DEEPAK CHOPRA & SHEKHAR KAPUR PRESENT

Ramayan



The Ascession Part I

DASGUPTA/ABHISHEK



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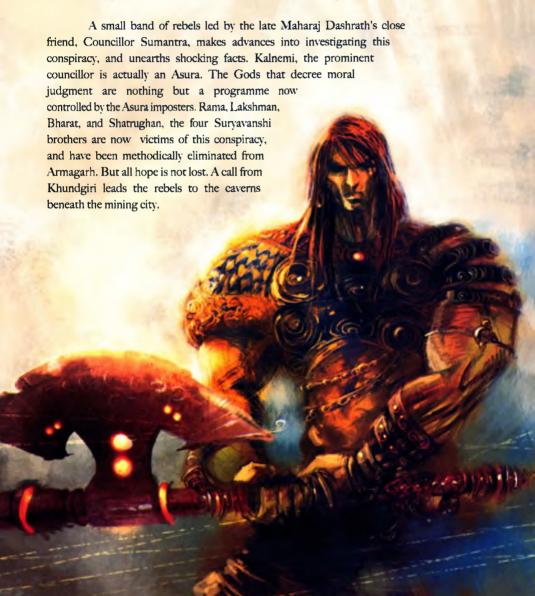
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STORY SO FAR

Armagarh is ridden with conspiracy which weakens the great nation from within. After Rama's humanitarian act of saving the lives of the people of Janasthan in exchange for surrender to the Asura army of Viv-Shan, the council decrees upon him the sentence of fourteen years of exile in the outlands of Aryavarta. Maharaj Dashrath dies in grief of losing his son Rama. Lakshman is on the run, chased by assassins. Bharat dies in a freak accident in Khundgiri. Very few know that a covert band of Asuras have disguised themselves as human beings in Armagarh, and that their evil machinations have slowly eroded the integrity of the supreme council that rules the land. The House of Suryavanshi falls victim to these conspiracies and after having justly ruled over Armagarh since the days of the Mahavinaash, now looks like it is about to collapse forever. Indeed, the times are dark for Armagarh.















































INTERVIEW WITH ANDY DIGGLE

Q: Tell us a bit more about this Gamekeeper and some of the other characters that inhabit the series

A: The main character is Brock, the Gamekeeper, who's something of an unknown quantity to begin with. We deliberately don't reveal too much about him or what makes him tick—all that's apparent at first is that he's not exactly what you'd call a "people person. He's much more at home in the wild, more in tune with nature than other human beings.

The story begins when Brock takes in a young runaway he's caught trespassing on the estate where he works, which is owned by Jonah Morgan, a rich, old Scottish academic who shares a dark secret with Brock. They were both damaged by something that happened in the past, and have been unable to move on ever since.

Then, out of a clear blue sky, their dark past comes calling again. As the action begins to escalate in the present, we begin to flash back to the past to fill out Brock's back-story and learn what brought him here in the first place. It's brutal, bloody stuff.

Q: When we first talked about Gamekeeper. you mentioned that the series involves "a killer who's more in touch with the natural world than he is with his own humanity. That's very intriquing. Talk about the themes that idea allows you to explore in Gamekeeper.

A: It's all about second chances. A damaged man who thought he'd lost everythingincluding his sense of his own humanityfinds himself at a crossroads. He has become closed off from the world, shut down emotionally. So, when dark forces from his past resurface in the present, there's a danger he'll go completely over the edge—but there's also a chance of salvation, a second chance that he never dreamed might be possible. So, it's about revenge, regret, and the possibility of redemption.

Q: What is it about Gamekeeper that made this project a compelling one for you? I'm quessing the opportunity to work with Guy is a no-brainer.

A: Right. The chance of working with Guy Ritchie was the unique selling point for me, no question. Lock, Stock and Snatch reinvigorated the British film industry like nothing else in years. That and the fact that they wanted a mainstream contemporary

thriller, which is just my cup of tea. Zero spandex.

O: With so many people behind Gamekeeper - whether it be Guy, Virgin Comics, your artist, yourself—this could be a very challenging project for anyone on the creative side. What's the creative process been like thus far? And what sort of say does Guy have on this book? Does he have final script approval?

A: I was initially wary about getting into a "too many cooks" situation, with the various interested parties all wanting to throw their two cents in. The kind of situation where you try to please everyone and end up pleasing no one, including yourself. But we agreed that all feedback and discussion would be filtered though my editor, MacKenzie Cadenhead, who has done a wonderful job of distilling and focusing any competing voices into a single clear vision.

So, yeah, while I imagine Guy doubtless has some kind of script approval. I've been given a very great deal of freedom to tell exactly the kind of story I want to tell. I guess that's why they wanted me for the job in the first place - they figured my "voice" would be a good fit for the project. To paraphrase Terry Gilliam, "If you cast it right, you don't have to direct.

Q: Once your story is written, how involved and how much input will you have once the art starts comina in?

A: I always like to do a final dialogue rewrite once I've seen the artwork, just to make sure word and image marry up as smoothly as possible. Beyond that, I guess I'll just have to wait and see!

Q: What does your artist, Mukesh Singh, bring to a project like this? Of what you've seen thus far, what do you think?

A: His work on Devi has been slick and stunning, and he's loosening up his style for Gamekeeper. His design sketches have a wonderfully gritty, somewhat European flavor to them, which suits the tone and subject matter of the story perfectly. I can't wait to see him start bringing the story pages to life.

Excerpted from interview originally published at www.comicbookresources.com











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"India 's answer to The Lord of the Rings"
- The Times of India

This one's for you, my friend

"Suy not in grief 'he is no more' het hive in thankfulness that he was ' —Hebrew proverh

In Memory Of Our Dear Friend

PUCKINFL

August 30, 1978 - February 21, 2007 Be At Peace

