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Welcome to Raj Comics Online Store

We started Raj Comics in 1984, It was the passion of Mr. Rajkumar Gupta backed by the imagination of his 3 sons, Sanjay Gupta, Manoj Gupta and Manish Gupta, that led to the inception of Raj Comics. Now, it is the home to some universally acclaimed superheroes and characters such as Nagraj, Super Commando Dhruva, Doga, Parmanu and Bankelal.

Home | Raj Comics Official

Raj Comics is an Indian comic book publisher. It published a line of Indian comic books through Raja Pocket Books since its foundation in 1984 by Rajkumar Gupta. Some of its most well known characters include Nagraj, Super Commando Dhruva, Bhokal, Doga, Parmanu, Tiranga, Bankelal, Shakti, Inspector Steel, Ashwaraj ,Bheriya and Anthony. Raj Comics is credited as being one of the leading comic ...

Raj Comics - Wikipedia

Hindi comics, Nagraj, Dhruva, Doga, Bankelal, Bheriya, Tiranga, Parmanu, Gamraj, Shaktee, Raj Chitra Katha, Raj Comics, Manoj Comics, Tulsi Comics

rajcomics

"The Home of Indian Superhero Comics" This edit will also create new pages on Comic Vine for: Beware, you are proposing to add brand new pages to the wiki along with your edits.

Raj Comics Characters - Comic Vine

News Update: Raj comics has shifted its work from comics to video industry and is completely busy in Dhruv Web Series, no new comics will come until the web series is over, that is till Diwali of 2017, from now on only 1 or 2 sets (that means only 3 or 4 comics) will be released per year as they have shifted their business from print industry to video production.

Forthcoming Attractions Raj Comics

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Latest Raj Comics of 2020 set - Vishparast | Nagraj - Kshatipoorti Series. It is the is the third title in the Kshatipoorti Series.

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coming soon. check back again!

~~Raj Comics by Sanjay Gupta — Home of Indian Superheroes—~~

Raj Comics is an Indian comic book publisher. It publishes a line of Indian comic books through Raja Pocket Books since its foundation in 1984 by Rajkumar Gupta and Manoj Gupta. Some of its most well known characters include Nagraj, Super Commando Dhruva, Bhokal, Doga, Parmanu, Tiranga, Bankelal, Shakti, Inspector Steel, Ashwaraj, Bheriya, and Anthony.

This pioneering book presents a history and ethnography of adventure comic books for young people in India with a particular focus on vernacular superheroism. It chronicles popular and youth culture in the subcontinent from the mid-twentieth century to the contemporary era dominated by creative audio-video-digital outlets. The authors highlight early precedents in adventures set by the avuncular detective Chacha Chaudhary with his 'faster than a computer brain', the forays of the film veteran Amitabh Bachchan's superheroic alter ego called Supremo, the Protectors of Earth and Mankind (P.O.E.M.), along with the exploits of key comic book characters, such as Nagraj, Super Commando Dhruv, Parmanu, Doga, Shakti and Chandika. The book considers how pulp literature, western comics, television programmes, technological developments and major space ventures sparked a thirst for extraterrestrial action and how these laid the grounds for vernacular ventures in the Indian superhero comics genre. It contains descriptions, textual and contextual analyses, excerpts of interviews with comic book creators, producers, retailers and distributors, together with the views, dreams and fantasies of young readers of adventure comics. These narratives touch upon special powers, super-intelligence, phenomenal technologies, justice, vengeance, geopolitics, romance, sex and the amazing potentials of masked identities enabled by navigation of the internet. With its lucid style and rich illustrations, this book will be essential reading for scholars and researchers of popular and visual cultures, comics studies, literature, media and cultural studies, social anthropology and sociology, and South Asian studies.

Please note that the content of this book primarily consists of articles available from Wikipedia or other free sources online. Pages: 29. Chapters: Anthony (comics), Bheriya, Bhokal, Doga (comics), Fighter Toads, Gojo (comics), Inspector Steel, Nagraj, Parmanu, Shakti (comics), Super Commando Dhruva, Super Indian, Yoddha (comics). Excerpt: Super Commando Dhruva (in Devanagari script) is a fictional character, an Indian comic book superhero who appears in comic books published by Raj Comics. The character, created by writer and illustrator Anupam Sinha in the year 1987, first appeared in GENL #74 Prathishodh Ki Jwala published in 1988 and since then has appeared regularly in many issues published by Raj Comics. Dhruva Mehra, who is primarily referred to as Super Commando Dhruva, is additionally referred to as Captain Dhruva or simply Dhruva. According to the origin story of Dhruva, he was born to a couple who worked in Jupiter Circus as trapeze artists. He received most of his martial art, acrobatic and stunt training in the circus itself. At the age of 14, having lost his parents to a conspiracy that rose out of a business rivalry, he swore to fight against crime for the rest of his life. Eventually he was adopted by the then Superintendent of Police Rajan Mehra (later promoted to the rank of Inspector-general). Super Commando Dhruva operates in the fictional Indian city Rajnagar. He is the founder of a fictional government approved crime fighter organisation Commando Force. The character's appearance is distinctive and iconic: a yellow and sky blue costume, brown boots and a utility belt with a star-shaped buckle. The star has almost become a trademark of the character. Dhruva became a very popular character soon after he was introduced in comic books. He is one of the most successful characters of Raj Comics. The most unique thing about Dhruva is that unlike other superheroes, he doesn't have an alter ego and...

