



The Last Zombie: Dead New World

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Follow the frantic journey of a man seeking his one ray of hope in a post-apocalyptic nightmare United States. The zombies have come and (mostly) gone, but the disease is still out there, threatening the survivors. The country swarms with roving packs of wild animals -- and worse, desperate humans ready to do whatever it takes to survive. Through it all, one man must drive from California to New York to reunite with the woman he loves before it's too late for either of them Check your fuel tanks, weapons, and supplies; buckle down tight; and get ready for a thrill ride that may leave you breathless -- or not even breathing.

Brian Keene, the horror novelist acclaimed as one of the major forces behind the new era of zombie popularity, is bringing an all-new, fright-filled feature to Antarctic Press.

The Last Zombie: Dead New World Details

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Author : Brian Keene , Fred Perry

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From Reader Review The Last Zombie: Dead New World for online ebook

Jonathan Echevarria says

Even though I am addicted to the genre, I admit that we are absolutely flooded with zombie titles. There is both good and bad with this happening to us long term zombie fans.

On the one hand there is a lot to choose from. On the other hand it is becoming harder to see a story we haven't seen before.

Brian Keene attempts to give us something new by offering us a story about what happens after all the zombies are gone. The result is a mixed bag of sorts. As a zombie fan I enjoyed it, but as a comic book fan I wish they got another artist on this. It really doesn't fit the story that is trying to be told here.

I give it 4.5 zombies for originality and creativity in a market where the undead are just about everywhere.

Dan says

Not really a Zombie story per say but a Post Apocalypse after the zombies book. Th art was okay and so was the story not too sure if I want to read the other 2 volumes.

Johnny Tentoes says

Not as good as WALKING DEAD (what is?), yet I do like this story. Interesting set-up, and I'm looking forward to reading the next trades. Wish I could leave half ratings; I give this a 3.5.

Dustin Reade says

great artwork, but the story seemed too familiar in places. Keene does zombies like nobodies business, but something about this was just...I dunno...lacking, I guess. I recognize, though, that I tend to rate books lower when I haven't got much sleep, so I may come back and change this review upon finding out I liked this more than I thought I did.

We'll see.

Flashimal05 says

So far it seems like it will be a good series. A little different take with the journey taking place after the zombie plague is believed to be over. Recommended for ages 16 and up due to some explicit language.

Dave says

For fans of the now inescapable series *The Walking Dead*, Brian Keene's "*The Last Zombie*" is a definite recommendation just based on my short time with this first trade. *The Last Zombie* shares many things with *The Walking Dead*, it just chooses to go down a different road. While the latter is basically a soap opera/drama placed within a zombie apocalypse, the former pulls the camera back and instead focuses on the last remnants of the US government years after a zombie outbreak destroys civilization as we know it. Both have great character development, both show some brilliant action, both are in black and white and sport some really great writing and dialog.

We find out that there are four FEMA bunkers across the United States where the last surviving pieces of the government are hiding out, along with the military and of course, the scientists that are still struggling to research a cure. We follow a Dr. Ian Scott who is one of the head researchers in the Colorado bunker - there are also bunkers in Washington state, Maine, and one in West Virginia where Scott's fiancée is. 2 years after the outbreak, suddenly the West Virginia bunker goes offline, ceases all contact with the other 3 facilities. Maine sends out a helicopter which they also lose contact with. What's going on? This story already has me by the BALLS and all I want is more.

The Colorado bunker decides to send out a team of two APC's - armored personnel carriers - filled with 4 soldiers and 2 researchers in each, heavily armored and able to run on gasoline, solar power and batteries. They are also amphibious and have the ability to be sealed off from radioactive, biological or chemical hazards. This search and rescue team has two missions: one, to drive across the country and discover why the West Virginia facility has gone offline, and two, to research exactly what's going on throughout the country and if the outbreak has ceased. Scott of course has his own reasons for volunteering. Shortly after the team leaves the facility they find out that it's a good thing they are heavily armed, and that they shouldn't underestimate one minute of this new world they are now traveling in and re-discovering.

If they made *The Last Zombie* into a television show ala AMC's take on Kirkman's *Walking Dead*, it's scope would be huge. If done right, dare I say it might even be better. Again, this is based on my thoughts towards the first book alone. But I loved every single second of it and I finished it too fast. I can't wait to read more and I hope it continues to throw me for a loop, avoid the "zombie world" clichés and entertain the shit out of me. I am quite literally going onto Amazon to buy the next books right after I click "save" on this review. If that's not a strong way to end any review, I don't know what is.

