



## Sadie Walker is Stranded

*Madeleine Roux*

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## **Sadie Walker is Stranded** Madeleine Roux

Sadie Walker fights for survival as the dead close in...

In the months since The Outbreak, Seattle has become a walled fortress - the Infected are kept at bay, and the survivors are trying to scrape back a life. But the city is rife with crime, religious cults and black-market dealings. And things are about to get much, much worse.

When a group of frustrated fanatics, the 'Repopulationists', destroy part of the wall, zombies start swarming the city. Sadie, devastated by the brutal kidnapping of her young nephew, must find him and get them both out before it's too late. But the only escape is by sea, and she's seen for herself the horrible fate of those who tried that route before...

## **Sadie Walker is Stranded Details**

Date : Published January 2012 by Headline

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Author : Madeleine Roux

Format : Paperback 337 pages

Genre : Horror, Zombies, Fiction, Apocalyptic, Post Apocalyptic

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## From Reader Review Sadie Walker is Stranded for online ebook

### Bandit says

This is not really a sequel to Allison Hewitt is Trapped, more of a book set in the same world, a bit later. Nor is it quite as good as the first book, it sort of falls into all the trappings that the original managed to escape, particularly and most annoyingly it often reads like a chick lit and dedicates a bit too much time to romance considering the circumstances. Allison is Sadie's heroine and she tries to act accordingly, but often gets sidetracked by feelings, emotions and plain lack of logic. She's not as strong or kickass as Allison, but she tries and overall the book works on some of the same levels as the original...good pacing, interesting engaging characters and fairly realistic portrait of real human beings (not archetypes and cliches) trying to survive the zombies, there is even a bit of mystery going on. Quick read. Recommended.

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### Ben Walkush says

#### Personal Response

I somewhat enjoyed reading *Sadie Walker is Stranded*. The book is about Sadie and a group of survivors stranded on an island off the coast of Seattle, Washington. I like how the author took her own twist on zombies by having under water zombies or Sadie would call aqua-zombies. I did not like how the book was so slow in the beginning when she is in Seattle. But when she gets on the boat and gets stranded on the island I could not stop reading when people started disappearing left and right.

#### Plot

The book starts out with Sadie in Seattle living "normal" life after the outbreak. But when the one zombie finds away into the city mad panic break loose. Sadie's boyfriend Carl tries to kidnap Shane but Sadie pushes Carl down stairs and kills him. Sadie gets on a boat that belongs to her friend's uncle, Uncle Arturo. Uncle Arturo gets taken over board by aqua zombies. During a storm they lose control of the boat and crash on an island. When they are on the island Sadie finds these survivors with food, water and weapons they meet up. But then strange things start happening with people disappearing

#### Characterization

The book is told in first person of Sadie Walker. She experiences a lot of emotions though at the book of have to protect Shane her nephew and to fall somewhat in love with a former police officer Whelan.

#### Setting

For most of the book it takes place on an island off the coast of Seattle, Washington. On that island are some fishing cabins and a little blue house in the middle of the island. The book time period is 2010 this is relevant because there is Uncle Arturo's boat is use to get out of Seattle.

#### Thematic connection

The most evident theme is having courage and strength to keep on fighting and not giving up when everything around Sadie is failing. Sadie has the courage to not let her new friends get eaten alive by zombie and to turn back and save from getting eaten.

#### Recommendation

This book is not for everyone it has its ups and down on being very boring or having you on the edge of your

seat. I would recommend this book to people who want a different take on a zombie apocalypse. I think every student in school will be suitable for this book because of the relation of Shane being eight and Noah being a teenager.

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## Jodie "Bookish" Cook says

Book Reviewstranded

Title: Sadie Walker is Stranded

Author: Madeleine Roux

Genre: Zombie Apcolypse/Survival

Rating: \*\*\*\*

Review: "We need to get in that house." – Sadie Walker

The zombie apocalypse has gone down quicker than a bourbon shot over at Paris' place and Sadie Walker, a former illustrator, is eking out a living behind the fortified walls of Seattle. Hanging with Sadie are her young nephew Shane, who I think has a touch of Asperger, her live in boyfriend Carl, and her best buddy Andrea. When Carl betrays her Sadie and Andrea swing into action, which is just as well as the living dead are pouring into Seattle following a cult, the "Repopulationists", tearing down some of the fortifications as they exited stage left.