A place of spectacle and ruin, Mumbai exemplifies the cosmopolitan metropolis. It is not just a big city but also a soaring vision of modern urban life. Millions from India and beyond, of different

ethnicities, languages, and religions, have washed up on its shores, bringing with them their desires and ambitions. Mumbai Fables explores the mythic inner life of this legendary city as seen by its inhabitants, journalists, planners, writers, artists, filmmakers, and political activists. In this remarkable cultural history of one of the world's most important urban centers, Gyan Prakash unearths the stories behind its fabulous history, viewing Mumbai through its turning points and kaleidoscopic ideas, comic book heroes, and famous scandals--the history behind Mumbai's stories of opportunity and oppression, of fabulous wealth and grinding poverty, of cosmopolitan desires and nativist energies. Starting from the catastrophic floods and terrorist attacks of recent years, Prakash reaches back to the sixteenth-century Portuguese conquest to reveal the stories behind Mumbai's historic journey. Examining Mumbai's role as a symbol of opportunity and reinvention, he looks at its nineteenth-century development under British rule and its twentieth-century emergence as a fabled city on the sea. Different layers of urban experience come to light as he recounts the narratives of the Nanavati murder trial and the rise and fall of the tabloid Blitz, and Mumbai's transformation from the red city of trade unions and communists into the saffron city of Hindu nationalist Shiv Sena. Starry-eyed planners and elite visionaries, cynical leaders and violent politicians of the street, land sharks and underworld dons jostle with ordinary citizens and poor immigrants as the city copes with the dashed dreams of postcolonial urban life and lurches into the seductions of globalization. Shedding light on the city's past and present, Mumbai Fables offers an unparalleled look at this extraordinary metropolis.

Indian Comics and Graphic Novels news, updates.

A 'strange' Doga tale! An uncanny take on the most dreadful vigilante, Doga! When a top soldier fails spectacularly in a mission, the consequences are- MONSTROUS! Uncover the journey of Suraj in this extraordinary issue! This issue is brought to you by Raj Comics, publishers of superheroes like Nagraj, Super Commando Dhruva, Doga, Tiranga and Parmanu.

Grand in its scope, Asian Comics dispels the myth that, outside of Japan, the continent is nearly devoid of comic strips and comic books. Relying on his fifty years of Asian mass communication and comic art research, during which he traveled to Asia at least seventy-eight times and visited many studios and workplaces, John A. Lent shows that nearly every country had a golden age of cartooning and has experienced a recent rejuvenation of the art form. As only Japanese comics output has received close and by now voluminous scrutiny, Asian Comics tells the story of the major comics creators outside of Japan. Lent covers the nations and regions of Bangladesh, Cambodia, China, Hong Kong, India, Indonesia, Korea, Malaysia, Myanmar, Nepal, the Philippines, Singapore, Sri Lanka, Taiwan, Thailand, and Vietnam. Organized by regions of East, Southeast, and South Asia, Asian Comics provides 178 black-and-white illustrations and detailed information on comics of sixteen countries and regions—their histories, key creators, characters, contemporary status, problems, trends, and issues. One chapter harkens back to predecessors of comics in Asia, describing scrolls, paintings, books, and puppetry with humorous tinges, primarily in China, India, Indonesia, and Japan. The first overview of Asian comic books and magazines (both mainstream and alternative), graphic novels, newspaper comic strips and gag panels, plus cartoon/humor magazines, Asian Comics brims with facts, fascinating anecdotes, and interview quotes from many pioneering masters, as well as younger artists.

Illustrations used for story-telling and mirth-making have enlivened Asian walls, scrolls, books, public and private places, and artifacts for millennia. Often playful and humorous, Asian pictorial stories lent conspicuous elements to contemporary comic art, particularly with their use of narrative nuance, humor, satire, and dialogue. Illustrating Asia is a fascinating book on a subject that is of wide and topical interest. All of the articles consider cartoon and/or comic art in the historical and social setting of seven South, Southeast, and East Asian countries: India, Taiwan, Malaysia, Indonesia, Sri Lanka, China, and Japan. The contributors treat comic and narrative art—including comic books, comic strips, picture books, and humor and fan magazines—in both historical and socio-cultural perspectives, as well as portrayals of ancient Chinese philosophy, gender, and the enemy in cartoons and comics. Contributors: Laine Berman, John A. Lent, Fusami Ogi, Rei Okamoto, Ronald Provencher, Aruna Rao, Kuiyi Shen, Shimizu Isao, Shu-chu Wei, Yingjin Zhang.

Indian Comics Fandom (Vol. 7)

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