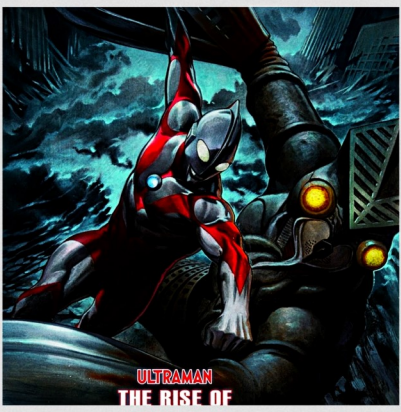
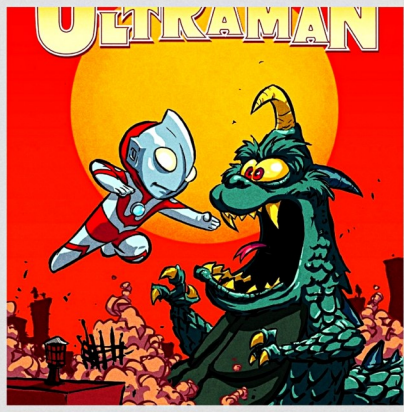


Ultraman Comics Licensing Program



The Ultraman Comics licensing program affords licensees the ability to use the creative materials contained in Ultraman comics published by Marvel. Presented here are sample pages from the Ultraman Comics Licensing Style Guide. These pages provide only a sample of the materials available for use in developing appealing and unique products. However, please note that this program does not provide for the right to use of the Marvel name and logo. We look forward to the opportunity of discussing with you the details of this program.

The Licensing Group Ltd

MARVEL COMICS PRESENTS: ULTRAMAN

The Ultraman comic series by Kyle Higgins, Mat Groome and Francesco Manna are published by Marvel Comics as a series of 5-issue miniseries.

They depict a new interpretation of the Classic ULTRAMAN storyline, which is based on the first eight series (1966-1981), where Shin Hayata becomes the Earthbound host of the Giant of Light from Nebula M78 called Ultraman.

ULTRAMAN: SERIES PREMISE

Monsters known as Kaiju stalk the shadowed places of the world, aberrations against reality itself driven solely by a need to destroy whatever stands in their path. Only the unending efforts of the United Science Patrol (USP) keeps these horrors not only at bay, but completely hidden from the eyes of the waking world...at least, mostly.

Shin Hayata is an idealistic young man who has spent his life pursuing the traces of the USP, seeking to join them in their crusade against the Kaiju hordes. While his efforts have been less than successful, his ingenuity and experience have allowed him to stay close to the battle, much to the chagrin of his best friend, USP cadet Kiki Fuji.

However, when a mysterious craft crashes to Earth, Shin and Kiki are drawn to it, leading to a terrible tragedy, a chance for redemption, and the birth of a new hero, as Shin is merged with the craft's alien passenger and gifted with both astonishing power and equally incredible responsibility. As Ultra and Man become one, the secrets behind the USP and the Kaiju begin to come to light. After all, this is not the first time an alien has come to Earth...and as Ultraman rises, so too will the dark rise to meet him.



THE RISE OF ULTRAMAN



THE RISE OF ULTRAMAN: INTRO TO COMICS



Issue 1

In darkness there lurks Kaiju – terrifying and unfathomable monsters. Between Kaiju and the rest of us stands the United Science Patrol! But who are these enigmatic defenders, and how do they perform their miracles? Shin Hayata and Kiki Fuji have spent half a lifetime trying to find out – and their quest is about to drive them toward a decades-old dark secret and put them on a collision course with a mysterious warrior from beyond the stars!



Issue 2

The histories of two worlds, the experiences of two lives, and the destinies of two heroes must reconcile as Ultra and Man struggle to become one – and if they don't, neither will survive! And as Shin fights for his life, Kiki searches for a way to save him – a search that will bring her one step closer to the dark secret of 1966!



