

What **Fables** does for fairy tales, **Kill Shakespeare** does with the greatest writer of all time.

This dark take on the Bard pits his greatest heroes (Hamlet, Juliet, Othello, Falstaff) against his most menacing villains (Richard III, Lady Macbeth, Iago) in an epic adventure to find and kill a reclusive wizard named William Shakespeare.

"A fantastic concept, cleverly executed with style and smarts.

Lots of cool Easter Eggs for the literary-minded, but still
plenty entertaining for the rest of us dummies!"

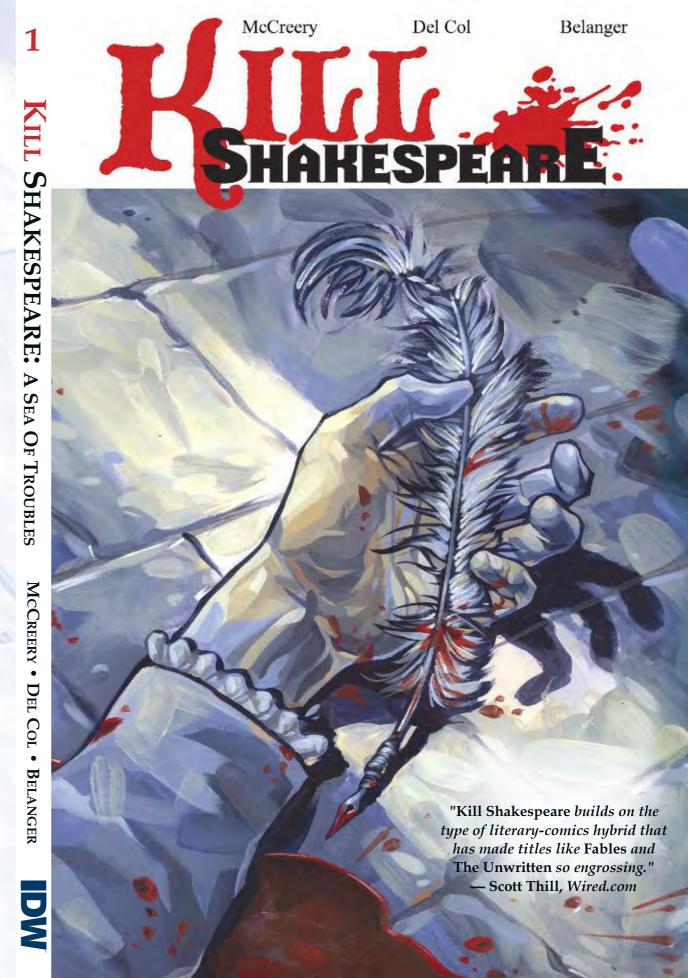
—John Layman (Writer of *Chew* and former literature major)

"Bravo! Kill Shakespeare is a tale woven with the wit, magic and myth, worthy of Will himself."
—Des McAnuff (Artistic Director, The Stratford Shakespeare Festival)

"Kill Shakespeare is full of dark laughs, shocking alliances, bad puns and wild violence. Like the best of Shakespeare himself..." —Patton Oswalt (Comedian, Writer of Serenity, Star of Ratatouille and King of Queens)



www.**kill**shakespeare.com



"Stories within stories about stories... it's easy to get that recipe wrong, but McCreery and Del Col get it gloriously right.

And it was about time someone went after Bill."

—Mike Carey

(Creator of The Unwritten and Lucifer)

"What I do want is writers who know how to dream and artists who brush with their souls. To that end, Kill Shakespeare is a smashing success."

—Ain't It Cool News

"Kill Shakespeare is great fun. Fantastic graphics, energy and artwork and a novel and exciting take on killer Shakespearean themes."

—Michael Hirst
(Writer and Creator of The Tudors, Writer of Elizabeth)

"Kill Shakespeare is a comic book that crosses worlds and genres and happens to star a who's who of Shakespearean characters. It's an idea so crazy and awesome that I have to ask, why hasn't someone thought of this before?"

—WatchPlayRead

"Having suffered a few slings and arrows in my time, I was captivated by Hamlet's mystical quest. Brilliant conceit and beautifully illustrated, especially Lady Macbeth."