With the zombies in the streets Sadie, Andrea, and Shane get a helping hand into a small boat courtesy of Andrea's Uncle Arturo, and set sail for destinations unknown. Naturally this ends up in disaster with a small group of survivors stranded on an Island surrounded by zombies. As luck would have it another group is on the Island who are stocked up on food and weaponry. Sadie's group merges with the others and they all settle in to wait out the "The Outbreak". An ever growing zombie menace has other ideas, and with something else picking them off one by one escape from the Island seems the only course of action. Can Sadie get it right and will she do what Allison Hewitt would do.

Sadie Walker is Stranded is a sequel of sorts to Madeleine Roux's excellent debut novel Allison Hewitt is Trapped. While the new novel is set in the same universe, and takes place after the zombie apocalypse, none of the characters Roux creates are featured in the first book or have any real connection to events in that book. Our focal character for the evening, Sadie Walker, is somewhat obsessed with Allison, who has become a cult hero, but other than that consider Stranded as a completely separate tale of survivors facing the lumbering hordes.

Recently zombies have become flavour of the month in U.S small press dark genre publishing which has led to increasing numbers of poorly thought out and written novels being devoured by the masses. Thankfully Writers like Madeleine Roux are around to put pen to paper, finger to keyboard, crayon to butcher's paper, and present for our entertainment well-crafted novels that just happen to involve zombies. Roux has a formidable writing style that while modern, hey Stephen King is old fashion yo, still reads as well written prose. Every cat has it's day and I believe in Roux we are witnessing a transfer from the 1980s style horror writing of your Stephen Kings and James Herberts to a more modern style to match social trends. Please note Roux doesn't descend into SMS speak or any other crime against the written language, but she does write in

a brisk, no nonsense, vibrant fashion that certainly had me glued to the page like a Michael Meyers victim pinned to a kitchen cabinet. The danger for me was rushing through the book, Roux surely has that page turning thing down, so I had to parcel out the reading a chapter at a time. I now know how drug withdraw feels!

What's cool about Stranded is that Roux while luxuriating in current zombie mythology, here we're talking Romero shamblers not the decidedly stupid idea that zombies can move at about the same warp factor as an Olympic sprinter, she also expands on the mythos and adds some new dimensions to the rotten corpse of the sub-genre. Okay I can't mention one notion Roux throws on the table as it would give away a twist coming at you, but the whole concept of zombies emulating sharks and going underwater was pretty cool and striking. Yes I know World War Z also toyed with the same idea, but in that book the living dead were stationary under the waves rather than being a clear and present danger. Think getting out of the water as Jaws bears down on you only to have Jaws follow you up the beach! Outstanding, I was high fiving the people I keep chained in my imaginary attic.

Okay so there's a couple of weak aspects to Stranded that may influence a few people toying with a read, my advice would be just read the book the issues aren't deal breakers. I got the feeling post fleeing Seattle and prior to merging with the other group that the pace of Stranded dropped off markedly, at stages it did become slow going to get through an entire block of the book. Guess Roux was getting us to know her collection of characters, but some additional zombie mayhem would have been appreciated. Equally the whole "rabbit", slang for the "Repopulationists", thing wasn't handled as deftly as it could be. There's an adage in criticism that if something is central to a development in the later part of the book it should be grounded and built towards from the start of the book. I didn't think Sadie's reaction to a certain character who was formerly a rabbit rang true, she pretty much over reacted as the situation came out of the blue and wasn't built toward adequately in my ill-informed opinion. And finally, this is going to be vague due to spoilers, the solution to the mystery of who is nailing the characters one by one in particularly gruesome fashion was somewhat trite. Yes I didn't pick the twist, but one of the aspects of that twist seemed to have been laboured and didn't ring with absolute authenticity.

While the above weaknesses may be problematic for some I still think we're dealing with a pretty good read here friends and neighbours. You get a zombie novel, and Roux doesn't pull her punches with all that involves, a good murder mystery with added Psycho topping, and a rousing read in the later sections of the novel that will have you grinning ear to ear. I've got no issue with giving Stranded a full recommendation, I can almost guarantee this novel will be the best zombie outing of 2012.

