

## "TO HELL YOU RIDE #2" (Comic Review)

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TO HELL YOU RIDE is a thirty-year dream come to life. As conjured up by Lance Henriksen in the cold mountains of pre-ski lodge Colorado, the work finally gets to see the light of day thanks to Dark Horse comics. Though it was first written out to be a movie script, it's been smoothly translated over to the finer medium of word balloons with a seamless mix of writing and art. A story of old curses and even older families, TO HELL YOU RIDE is a rich tale of Native American spirituality and the evils of man on Earth.

TO HELL opened up with character Two Dogs, aka Seven George, a Native American man who has spent his whole life running away from himself. Liquored on booze and rebellion, the world finds him wandering around a dead-end town in Colorado. Unbeknownst to him, he is the soon-to-be pinnacle for a spiritual revolution, a body for the voices of his ancestors intent on cleansing the mountain. After getting tossed into a jail during a night of drinking, Two Dogs has a vision of his ancestors past and wakes up clutching an arrow, a gift to their son.

Issue two continues by exploring Two Dogs' past and his ties between the living and the dead. When a corporation begins to force the winter snows to cash on the ski craze, the spirits come alive and wreak havoc on the mountain led by their forgotten child.

TO HELL YOU RIDE, is well, a hell of a ride. With the first issue dropped on the end of the Mayan calendar, the comic had fans up-in-arms before anyone even picked it up. Henriksen, co-writer Joseph Maddrey (NIGHTMARES IN RED, WHITE AND BLUE) and illustrated by Tom Mandrake, the trio powerhouse has made a comic that is both deep and terrifying. It has the amazing ability to question the world around you, to show you how beautiful and powerful nature really is. If TO HELL YOU RIDE ever does get optioned to be the movie that it was intended to be, it will have a very strong source to draw from.