—Paul Gross (Star of TV's Slings & Arrows)

"You can mark this one in the genius column... The creative team behind Kill Shakespeare have crafted an ingenious story out of an insane concept that celebrates all there is to love about Shakespeare while simultaneously thumbing its nose at it."

—Weekly Crisis

"Dynamic art, break-neck pacing, and clever use of the Bard's own words make this series fun and educational."

—Kate Dacey, Good Comics for Kids

"Fresh and conceptually inventive... Easily one of the more exciting new projects bouncing around." —Calvin Reid, *Publisher's Weekly*

CREATOR BIOS

ANTHONY DEL COL (CO-CREATOR / CO-WRITER)

Anthony has worked in the music, film and television industries, produced two independent feature films, and most recently assisted with the management of international pop star Nelly Furtado and her world tour.

CONOR McCreery (Co-Creator / Co-Writer)

Conor has served in both creative and business positions for film and television companies, contributed over 1,000 stories and articles for media outlets, and also provided expert analysis for Canada's Business News Network.

ANDY B. (ARTIST)

Andy works out of the Toronto-based Royal Academy of Illustration & Design and has done work for publishers D.C. Wildstorm, Devil's Due, and Boom! He is the creator of Zuda Comics' *Bottle of Awesome*.

IAN HERRING (COLORIST)

Ian is a recent graduate of the illustration program at Canada's Sheridan College. He fell into coloring when interning with Andy B. and Ramon Perez at the Royal Academy of Illustration & Design, and has worked on *Bottle of Awesome* and *Raising Hell*.

KAGAN McLeod (Cover Artist)

A graduate of Sheridan College's illustration program, Kagan has worked for magazines, newspapers, and design firms around the world, including Canada's *National Post* newspaper, *Glamour, Wired, Entertainment Weekly, GQ, Newsweek,* and *Mad.* His martial arts graphic novel, *Infinite Kung Fu*, is scheduled for release in 2011 with Top Shelf.



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ART BY Andy Belanger

COLORS BY Ian Herring

LETTERING BY Chris Mowry, Robbie Robbins, and Neil Uyetake ORIGINAL SERIES EDITS BY Tom Waltz

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COLLECTION EDITS BY

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Foreword by Darwyn Cooke

I suppose we'll start this with my rather sketchy credentials: There is no love lost between myself and the Bard in question. As a matter of fact, in high school if someone had yelled "Kill Shakespeare" I'd have zealously seconded. My memories of high school Shakespeare are not unlike my memories of French language class: vague and irritating, like there was a different word for everything. Three pages into that muckety-muck and I'd gloss over and reach for a Ross MacDonald novel or a Detective Comic. Class discussion often amounted to the teacher reading the play a line at a time with a crushingly thorough translation of each word and phrase and cunning inference. For my story-starved teenage brain it was like being beaten to death with a dictionary in slow motion. My inability to fall into the old man's pentameters and rhythms kept me from enjoying his work on any level other than plot construction and basic character interplay.

That being said, here we are.

So let's look at this shiny new collection and see if we can figure out how these guys kept me from glossing over and reaching for the aforementioned MacDonald novel.

Comic creator and pundit Frank Santoro is a wise and passionate advocate of comics. He recently wrote:

The market can now support multiple perspectives. It is not a monolithic community. There is no official definition of Comics now. It's too big. Finally 'comics' doesn't just mean American mainstream super-hero action adventure stories. (Well, comics never meant just that genre, but y'know what I'm saying: Marvel and DC have lorded over the form for almost 50 years.) In 2009 you can walk into a comics store like Copacetic Comics in Pittsburgh and see no superhero comics on display at all. There are enough "alternative" or "literary" comics/graphic novels out in the world to fill a whole (small) store. And there are "alternative" publishers who don't use (or are shut out from) the Direct Market and who use book trade distributors to get the work out to stores.

So we got what you might call a bifurcated market. The two traditions, once folded together in the same market, have split. There are two sandboxes now. What that means is that if you grew up reading comics from, say, 1999 to now you didn't necessarily have to read superhero comics to get your comics fix or even go to a store that sold both. This is a good thing. It's a new audience, and a broader one than maybe any of us old school dinosaurs could have anticipated.