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## **Keith Chawgo says**

Madeleine Roux follow-up novel to Allison Hewit is a slight let down and doesn't really take the mythos of zombies any further or expand on anything that we have learned so far from the first novel.

The story opens up in a cordoned off city and conditions are less than bearable but at least they are safe. When Sadie's nephew goes missing, the action starts at quite a brisk pace with new characters added to the mix. The characters are quite stereotypical and lack soul and seem to be added to give victims instead of depth.

The second act deals with survival as the group find themselves stranded but unfortunately, the author lacks the writing style to make the urgency feel dangerous and there is no underlying tension to feed off of. At one point, I was hoping that the characters would die or just commit suicide as nothing really happens.

As the third act unravels, the story does pick up momentum but sometimes becomes muddled in a third half action sequence that sometimes captivates and often falls flat. I do give credit to the Ten Little Indians scenario that develops and an interesting plot twist that garners this book to earn a third star in my estimation.

Some of the flaws from the first novel do carry itself over to this novel. It is written in the first person so therefore you know that the main character will make it at the end because how else is it written. Alison Hewitt was a bit more clever as it was written as diary entries and was structured so you were never sure if she will make it or not. This is more straight forward and written in a Hunger Game/Twilight fashion as the character talks you through her story, you know that she will be in danger but will always pull through.

The other flaw as with the first is that the time frame is set two years ago, if the author had foresight in her novel and set it 20 years in the future, the book would have more legs but setting it in and around 2009, gives the book more of a fantasy quality instead of a science fiction/horror feel that it should.

Ms Roux sophomore follow-up lacks ingenuity that could have been played a bit more realistically and with more depth. It does feel rushed and somehow lends itself to a Romero's version of Gilligan's Island to an odd degree. She will need to up her game if she wants to give competition to Mira Grant's fabulous zombie Deadline trilogy.

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## **Lianne Burwell says**

Sadie Walker is Stranded is not a direct sequel to Allison Hewitt is trapped, but is set in the same universe (without using the blog gimmick), and there are frequent references to Allison, who has become basically a folk hero because of the blog that was the first book.

Sadie is one of the people living behind the walls of the Citadel (aka Seattle, which was sealed off after the zombie uprising a number of months back, as detailed in the previous book). She's an artist and a surrogate mother to her young nephew, Shane, trying to get by, when her scumbag boyfriend sells her nephew to cultists. The cultists (much like the first book) open up the city to the zombies, and in the confusion, Sadie kills the boyfriend, teams up with a friend to rescue Shane, and make it to the docks where her friend's uncle has a boat. They make it away, but being on a boat on the sea isn't necessarily any safer than being on land.

And this all happens in the first thirty pages.

I'm glad the author dropped the blog format, although it made the first book stand out from the crowd of Zombie books. I actually like the protagonist (although having her being able to cobble together a working bow and arrow set on an island is stretching credibility a little). The kid is actually believable in how a kid who has survived the months since his parents died in the zombie apocalypse might react.

The romances were a little on the cheesy side, with one started, dropped, and replaced after they reach the 'safety' of an island, where the stories turns into 'And Then There Were None.'

It's quite clear from the story that the author is very much into books (duh) and art, to the point of being almost intrusive. Still, it's a lot better than most zombie books that focus on gun nuts and survivalists. I'll certainly be checking out her next book.

## Erin (PT) says

What a disappointing book.

I think it would've been disappointing in any case, but as a follow up to [Allison Hewitt is Trapped](#), it feels even more so. The flaws in Roux's writing carry over from the first book—a poor sense of visual and spatial orientation that becomes especially confusing/egregious in the action scenes that are the byproduct of any zombie story—but they're added to by new storytelling and stylistic problems.

The first problem is largely one of POV. Both [Allison Hewitt](#) and [Sadie Walker](#) are told from first person POV, which limits what we see and know, as the readers, to what our protagonist tells us that they see and know. It's always a balancing act for an author because, in real life, we are not generally narrating our own adventures to ourselves or consciously cataloguing what we see...but in a story being told to us, we definitely *need* that kind of narration to understand what's happening. Tell too little and your reader doesn't know what's going on. Tell too much and you lose that feeling of being inside the character, inside their story...and thus you lose the audience. Roux definitely errs on the side of not describing much at all. We only have the vaguest ideas of what characters look like. We only have the vaguest idea of what their environment looks like or what Allison or Sadie see as they move through that environment. This becomes most noticeable in scenes of zombie attacks, where it feels most like being in a remote HQ having events narrated over a microphone by an operator that's under fire. I can grasp outcomes, but I have no real sense of what's actually happening on the ground. And, since zombies don't really communicate through witty banter or other dialogue, this lack of a visual component becomes critical.

