

= MIND MGMT =

MIND MGMT is an ongoing American comic book series created by Matt Kindt and published through Dark Horse Comics . The first issue was released on May 23 , 2012 to positive reviews and received a second printing in April 2013 . The series continued to receive positive coverage during its run , but Kindt 's art style was a common point of criticism . The series concluded with issue 36 in August 2015 . The story has been collected into six hardcovers .

The story is about Meru , a true crime writer who searches for the truth behind a mysterious airline flight and discovers a secret government agency of super spies , espionage , and psychic abilities . Henry Lyme , the former top agent , has gone rogue and is working to dismantle the organization .

The film rights were optioned by 20th Century Fox in December 2012 . Producer Ridley Scott and screenwriter David J. Kelly began pre @-@ production in January 2013 .

= = Publication history = =

= = = Development = = =

The idea for MIND MGMT came from the title , which one of Kindt 's friends gave to him . He worked on the concept for over a year , and the plot was outlined in a twelve @-@ page synopsis .

After partnering for one of Kindt 's previous works , 3 Story : The Secret History of the Giant Man , Dark Horse Publisher Mike Richardson asked Kindt to pitch another book . Kindt sent the proposal for MIND MGMT and was happy when it was accepted because Dark Horse was " the only publisher able to pay me a living wage and also let me do exactly what I wanted no matter what . " The series was initially approved for over 50 issues , but Kindt pruned away excess material and reduced the run to 36 issues . Despite the reduction in length , the final product is still almost identical to the original pitch . Diana Schutz , editor of 3 Story , was originally slated to work with Kindt again , but the project was handed to newly promoted editor Brendan Wright very early in production . Kindt described their input as " invaluable " and considers Wright to be a collaborator .

Although Dark Horse had approved 36 issues , there was still a chance the book could sell poorly and receive an early cancellation . The decision would be made after receiving the final sales number for the third issue , meaning Kindt was only guaranteed six issues . Not wanting to risk the series being cut off in the middle of a story , he designed the first six issues to stand alone if necessary . Kindt pencilled two endings for the last page of issue six so he would be prepared either way .

Kindt took on additional comic scripting work while making MIND MGMT , but MIND MGMT was always his top priority . He scripted six issues at a time , then worked on the art during the hours his daughter was at school . At any given time , he would have one issue completed and ready to print .

Kindt said naming characters was the hardest part during the story 's creation . Meru Marlow , the main character , is named after a Webster University student who attended a class taught by Kindt . Henry Lyme , another main character , is a reference to " Harry Lime " from the Orson Welles film " The Third Man " and is visually based on Zach Galifianakis in " The Hangover " . Other supporting cast get their names from a mix of real people , film references , and even everyday objects , like Perrier mineral water .

MIND MGMT was Kindt 's first solo monthly series . After creating several original graphic novels , Kindt felt the format was becoming too " easy " from a creative standpoint . He wanted to create a monthly series partly out of nostalgia , and to create a dialogue between readers and himself during publication . As an incentive to draw in readers who would otherwise wait for the collected edition , each issue included material which was not reprinted in the collected editions . Kindt stated he was enjoyed the experience and the increased interaction with fans , even to the point of saying he may never do another graphic novel .

== Publication ==

A six @-@ page preview of the first issue was included with 3 Story : Secret files of the Giant Man , a one @-@ issue continuation of another work by Kindt , in April 2012 . The same month , three short stories were released online for free to promote the series . They were later printed as issue # 0 in November 2012 .

The first issue was published May 23 , 2012 , and the series ran monthly through November 2012 . In December , a short chapter appeared in Dark Horse Presents vol 2 # 19 as a prologue to the second story arc . The series returned to a monthly schedule in January 2013 . The first issue was reprinted at a discount price in April 2013 . Additional short chapters appeared in Dark Horse Presents vol 2 # 31 (December 2013) and Dark Horse Presents vol 3 # 5 (February 2015) and acted as introductions to the fourth and sixth arcs respectively . A one page bonus strip written by Alex di Campi and drawn by Kindt was included in the third issue of Archie vs. Predator , published jointly by Dark Horse and Archie Comics in June 2015 . The final issue was published as NEW MGMT # 1 on August 26 , 2015 .

A 200 @-@ page hardcover collecting issues # 0 @-@ 6 , collectively titled " The Manager , " was released April 3 , 2013 . It was followed by " The Futurist " (collecting issues 7 @-@ 12 , Dark Horse Presents # 19 short , and five strips originally published as webcomics on i09) , " The Homemaker " (collecting issues 13 @-@ 18) , " The Magician " (collecting issues 19 @-@ 24 and the Dark Horse Presents vol 2 # 31 short) , and " The Eraser " (collecting issues 25 @-@ 30) A final hardcover titled " The Immortals " will collect issues 31 @-@ 35 , New MGMT # 1 , and the short story from Dark Horse Presents vol 3 # 5 .

Kindt has mentioned the possibility of MIND MGMT annuals or additional mini @-@ series exploring the history of the series .

== Plot ==

== The Manager ==

MIND MGMT is a government agency of spies , formed during or after World War I , who have psychic abilities . Henry Lyme is recruited as a child , and becomes their greatest agent . The work exhausts him , and Lyme is retired to Zanzibar . While there , he has a breakdown and loses control of his abilities , causing the city 's inhabitants to murder one another . Lyme decides MIND MGMT is too dangerous to exist , and flees . In an effort to cover his escape , he accidentally causes everyone aboard a plane with him to develop amnesia .