I couldn't agree more with Santoro's assessment. With such a broad area of opportunity available, is it possible to create entertaining comics that will attract an audience outside the superhero and artcomix demos? The more immediate question is: will it sell well enough to feed and clothe you? With a market this large and undefined, how can you be sure you're not going to fade into the sea of work on the shelves? I sense that this was top of mind for Anthony and Conor when they built this project, much as it was on my mind when I began looking at my first book outside the big two. The answer is, if you're worried that no one at the party will recognize you, bring a famous friend along. For myself, that was an amoral thief named Parker and his Grand Master, Donald Westlake. These guys... well, let's just say they started at the top.

The title alone is a work of genius. *Kill Shakespeare*. I could spend a lifetime in a climate-controlled room full of monkeys with a monolithic story title matrix running 24-7 and it would never produce a better, more provocative title.

Then we have a premise that lives up to the title. All of Shakespeare's "creations" live in a kingdom ruled by their deity: the Bard himself. The good and evil forces within this kingdom are in a race to possess the Bard's mythical quill—the source of all power and life.

Here is the point in most independent projects where after a promising launch and another spotty issue or two everything fades away. To mount a project of this size, you need more than a catchy title and an evocative premise to drive your passion to create. You need to be entrepreneur as well as artist. You need the vision and

foresight to construct a solid long-term plan and then find a way to finance that plan through to its conclusion. Do you hear that? Really hear that? Because it's a lot tougher than it sounds. Weeks and perhaps months of shaping your premise into an entertaining story that lasts 12 issues. Endless rounds of potentially humiliating meetings with potentially helpful investors, using your charm and passion to convince them to put their money where your mouth is. The horrifying work of attracting and auditing a publisher that you trust to give your efforts the best leg up in the market. Then there's the actual creation of the work, the damned endless stream of pages needed to fuel serial fiction of a periodic nature. Once you're actually in the shit, say, working on issue four or five, you're juggling three issues through various stages of creation/production, you're coordinating with your publisher, editor, and printer, you're tracking sales and evaluating what's working and what isn't, you're doing all the press you can. Signings. Misprints. Paying people in a timely fashion.

If the above paragraph was an old EC Horror comic, the shock ending would be "And now, do it all in your spare time because you need to stay at your day job if you want to keep yourself in Ramen and cut-rate California wine! Ha ha ha!"

What I'm saying is it takes gigantic, Vegas-sized gambler balls and a work ethic to match to pour this kind of effort into something with no guaranteed outcome. So before I even opened the first issue, they had my professional admiration.

From a storytelling standpoint, I was impressed. Deft handling of dozens of known characters and a quest-driven plot that keeps the story rolling forward. Classically retarded individuals such as myself with only a passing knowledge of these characters are given everything we need to enjoy the story without having to read dense thickets of expository narrative. For example, I remembered that Othello had a "brother," but not his name or personality. In KS this all comes out organically, through dialogue and action. I never feel I need to research to enjoy the current chapter. Visually, Belanger has had the sense to commit an ocean of time to design so the reader is immersed in a convincing "world" where these characters live and breathe. There's no cheating on backgrounds here or vague scumbling—I have no idea if the details are authentic but they're executed with a clarity and confidence that convinces.

My only problem with KS is that I always thought Hamlet was a bit of an emo douche. Am I right? He's like the hole in the donut of life. Always whining. I suspect that the boys have a long-term character arc that will make a man out of him.

So my hat is off to these young men.* They're pragmatic enough to create something with obvious market potential and universal recognition and passionate enough to actually follow through and produce quality work.

Imagine fifty such tight creative teams at work today. That is where the mass market will "discover" us. Again. It probably won't even be in print form. It certainly won't be through four-dollar "super-jock" floppies or artfully crafted lit-comics. It will come through entertainment with broad appeal and creative execution.

Darwyn Cooke 2010 Just East of Burnham Wood

"I'd like to note that my hat is also off to me for sparing you, dear reader, the obvious comparisons to the LOEG template and for not using an actual quote from Shakespeare during this entire introduction. Y'know, something horrible like, "Read on, MacDuff!"

Darwyn Cooke is an Eisner and Harvey Award-winning comics creator whose major works include DC: The New Frontier, Selina's Big Score, The Spirit, and adaptations of Richard Stark's Parker novels, including The Hunter and The Outfit.

