

For those not familiar with Kill Shakespeare, creators Anthony and Conor created a world in which some of the Bard's most memorable characters; such as Hamlet, Juliet, Othello, Falstaff, Romeo and Puck, journey to find the reclusive wizard named William Shakespeare to aid them in defeating the dark forces led by Lady Macbeth and Richard III. A fantastic story which, much like Fables, creatively brings together the various characters of Shakespeare into a tale you'll enjoy from start to finish. Especially if you're a Shakespeare fan, like me. What were some of the challenges you had creating this story and getting it published? How did you overcome them? Anthony: The biggest challenge originally was finding the time and the right medium to tell our tale. Conor and I came up with the idea eight years ago but were so incredibly busy at the time (I was in the music industry as

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