I feel like it was worse in [Sadie Walker](#) because [Allison Hewitt](#) took place in relatively familiar locales: a bookstore, a city apartment, a college gymnasium, while the majority of events in [Sadie Walker](#) take place on a remote island in the Pacific NW. When you think of deserted island stories, they're largely tropical in nature, but those visual referents don't work for Sadie's environment and the lack of in-story referents made it all very hard to picture.

Similarly, both books lack a concrete sense of time's passage. In [Allison Hewitt](#), there were at least dates on her blog entries that could be tied to the narrative, but [Sadie Walker](#), again, lacks any similar navigation marks, which contributes to the vague sense of *I don't know what's going on*.

And then, more—or maybe most—damning, the character of Sadie is so much more self-absorbed and internal than Allison that it places a *still* greater limitation on what the reader sees. Allison had so much more interaction with the other characters in her story and, as a result, those characters felt more fleshed out and real. Whereas Sadie is so focused on herself—and sometimes Shane—that everyone else felt flat and shallow and undeveloped, despite the fact that, by the end of the story, they've spent months together. Shane and Andrea, the only other characters besides Sadie who are present pretty much from the book's start, are no clearer or more developed at the end of the book than they were when they were introduced. The only things I really know about Nate is that he's Black and a good shot with a gun. We hear a lot about Whelan's dimple and killer smile, but not really anything about who Whelan is, why Whelan is.

Of course, another thing that made this book so much more inaccessible and so much less enjoyable is that I don't really know anything about who *Sadie* is, from front to back. With Allison, I didn't always necessarily agree with the decisions she made through the course of the story, but they felt realistic (which, by far, was my favorite aspect of the book), consistent and understandable. Sadie, on the other hand, seems to blow in a different direction from chapter to chapter, with no reliable through line to make her actions *make sense*, let alone understandable.

At least some small part of this I feel is a lack of history on Sadie's (or anyone's) part. Roux tries to handwave Sadie's (or anyone's) personal history with mental and social admonitions not to talk about or dwell on the past, an explanation that *wants* to make sense, but a) in-story: people think about their pasts whether they really want to or not, and with as much time as Sadie spends in her own head, it doesn't make sense that her past wouldn't come up with everything else and b) out-story: the lack of any kind of history or reference to people's previous lives makes it feel like they just *didn't exist* before Roux started telling this story.

With Allison, a big part of her story was her relationship with her mom, being trapped with her co-workers and how the fractiousness of those work relationships then translated when they were dependent on each other for survival, in Allison's internet and scholarly pursuits before the zombie apocalypse. Allison was a character who *very much* felt grounded in the real world and that made her an empathetic and realistic heroine.

Sadie, on the other hand, references her sister, Shane's mom, and her previous career as an illustrator, but it feels like character stats on a page, rather than a living, breathing life that Sadie once had. We don't really know anything about Sadie & Kat's relationship, whether they were fractious sisters or best friends; I don't think Kat's husband even ever gets a name, let alone how Sadie related to him. We don't hear or know of Sadie having *any* friends or lovers from before the Outbreak. And from the way she relates to and talks about Shane, it doesn't really give the impression that she'd ever even *met* Shane before Kat & her husband died and Sadie inherited him. And while I can handwave some of this with the fact that Sadie is incredibly awkward with people and may have always been, part of being able to buy in to a fictional character is in believing in the character, in believing in the way they fit into their world. But there's no sense of that in Sadie and even less so in the less developed secondary characters.

Another big problem for me was just the plot itself. (view spoiler)

Ultimately, I think iSadie Walker is a book that tries to do too many things at once and doesn't really succeed with any of them. The story of an aunt presented with unwilling custody coming to terms with custody of her nephew, the rom-com love story (with zombies!) between Sadie and Whelan, the stranded on a desert island (with zombies!) story, the locked room murder mystery story, trapped at sea without a captain story, Cassandra the Zombie Queen...any one of these stories feels like it could have been big enough to expand

into its own novel, but crammed all together, none of them has the space or time to expand to fullness, and so they feel more like outlines, tired tropes and wasted potential than anything else.