WE CAN NO OTHER ANSWER MAKE BUT THANKS, AND THANKS...

What an incredible journey this has been thus far... We have so many supporting players we wish to credit in this adventure...

Owen and Elizabeth McCreery, Brian McCreery, Anna Del Col, Jim and Marianne Del Col, Jennifer Heath, Crystal Luxmore, Trina Mendoza, Mom and Pop Belanger, The Belanger Brothers, Vanessa King, Anthony Iantomo, Jeremy Boxen, Sir Tom Stoppard, Arvid Nelson, Dave Elliott, Becka Kinzie, Arwen Savage, Darwyn Cooke, J. Bone, Ty Templeton, Ramon Perez, Kalman Andrasofszky, Scott Hepburn, Willow Dawson, Cameron Stewart, Stuart and Kathryn Immonen, Mike Cho, Kwanza Johnson, Ben Abemathy, Ron Perazza, Kody Peters, George Zotti, Chris Butcher, Doug Simpson, Kevin Boyd, Gina Gagliano, Martha Comog, Simon Dimuantes, Kuo-Yu Liang, Calvin Reid, Rich Johnston, Mark Askwith, Sarah Hashem, CYBF, Josh Howard, Chris Smith, Sharon Fleming, Ted Fleming, Frank Galea, Andrew Apangu, Al Bugeja, Rob Chiasson, Steve Lawlor, Sarah Stevens, Debby de Groot, Lonnie McCullough, Dan Smith, Jason Chan, Spencer Rysdale, Tony Kramreither, Michael Ball, Danielle Restivo, Marla Boltman, Jethro Bushenbaum, Clement Wan, Samir Jain.

Every single person at IDW and Diamond — they have been a pleasure to work with — but especially Chris Mowry for all his hard work.

Every writer, blogger, podcaster, reader, and fan who has talked to us — or others — about our series.

And, of course, the big man himself... William Shakespeare (or Sir Francis Bacon, Christopher Marlowe, or Edward De Vere...)!





























































































































































































THIS IS
WHY I SHOULD
FOLLOW THEE, A
SPOILED DAUGHTER OF
PRIVILEGE? THIS CHILD
IS WHY I SHOULD RISK
EVERYTHING THAT I
HAVE GAINED?

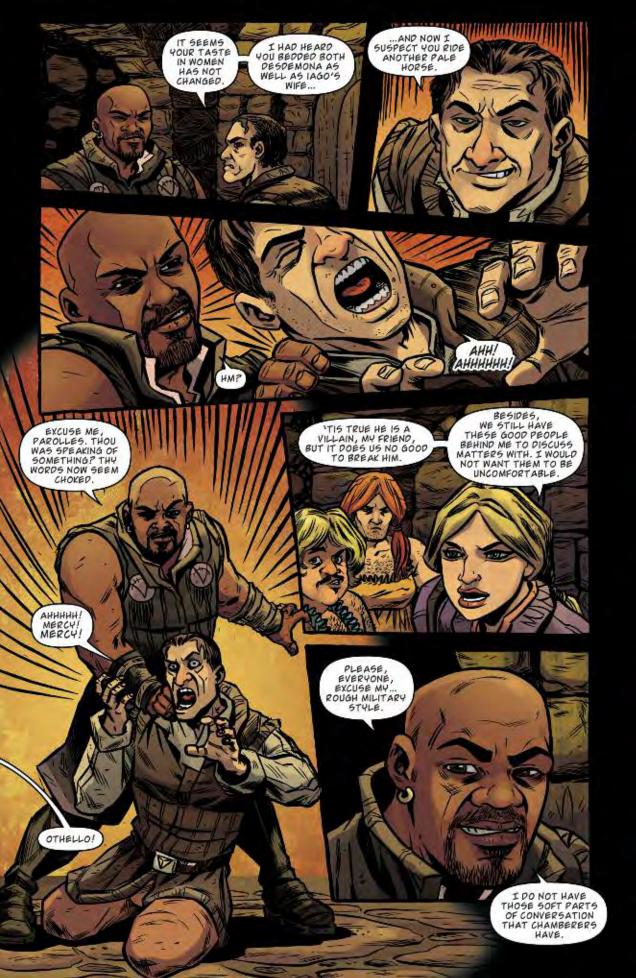
YOU MEAN EVERYTHING THOU HATH LET RICHARD GIVE YOU?

