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Francis von Bloodt, vampire, manages the theme park Zombillennium. They don't just hire anyone: the park works only with genuine werewolves, vampires and zombies. This is what Aurelian gets to discover as, burnt out, deceived by his wife, he finally gets 'hired' in spite of himself in this strange business. In the second chapter, Tempers are flaring around Zombillennium. When one hires only the dead (or witches!) in a region where unemployment is in the double digits, one must expect some friction. Gretchen and Aurelian do their best to help save a precarious explosive situation!

Tempers are flaring around Zombillennium, the amusement park run by monsters. When one hires only the witches, vampires, werewolves, and other undead in a region where unemployment is in the double digits, one must expect some friction. But things get particularly ugly when the park's security is breached from two sides: activists and a very strange visitor, the mother of two peculiar sons that the head of the park seems to remember from somewhere. Presented in Arthur de Pins's trademark, tongue-in-cheek black humor, this is a stunning beautiful, fully painted graphic novel that plays on that traditional horror genre.

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In this graphic novel, readers follow various characters' paths in a fantastical world of endless tracks. One runner relies on her poncho to give her direction. Another deals with a suddenly missing appendage. There are also algebra dogs, a juice institute, and a helpful network that consists of miles of string that proves that, no matter how far apart, the friends you can rely on are the ones you met while traversing life's twisty-turny trails. Cartoonist Henry McCausland's flowing page layouts showcase his elaborate landscapes and thrilling kinetic energy, matching them with a laugh-out-loud, idiosyncratic sense of humor.

Zombillennium Park has never been better. Its popularity reaches new heights following demonic reforms by Behemoth, who then decides to play his property in a very special competition: a witches' Sabbath! Gretchen, Aurelian, and Von Bloodt, meanwhile, have set up an underground escape network in order to offer the damned the chance for reconversion, far from the nine circles of Hell, a dangerous secret operation not appreciated by the park's board of directors. Determined to clean this out, they hire the services of a formidable enchantress who will turn into an arch rival of Gretchen. Underground as in the air, the fight promises to be epic! The resistance is organized in this fourth volume of Zombillennium, the monstrous bestselling and award-winning series by Arthur de Pins, eagerly awaited by fans after a long hiatus! What are Gretchen's true intentions? Will the undead succeed in asserting their rights? Who will be the future happy owner of the Zombillennium Park?

Things look like they might be starting to turn around for thirty-odd year old no-hoper Hugo, when he finds a robot in his house on his birthday. But, as he soon discovers, this is no birthday present (no one seems to have remembered to get him anything!), but the handiwork of his cousin, an engineer in the French army, who realized that the robot he had been building was designed to destroy humanity. Forced to hide out with Hugo, Roger – as he decides to call himself – must learn to live with humans... No mean feat!

Francis von Bloodt, vampire, a good family man, manages the horror theme park Zombillennium. They don't just hire anyone at Zombillennium: mere mortals need not apply, the park works only with genuine werewolves, vampires and zombies. This is what Aurelian gets to discover as, burnt out, deceived by his wife, he ends up hired in spite of himself in this strange business. Gretchen, a plucky trainee witch, helps him get around... This banded set of 3 full-colour, hardback books contains the omnibus of volumes 1-2, and volumes 3 and 4.

Zombillennium, the monster amusement park run by the monsters themselves, is rubbing some people the wrong way. After all, when you only hire the dead (or witches) in a region where unemployment is in the double digits, some friction is to be expected. But things get particularly ugly when the park's security is breached by activists. Meanwhile, the park director seems to recognize one of the visitors from somewhere... As all of this unfolds, Gretchen and Aurelian will do their best to keep this precarious situation from exploding! De Pins is back with more of his trademark tongue-in-cheek humor and stunning artwork.

There's a renewed excitement in Zombillennium, a horror-themed park run by actual monsters when the vampire Beauford Jagger Carniegie III is officially brought on to help CEO Francis Von Bloodt manage the park. The park's employees, however, soon fear the worst as this latest hire is known as a cold-blooded killer and his mission to increase return-on-investment for the shareholders means the return has to be in souls. Francis is appalled but obligated to kowtow to the almighty consultant, determined to take power and pervert the rules of Zombillennium. A stunningly beautiful, fully painted graphic novel, this work is a biting new episode of Zombillennium in which readers will discover the underbelly of the most monstrous amusement park in the world.

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