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## **Cj says**

Zombies in the water? Holy crap on a cracker. I am sufficiently creeped out and thoroughly impressed at Sadie Walker is Stranded. It's, dare I say it, the best zombie book I've read so far and I have read quite a lot of really good zombie books already. It's engaging, it's entertaining and most of all it's not predictable AT ALL.

I was hooked from the first sentence up to the last. The fact that it ties in perfectly with Allison Hewitt is Trapped is a great bonus. However, Sadie's story does not have the feel of a sequel. It stands alone so perfectly on its own.

From the moment Sadie was running back to her apartment to check on Shane, to the time she was pulling open the vault door, she remained true to her character. She had a driven, singular intent to keep her nephew safe and spared from further trauma. Everything else, hinged on that one paramount goal.

And oh boy, talk about left-field zingers... I did NOT see that twist coming.

Definitely a must read for every zombie literature aficionado.

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## **\*Suzy (ereaderuser)\* says**

I love the way this author writes! Very clever and humorous. I can't say this was one of my favorite zombie reads however. The story started out with a bang, but didn't end that way. Still an overall good read. I'm giving this a 3.75, so as usual I've rounded up.

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## **Buffy says**

This is the follow-up to Allison Hewitt is Trapped. It takes place after the initial zombie outbreak and it features a different cast of characters.

Nutshell blurb: The city of Seattle has been walled up to protect the inhabitants from the zombies that roam outside. The wall becomes breached, forcing Sadie, her nephew and her friend to flee.

I absolutely loved the first book but this one fell flat for me. I didn't like Sadie AT ALL and I found that there were far too many references to other books, films, tv shows and various aspects of popular culture. I understood most of them but the generations after me are unlikely to know what the heck she's talking about. It's pretty annoying and gets old after a while.

The action is fantastic and it's an exciting story but characterisation is everything to me. It's not good to wish for the main character to get eaten by zombies.

The main character continuously makes stupid decisions but tells herself that she'll never make the same mistakes again. But she does. She makes the stupidest decision at the very end (which I won't spoil for you) and nobody calls her on it. If I lived in a zombie-filled world and one of my camp-mates made this decision, I would consider killing him/her if I ever saw him/her again. But no one seems to care that she did what she did. It's incredibly frustrating to read things like this.

She's also very helpless and relies on others to continually save her.

The author has committed a cardinal sin in my eyes and I feel compelled to point it out.

Please repeat after me: We DO NOT talk trash about another author's writing in our own work.

Of what do you speak, you might ask?

Well, I'll tell you. There's an entire conversation where the characters discuss (and bash) Twilight.

Now, I know that it's super-cool to not like Twilight or anything by Stephanie Meyer and that there have been flame wars all over the internet as to whether or not it's "good". But does that really matter? Are we all not entitled to like or dislike a book according to our own personal tastes?

There's a pettiness and arrogance to immortalising your hatred of someone else's work in your own novel. You're pretty much letting the world know that you think that you're more talented and that your story is better than that of the person you're slating. That's not cool or edgy. It's just kind of mean.

I was really disappointed when I got to that section. I feel that Ms. Roux's writing is quirky and fun and that it can stand on its own without needing to bash another author's work.

Why did you do it, Madeleine? Why????

It completely coloured my perception of this book. From that point on I felt that I was reading the work of a bully; someone who tears others down to make herself look better. Is she really that kind of person? I don't know, but it really struck a chord with me. I'm not sure if I will read the next one when it comes out.

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## **Carolyn Storer says**

### **3.5 Stars**

SADIE WALKER IS STRANDED is the second book in Madeleine Roux's *Zombie* series, and as with Allison Hewitt's *Trapped* I was drawn into the story from pretty much the first chapter. There's a fair amount of action, emotional and romantic elements, and of course zombies.

However, it did take a while for it to feel like a zombie book. There isn't much zombie action until at least 100 pages in and even then it is only small pockets of zombie action. I wish there was more. Allison Hewitt's *Trapped* is full to the brim with zombieness, and combined with the human aspect, was perfectly balanced. Unfortunately SADIE WALKER IS STRANDED isn't quite so balanced, and therefore didn't rock my socks off. However, it was still a really good read.