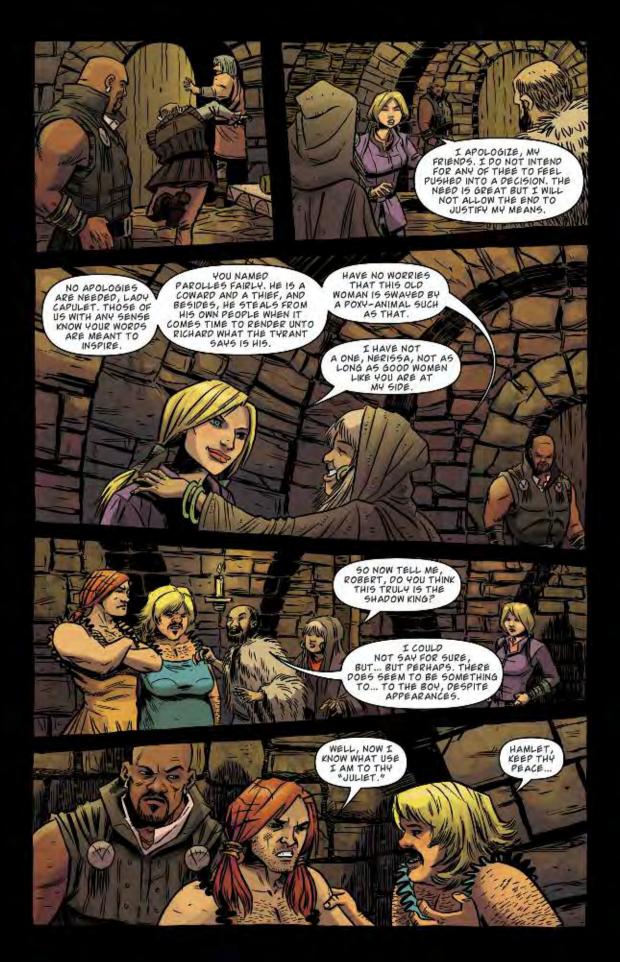
I KNOW THEE,
PAROLLES. I HAD HOPED I
KNEW THEE WRONGLY, BUT
YOU ARE, TO THE LETTER,
THE MAN DESCRIBED TO
ME—A COWARD.