Lori says

Not *The Walking Dead* but certainly an interesting spin on the zombie / post apocalyptic genre. Brian Keene's got us living two years after the zombie outbreak, where zombies have come back from, and returned once again to, the dead. The government is somewhat intact and has been living underground until one of the main bases suddenly goes silent. Our group decides to send a team of scientists and soldiers up to ground level to check it out and gather intel in the meantime. One of the scientists, Ian Scott, is still trying to devise a long term vaccine for the zombie virus when he volunteers to be part of the search and rescue team. And before long, he becomes *THE LAST ZOMBIE* ... dun dun duuuuuun.

Kaisersoze says

A fascinating opening chapter to a unique spin on the world of the undead, it's no surprise such an engaging read should come from the mind of Brian Keene - he who has authored a bevy of fantastic tales dealing with the shambling undead. *Dead New World* sets things up in a quick and straight forward fashion, without any fat to be trimmed. A number of characters immediately make an impression and Keene wastes no time in dumping his group of protagonists into the middle of some serious action. By the end of this edition, I was left eager for more, and hope the quality continues through the rest of this promising tale.

4.5 stars, with only some difficult to discern characters amongst the artwork lowering the score from 5.

Christopher says

the story is pretty cool in this book. i really like the fact that it takes place at the end of the zombie outbreak and that the author recognizes the fact that zombies cant last forever and will eventually rot away into nothing.it's a fresh take on the genre. this volume does a good job of setting up the story and the characters and i can only imagine the next two volumes will really get rolling as far as story progression goes. now for the art,which is lacking. first off it's black and white which is not my fave and the pictures are very dark at times, even more so when the story is set at night. second,alot of the soldiers look very similar and i had a hard time telling who was who aside from planters because he has goggles on his helmet and the sergeant because he is black when most of the others are white. i dont really like the fact that i have to come up with little tricks of telling people apart in a graphic novel.

on the whole i found this book enjoyable. even though the art could be better it's not garbage and i found the story made up for it in alot of ways. most zombie books you read take place at the beginning or the middle stages of the pandemic it's refreshing to read one that deals with the end stages of it. i feel invested in the character dr scot and i can't wait to see what happens next. I look forward to reading the next two volumes.

Jessica Bronder says

We start with Day 27 of the zombie attack and Dr. Scott being transported to the Colorado FEMA bunker. Zombies are everywhere, his fiancé is in the West Virginia FEMA bunker, he should be getting married today, and he is the one with a possible cure to the zombie virus.

Fast-forward two years. Zombies have disappeared but other illnesses, like bubonic plague, leprosy, and others, are out there from the decomposing corpses. Also, the West Virginia Bunker has gone offline. A helicopter was sent to check on them and it crashed. Unable to find out what is going on, the Colorado base plans on sending in a two-vehicle team to find out how the county is fairing and to find out what is going on in West Virginia.

The convoy starts off and gets to a local town where they find a mother and daughter scavenging. They also stumble upon some zombies and raiders. This is going to be harder than they first thought.

I really liked this graphic novel. I love Brian Keene and zombies so it just goes to say that I had to get it. I got sucked in and was so disappointed that it was so short. I really liked how they portrayed the raiders, a very realistic situation.

Zombie lovers, you will want to get this graphic novel.

Patti says

A quick read, good artwork, your basic zombie comic.

Gary says

It is dark, I mean you can not make out the art work dark.

Kurt Criscione says

The next step in the evolution of the Zombie story. Zombies can't last forever, what happens when the humans come out of their hiding spots to reclaim the world.

Mat Davies says

This is strong alternative to the Walking Dead and a decent addition to the genre. It takes place post-zombieworld - and the design of the comic is sound. It has a chalky look and the charcoal shades are effective. The story is actually interesting which is surprising given the convoluted genre. Looking forward to the net addition.

47Time says

Other than the fact that the story takes place two years after the zombie infection in the US, there is little innovation here. Also quite little suspense. It seems to be a relaxed story about survivors, so the lack of anything showy matches the bland artwork. Love will determine a doctor to join a mission to another healthy human outpost, but the road is long and enemies abound.

Dr. Ian Scott is a medical researcher looking into a vaccine for a world-wide zombie apocalypse. He convinces one of the organizers of an intel gathering mission to include him as well. The mission is to reach the Virginia command center where the president is holed up and see why it hasn't responded to messages in a while. Ian is personally invested in the mission since he left his fiancée Jennifer in that facility.

(view spoiler)