Sadie is looking after her nephew, Shane, since her sister, Kat and her husband were killed. He's everything she's got and she feels the weight of this on her shoulders and takes bringing him up seriously. In a world

full of zombies, you'd think that the united fear and loathing of these creatures would pull everyone together, but you'd be wrong. There are still evil people doing evil things and unfortunately she finds out she's dating one of them. He kidnaps her nephew for cash and tries to sell him to another couple while their town's borders are breached with thousands of zombies. Luckily Sadie and her friend manage to find her nephew, where upon they all board a small boat to escape the ever growing zombie horde and head out to sea.

Sadie's worry at being a good 'parent' plays on her mind a lot, which I found endearing at first. But she constantly proclaims how bad she is at it and keeps apologising to her nephew for being such a failure. This got irritating after a while. As well as not being good for her nephew to hear, she doesn't do anything particularly wrong and so I couldn't really understand where she was coming from, and I found myself just getting annoyed at all her self declarations of bad parenting.

Shane is very quiet and hardly speaks. I thought it was down to losing his parents, the zombies etc and that we would see his character grow as the story moved along, but it didn't. He doesn't engage in much conversation, with Sadie or the others in the group, although he does enjoy looking at the drawings Sadie's does for him. However, he doesn't really act like a young boy and most of the time sits about staring. The descriptions of his actions, facial expressions and mannerisms made me feel that maybe he is slightly autistic.

Sadie wasn't as strong a character as Allison Hewitt. She isn't very consistent and is all over the place. One minute a frightened woman who relies on others to protect her and her nephew, and the next minute acting like Lara Croft, brandishing a bow and arrow and heading off into unknown forests to look for food only to, predictably, come upon a few zombies.

There is also a bit too much repetition too. There was a lot of Sadie goes to sleep only to be woken by something bad. I think I counted four times this technique was used and for me this is too much.

There is a lot right with this book too. There are a few really good stand out characters, and the romantic element, although not as moving and poignant as Allison Hewitt, is nice. The action scenes that are present are fast-paced and exciting.

There is one particular scene that is really chilling. Sadie is taking a much needed bath in the Sea, she is enjoying it until the inevitable happens:

“Okay,” I said after less than a minute of splashing around, “I need to get out.... preferably now, before the blood freezes in my veins.”

The railing above me was awfully quiet. I glanced up. Andrea was gone, nowhere to be found. She had taken Shane with her. “Son of a bitch,” I shouted. “This isn't funny! Andrea! Andrea? Shane?”

There was a commotion on the other side of the boat, shrieking and screaming and the sound of arms beating the water. My heart sank like a lead ball to my numb little toes.

Something was in the water.

and...

Here's one thing I'm now damn certain of: being chased by water zombies around a boat can turn a landlubber like me into Michael fucking Phelps on steroids. I didn't look back, knowing I might catch a glimpse of one of the undead coming for me...

Each of my clumsy strokes was punctuated with a girlish squeak of hysteria. A thin rope ladder swung back and forth, just a few yards ahead. Moritz, bless his heart, was already over the edge of the ladder, waiting for me to get close. He was just in time. Something unnaturally strong tugged on my ankle, hard, nearly pulling me under.

After a while at sea, and a few scary moments, the survivors find themselves an island. They are not alone... Things move along at a much better pace from this moment and there is even an interesting mystery element that I actually couldn't work out, which was refreshing. New characters are introduced, and so is Sadie's love interest. There's a couple of predictable, stereotypical characters too, including the bitch from hell, a glamour puss, and the weak one. But there are also rivalries and jealousies, as well as tender moments, so all in all an interesting bunch.

#### VERDICT:

Although I had a few issues with SADIE WALKER IS STRANDED and didn't find it as compelling and emotional as Allison Hewitt is Trapped, overall I really enjoyed it. I hope there will be more to come from Madeleine Roux and her Zombie series.