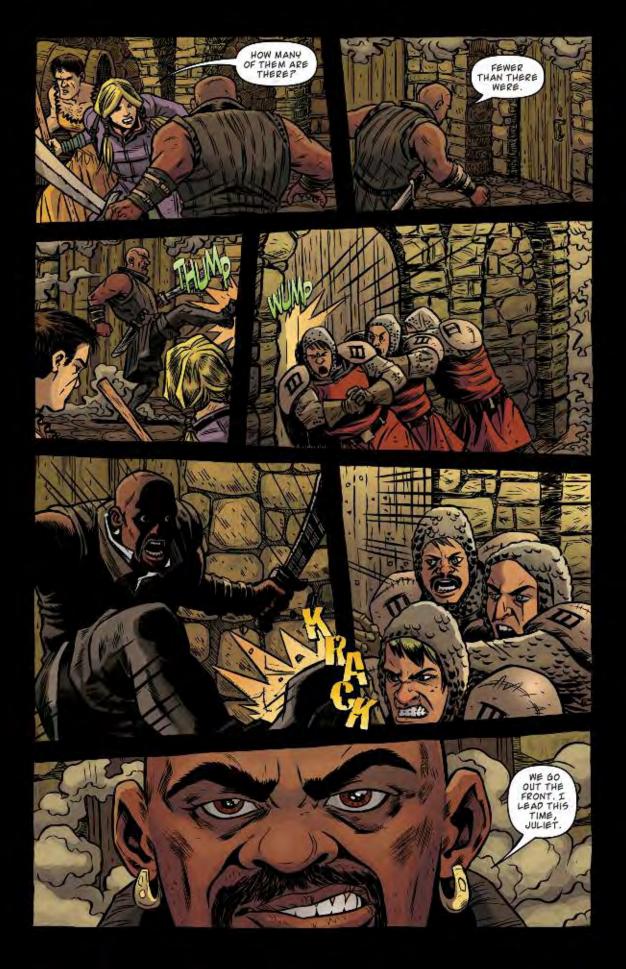




































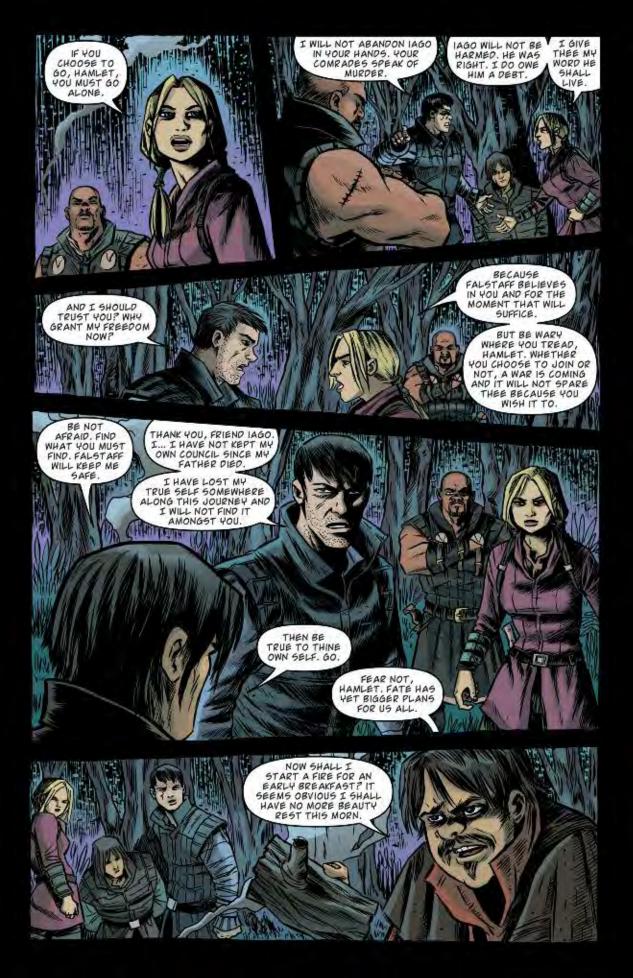




































