three move in, it's like Ed just gives up control of his bunker to them and never asserts his rightful authority over the place and them. I would have perhaps let them use the houseboat for a few months while I watched from inside the bunker to make sure they could be trusted. I also hated how well these people all got along so well and there was never any conflict. Ed basically wins the best lottery of all time and instead of hunkering down and protecting what his uncle has left him, he gambles again by just letting three strangers in without first vetting them. He basically wins the lottery again because he gets a pilot for the plane he can't fly who is also former Navy, a nurse to handle the medical bay that he knows nothing about, and a trained cop. How lucky can one guy be? 4. Leaving the bunker: Chief decides he wants to leave the bunker by plane to try and find a Navy base and EVERYONE agrees with that little gem of stupidity. Facepalm!! You have a fully stocked super bunker with anything you could ever need and your first notion is to leave and go on a suicide mission because you miss being around other people? Good Lord! After seeing what happened on the ship, you would think the three from the ship would know not to go to where there are a lot of people who might be hiding bites. There is no real motivation to leave the bunker, they have everything they could need there

and they are safe from infection. It makes zero sense that they would just up and leave. On this little trip, the plane gets damaged after a bullet damages some part of the plane and they have to land and abandon the plane a couple hundred miles from home. Now they have to find another way back to the bunker. At this point I was yelling and screaming at these characters for being so stupid. Yeesh! So eventually they make it back to the bunker. Of course throughout the whole trip back, there's never any real tension or suspense. They see through all the potential traps that have been laid for them. I never felt at any point that the characters were in any real danger of dying. I knew they'd all get back safely. It could be that the author is not skilled at putting characters on the edge of death. So they get back and what do they do? You guessed it, they decide to leave again to go fix the plane and get it back, this time by boat. Yes, we lost our plane so let's commit our only other transportation, the boat, to trying to get the plane back. What's annoying is that Ed keeps mentioning how his Uncle Titus would kick his ass for leaving the bunker but does it anyway. It's like the book is fully aware of its own stupidity but doesn't care to do anything about it. I honestly don't know why I hadn't stopped reading by this point. Perhaps I hoped it would get better. On their little boat ride, they come across a group of people who are using zombies as bait for blue crabs which they are using as a food source. I thought this was an interesting side story but it was never explored further. I would have liked to have known what would happen when eating those crabs. The characters just assume that it causes infection and move on.

5. Squatters in the houseboat: So on their way back from their failed plane mission, they find that there are people who have taken up residence in the houseboat. At this point I was ready for some real conflict so imagine my disappointment when the people in the houseboat basically just decided to leave the island for some reason and got slaughtered by the infected dead. Why did the author even bother putting them in the book? They did nothing for the story. None of them thought to explore the island? And with the elaborate way that they used to leave Mud Island, it left me wondering how they got to the island in the first place. What would I have liked to see happen? Here's a few ideas. How about some conflict between Ed and the other three? What if Ed put his foot down and vehemently rejected any mission to leave the island in his plane? What if Chief took the plane anyway? What if Jean had been bitten on one of the missions away from the bunker and Ed blamed Chief for it? What if there was resentment/jealousy from Chief over Ed being with Jean while Kathy showed no interest in Chief? What if they let someone in the shelter who turned out to be a bad guy who took over the shelter and kicked them out at gunpoint? What if Uncle Titus had told someone else about the shelter who showed up and got into the shelter while Ed and the gang were away and wouldn't let them in? I could go on but I think you get the idea. So much potential in this story but it was never

realized. I have no choice but to give the book one star out of five. I can't recommend it. Save your money.

I want to be fair and give the author some credit. I enjoy reading these types of books, and it did manage to finish it... Not sure about book 2 yet. But I guess it was worth .99 cents which is what I paid on Kindle. If you want the whole spoiler, I pretty much agree with most of what the guy said in his 1-star rating... I'm just not that cold hearted in my reviews. I will say two details that stuck out which bothered me personally. As I am a military vet who appreciates books which pay attention to realism and detail. #1... M-16's use ""magazines"" not clips... And #2 ...there are several references to "25 gallon" gas cans... This made me laugh. A 5 gallon can is large. And supposedly these guys carried a 25 gallon can? That's larger than a gas tank in most cars (which are 16 -18 gal) 25 gal can would be the size of a large book shelf and too heavy to move. Sorry, silly things like that bother me....

This could have been a good story. But when the author needs some action or tension, he has one or more characters do something STUPID. Maybe he shouldn't have set up the story with a "perfect" prepper fortress for the lead character. But why would the (now) 4 person crew, in a very safe place, decide to get in a one engine float airplane and fly low and slow over a military base under siege. With lots of snipers out shooting zombies? After he was told on radio to stay away! And this only a few weeks after the zombie apocalypse when there were lots of desperate survivors still around. So the plane gets shot in the engine. Duh! There are numerous other examples of stupid stuff done by characters in order to move the story along. There really shouldn't have BEEN any characters left after their first outing full of dumb moves. Here is another one; after making it back to the fortress, they decide to travel back to the downed float airplane to fix it and fly it out. But why, when there are lots of planes parked on small airfields all over the place. ?? The zombie "science" is weak, as well. I won't be buying the second book in the series.

The book was an average Zombie read. Everything works out when you have a bunker but these idiots weren't smart enough to hunker down. They just had to fly, drive, and boat around like it was vacation.

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