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### Jennifer says

Why read: Received for review

What impressed me: I loved Allison Hewitt is Trapped and was ecstatic to hear there was going to be a sequel. I really liked that Sadie Walker is Stranded didn't follow the aftermath of Allison's story, but rather was a wholly separate story of a survivor who had heard of Allison's fight against the zombies. I liked that when things got tough for Sadie, she asked herself "What would Allison Hewitt do?" It sort of solidified Allison as the source of hope for other survivors that she seemed through her blog in her own book. I also liked the will they or won't they vibe of the romance between Sadie and Whelan. There was an interesting mystery in Stranded, but I actually found the entire living situation leading up to the resolution to be completely fascinating.

What disappointed me: The two major settings, at sea and on a secluded island, didn't quite work for me. I tend to lean more towards zombies in civilization. And I didn't completely love the resolution of the mystery. It was surprising and sort of shocking, but I guess I had a hard time believing it was plausible.

Recommended: Definitely. Roux has a gift for writing the human experience during a zombie apocalypse.

Continue series: If there are more, I'll definitely be reading them.

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### sj says

Oh, man. This book annoyed the crap out of me.

Whereas Allison Hewitt is Trapped was sort of charming in its epistolary/bloggy way, Sadie Walker was downright irksome.

The close first person telling was the same, making it feel like we were reading a journal or a blog, even though that was not the case with this book.

And...Sadie herself was kind of a dumbass. I actually wanted to slap the shit out of her on several occasions - few (if any) of her actions made sense.

I DO enjoy the water zombies, though, so there's that.

Oh, and the end was fucking ridiculous tacked on bullshit that just made me howl with frustration.

Blergh.

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### **J.A. Ironside says**

Enjoyable enough but underwhelming when compared to Alison Hewitt is Trapped. It's set in the same world and Alison, who we know and love from the previous book, gets a mention or two but this is really Sadie's story. Unfortunately Sadie is a lot of promise that never really delivers. She has knowledge of outdoor pursuits and survival skills but doesn't use them. She creates a bow and arrows which work effectively and then doesn't use them. She stands by very puzzled as the ten little Indians stuff is going on and she's pretty sure she knows where it's coming from but doesn't act. It's really frustrating. Meanwhile her fluctuating hormones over two potential male companions when she swears all she wants to do is look after her nephew is just baffling.

My biggest niggle is that none of the other characters are fully rounded. I'm sure the author was trying to make us suspect everyone, instead they all came across as flat and not very engaging. When the grand reveal occurred it wasn't a surprise - I'd been waiting for it for at least thirty pages.

So a lot of annoying stuff. However this is still a good read and a pretty engaging survival story. Sadie's voice keeps you reading and if the plot is a bit jerky and uncoordinated with sub plots that go nowhere - well you could always be losing brain cells watching the x-factor. Seriously if you like a good survivor/ zombie novel this has plenty to keep you entertained. I would just have liked a bit more plot and character development especially on the 'rabbits' but perhaps we can hope for that in book three?

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### **Mehsi says**

This time Allison isn't around, we have a new girl in town and her name is Sadie!

This book wasn't as good as Allison's, but it definitely picked up near the middle/end, and had some really great parts.

The previous book was from Allison POV and in this book that is Sadie Walker. The book still takes place in the same world as Allison's. In fact, Sadie is a big fan of Allison. I know that throughout the book I was hoping that these two would meet. But after a while I just didn't have the hope any more. With the way the story goes... But thankfully there is another event that does happen, that made me really happy.

Before I start with the good I have to mention the blurb. I was really excited about the blurb. Sadie goes to find her nephew who has been kidnapped (apparently there is a crazy market for orphaned kids), and I found myself eager to read the book to see her traverse this dangerous world full of zombies and crazies to find her nephew. Sadly, and I don't consider this a spoiler (since it happens so early on), the whole kidnapping thing is done with a wheeze or a sneeze. The book starts off calmly (well as calm as one can get), then the action starts, and at page 25.... the kidnapping is over. Yep, page 25 of 343-ish pages! Isn't that absolutely fucking amazing? So I am removing -0.5 stars from the total because of this. Can't people just write a good blurb for once?

Because the rest of the book is about her fleeing, landing on a creep-fest of an island, some romance (because why the heck not), a lot of creepiness, of course our friends the zombies are also there (did you know they can swim? NOPENOPENOPENOPE!). I loved how the normal days got sliced in pieces by death, by zombies, by something far more evil than zombies lurking in the darkness. This may sound weird, but I loved how there were normal days, just filled with eating, foraging, some happy things, something to counter all the death normally so prevalent in this world.