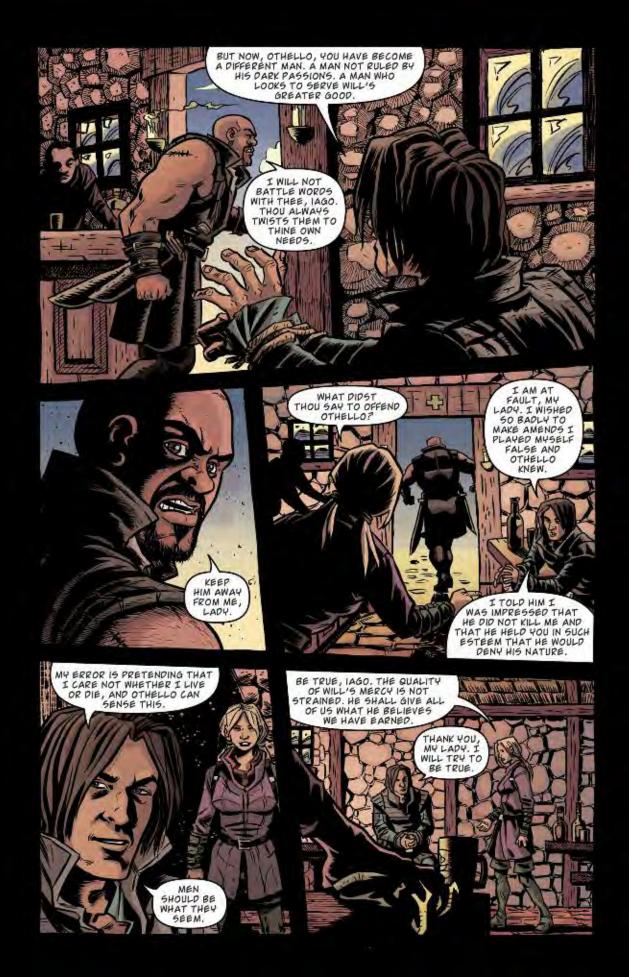










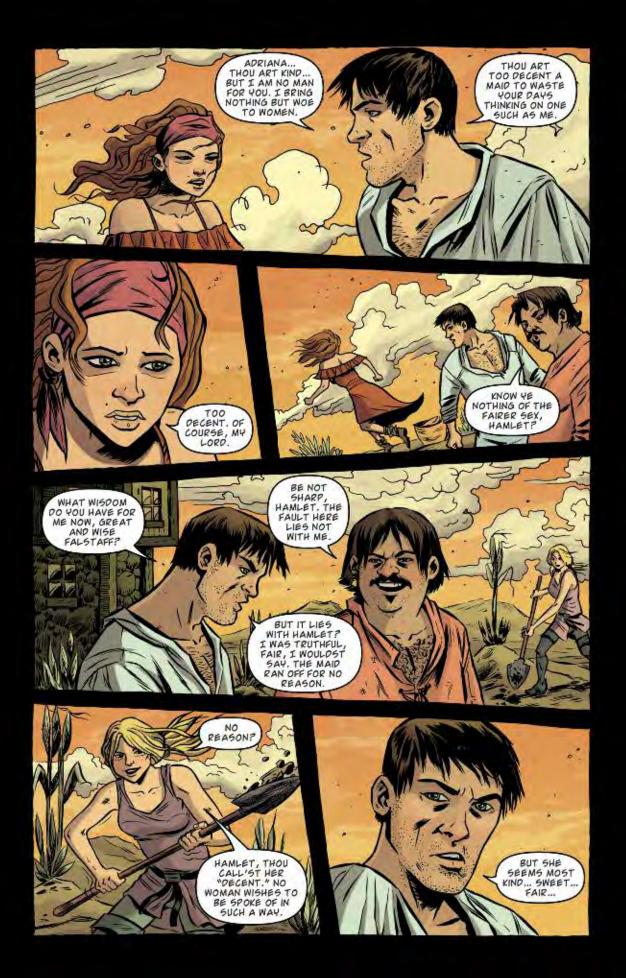




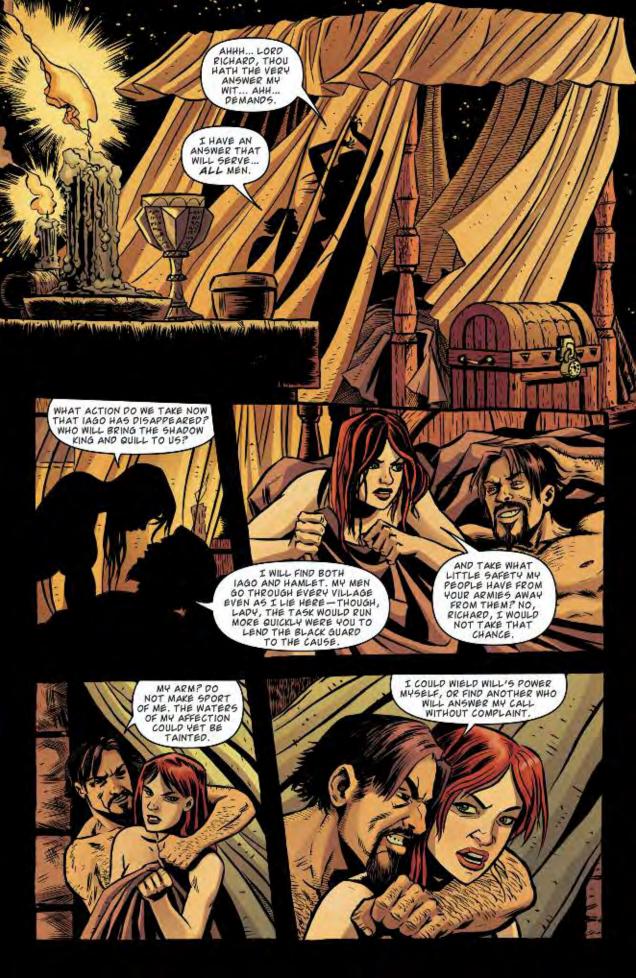






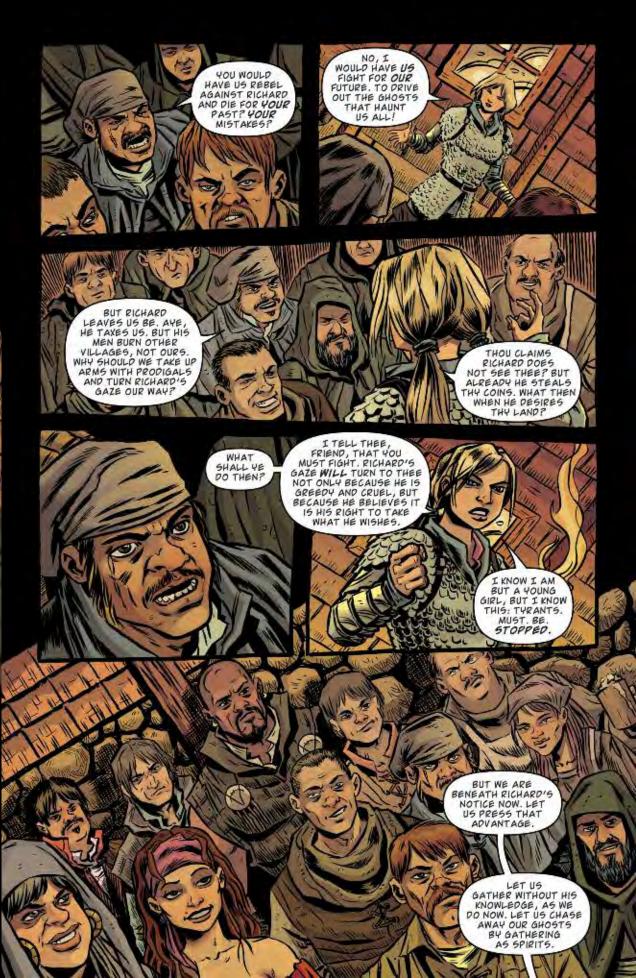