Meru , a true ? crime writer , investigates the amnesia flight two years later . She finds a lead in Mexico , where she meets a CIA agent named Bill . They are attacked by two former MIND MGMT agents , but escape . Meru eventually locates Lyme , who tells her his story . Meru learns she was a child in Zanzibar during the massacre and was saved by Lyme . He erased her memory of the event and arranged a foster family for her . During her investigative career she has located Lyme several times , but he continuously causes her to forget . She leaves determined to expose the truth about MIND MGMT , but falls asleep instead . Waking in her apartment , she decides to uncover the truth behind the amnesia flight .

== The Futurist ==

When former MIND MGMT agent The Eraser tries to reform the agency , she tries to have Meru assassinated . Lyme recruits Meru and fellow former agents Perrier and Dusty to stop the Eraser . At Perrier 's insistence , they also team with Duncan " The Futurist " Jones , an agent who can see his own future . Duncan is aware of Lyme 's manipulation of Meru , and insists he will not go along if Lyme continues to lie to her . Lyme agrees , but does not confess the truth to Meru . Believing the best way to stop the Eraser is to prevent her from contacting other former agents , the quintet travel

to the MIND MGMT headquarters , Shangri @-@ la , for a master list of all MIND MGMT personnel . There , Meru finds a library which contains the history of the world and reads the book containing her life . Meanwhile , three of the Eraser 's allies engage Lyme and the others . Now aware of how Lyme has manipulated her , Meru helps stop the Eraser 's crew but chooses not to remain with Lyme . She instead leaves with Bill , the CIA agent who is revealed to have been a MIND MGMT sleeper agent with whom she was previously romantically involved .

= = = The Homemaker = = =

After the events at Shangri @-@ la , all parties know the present whereabouts of the sleeper agent Megan , code named " The Homemaker . " However , they are unaware she was originally a mole for the Russian MIND MGMT counterpart known as Zero . When Lyme and Duncan try to activate her , they also awaken her Zero training and Megan begins to orchestrate the selfdestruction of her subdivision through subterfuge . As the groups prepare to recruit Megan for their various agendas , Lyme , Eraser , and Meru reflect on how they arrived at their present position . Lyme regrets his multiple manipulations of Meru , and is currently on a mission of atonement . Meru is still adjusting to her recently awakened memories of her own training as a MIND MGMT agent . The Eraser dreams of her dead husband , a former MIND MGMT agent , and the night she was framed for his murder . As the Homemaker 's plan climaxes in a massacre , Eraser , Lyme , and Meru all arrive at the same time . Megan joins the Eraser in order to take revenge on MIND MGMT for leaving her in her undercover status after the agency was dismantled . Meru and Bill reunite with Lyme , Duncan , Perrier , and Dusty . While she is unable to forgive Lyme 's previous actions , Meru decides he is the lesser evil in the present situation .

= = = The Magician = = =

Meru , Lyme , and their allies travel to Germany to find the Magician , another former agent . They arrive during one of the Magician 's acts and Meru unintentionally negates the her abilities , ruining the performance . This angers the Magician , who decides to ally herself with the Eraser out of spite . The Eraser 's recruits use the Magician 's help to set a trap for Lyme , Duncan , and Perrier . Lyme is beaten into a coma and left for dead , although he is found by passersby and taken to a hospital . Duncan and Perrier escape , but are now disconnected from Meru and the others . Meanwhile , Meru , Bill , and Dusty follow up a different lead in Hong Kong . They too are attacked by the Eraser , resulting in Dusty and Bill 's deaths . Meru escapes , and is now more resolved than ever to stop the Eraser .

= = Critical reception = =

The series debuted with positive reviews , and the first issue sold 7535 copies in May 2012 , making it the 236th best selling issue by units for the month . Reorders caused the first two issues to sell out at the distribution level . Reviewing for Comic Book Resources , Kelly Thompson gave the first issue 4 @. @ 5 stars out of 5 , and described the quality as " simply sublime . "

Kindt 's art style is a common area of criticism for the book . Writing for iFanboy , Paul Montgomery said " ? Kindt ? s aesthetic won ? t win over every reader , [but] his watercolors lend perfectly to the story ? s themes and tone ? . Reviewer Colin Smith initially felt the art was a weak point the good story could not overcome , but changed his mind after subsequent issues . Later issues continued to receive praise ; however , sales for later issues fell until bottoming out with 4706 orders for issue seven . Sales then began to increase , with 5842 orders for issue ten . The final issue had estimated sales slightly over 6 @, @ 000 .

When the first hardcover collection was released , it was on the New York Times bestseller list for two weeks . Seth Peagler of the HeroesOnline blog praised the first storyline , describing the series as " one of the most underappreciated , innovative monthly comics on the stands today " . In January 2014 , the Young Adult Library Services Association included the first hardcover of MIND

MGMT on their top ten list of great graphic novels from 2013 . The following month , it was at the top of the New York Times list of comic books that should be adapted to television .

The series appeared on numerous comic media " Best of " lists in 2012 , 2013 , and 2014 .

= = Film = =

Talks with 20th Century Fox for a film adaptation began in December 2012 , and the project was optioned for one year in early 2013 . In late January 2013 , Ridley Scott was announced as producer for the film with Mike Richardson and Keith Goldberg . Kindt is acting as a consultant for the film and has shared the complete outline for the story with Scott and David J. Kelly , the screenwriter . He believes Scott has " a good take on it " and will not mind if it is not a faithful adaption . The option has been renewed twice to give the screenwriter more time to work .