Yep, our group has bigger problems this time. Not only are there zombies, and they can swim (thus an island isn't safe any more), but we have something eviler. It is a typical trope in zombie books. You shouldn't always fear the zombies, humans are generally worse. Trust is something you don't give to everyone. I am glad that the author added a big villain, it gave the book even more creepiness. Who the villain was? Mm, I have to say I kept guessing until the end. I had some suspicions, but with the world being as it is... anyone could have suffered a too big of a trauma and ended up craycray.

The reveal was done really well, and I was ooohhiinnng and screaming at our crew to just effing run away. And fast.

The romance? Eh, I wasn't that happy at times. But then again, I am not a big fan of love triangles. And we do have one in this book. Moritz > Sadie < Whelan. Of course you could quickly see who would be the true couple, and I was happy with who that turned out to be. They are the best match with Sadie! Though I didn't like how they first attracted the attention of Sadie (really, that was just stupid).

Sadie... mm, it took me a while to like her. She has a big attitude and an even bigger mouth. Makes some stupid horror cliché decisions, judges people very harsh (for just having big breasts and juicy on their ass for example). But she is also a great aunt (at least she tries), she can draw (I wish we could have seen some pictures), and she won't give up even when faced with some pretty shitty things.

Sadie's best friend, and also Whelan's best friend? I loved both of them. They were just too awesome. I wouldn't mind a book from their POV.

Also, like any zombie book, don't get too attached to characters.

All in all, definitely still a book that I enjoyed, and that I hope to read again one day (maybe in combination of a re-read of Allison's book). And I hope that we will have another book in this series one day.

Review first posted at <https://twirlingbookprincess.com/>

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### **Kristin (MyBookishWays Reviews) says**

You may also read my review now: <http://www.mybookishways.com/2012/01/...>

So, what do you do if your 8 year old nephew is kidnapped by your supposed boyfriend and his group of thugs, intent on selling him to the highest bidder? Oh wait, also, this group of idiots, intent on making their escape, brings down part of the wall around Seattle that's keeping the walking dead out, flooding the city with moaning, groaning flesh eaters. If you're Sadie Walker, you rescue your nephew and catch a ride on the last boat out of the harbor, intent on getting you and your nephew, to safety. Sadie, along with her nephew, Shane, and her good friend Andrea (one of the few people left that she trusts), know it's going to be tough going, but they're hopeful that they'll find safety, maybe in the San Juan islands. It's not the best plan, but it's the only one they have. When zombies strike, and they run aground ahead of schedule, they're forced to make camp and hope the area isn't infested with zombies. Desperate to reestablish trust with Shane, Sadie is determined to make the best of a bad situation.

Bad situation doesn't begin to cover it. Picking up 7 months after the outbreak that caused zombie hordes to decimate humankind, every day is a struggle, and artist Sadie is finding it hard to leave her old life behind. Her nephew depends on her, however, and that's a big part of what keeps her going, even in the face of pretty crappy odds. Aside from the zombies, there are a few members of their little group that she's not sure she can trust, and when they meet another group on the other side of the island, things really begin to get interesting. So, when the going gets tough, Sadie asks herself: What would Allison do?

The Allison in question is Allison Hewitt from *Allison Hewitt is Trapped*, the first zombie novel by Madeleine Roux. I loved Allison Hewitt, so I had high hopes for Sadie Walker, and wasn't disappointed. In Sadie Walker, Allison is become a folk hero, and is an inspiration to Sadie when things are looking especially bleak. Ms. Roux's writing is top notch, and she manages to take the zombie genre and keep it alive and kicking, so to speak. There's plenty of zombie killin' action, and the author doesn't shy away from throwing plenty of adversity at our heroine and her friends. Sadie is a tough cookie, but her vulnerability does shine through, especially when it comes to her nephew, and trusting others. When a rather hunky former cop tests the boundaries of that trust, Sadie finds her priorities shifting, and when a very human danger threatens her new "tribe", she'll have to dig deep and find the strength to save her friends. This is such a great series, and near impossible to put down. I really love how the author tackles the small details of survival and what the aftermath of such a horrendous event would be like, while creating tense scenarios among well rounded and rich characterizations. Horror and UF fans will find much to love with Sadie Walker. Just like Allison Hewitt, this one's a keeper!

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