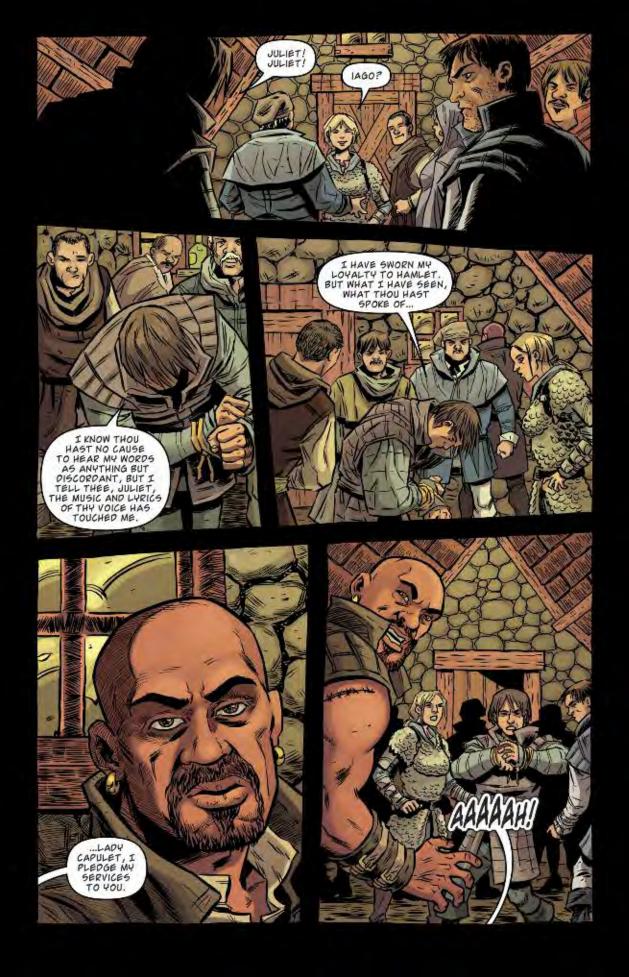
















































I TIRE OF

THIS. WHERE

TAKING ME?

