Issue 3

Overrun by Kaiju and pinned behind enemy lines, Kiki could really use the help of the newly merged Ultraman – but what went wrong with the merging process, and how will that impact our hero? With that to deal with, Shin must also decide whom to trust – the benevolent-seeming but deeply secretive USP or the bitter whistleblower Dr. Yamamoto... And a wrong choice could cost him everything he holds dear!



Issue 4

Kiki is trapped in the mysterious limbo of the Kaiju Vault, where the only certainties are madness and danger! In order to save her, Shin will need to rely on the power of Ultraman, but what awaits him in the bizarre, unbalanced space is beyond any understanding. And as our hero closes in, something else is lumbering out there, threatening to bring utter devastation with it...



Issue 5

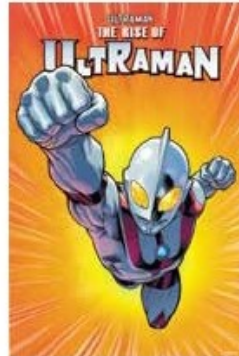
With every step comes an earthquake. With every breath comes fire that melts steel. Witness calamity incarnate: Bemular! But even if Ultraman can slay this dark beast and prevent catastrophe, it will be too late to prevent the birth of a new world – leaving one final decision to be made, that promises to forever change the destiny of humanity.

THE RISE OF ULTRAMAN: INTRO TO COMICS

COMICS COVERS & VARIANT COVERS



Issue #1 cover
by Alex Ross



Issue #1 variant cover
by Ed McGuinness



Issue #1 variant cover
by Adi Granov



Issue #1 variant
cover by Yuji Kaida



Issue #1 variant cover by
Skottie Young



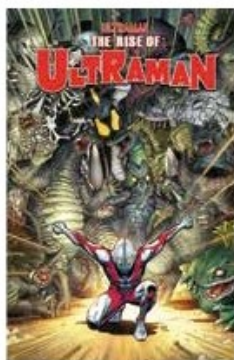
Issue #1 Action Figure
variant cover
by John Tyler Christopher



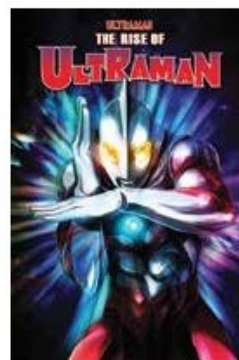
Issue #1 Classic Photo
variant cover



Issue #2 cover
by Jorge Molina



Issue #2 variant cover
by Arthur Adams



Issue #2 variant cover
by Masayuki Gotoh

THE RISE OF ULTRAMAN: INTRO TO COMICS

COMICS COVERS & VARIANT COVERS



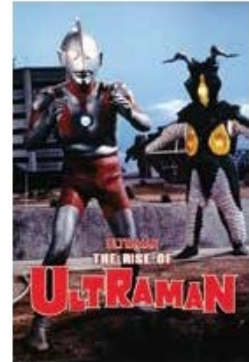
Issue #2 variant cover
by Artgerm



Issue #3 cover
by Jorge Molina



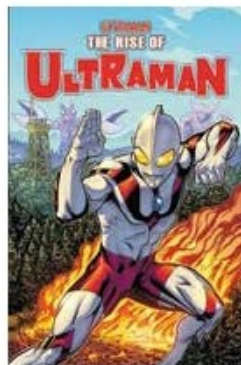
Issue #3 variant cover
by Kim Jacinto



Issue #3 Photo
variant cover



Issue #4 cover
by Jorge Molina



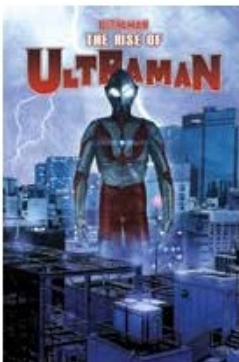
Issue #4 variant cover
by Ed McGuinness



Issue #4 variant cover
by E.J. Su



Issue #5 cover
by Jorge Molina



Issue #5 variant cover
by Kia Asamiya

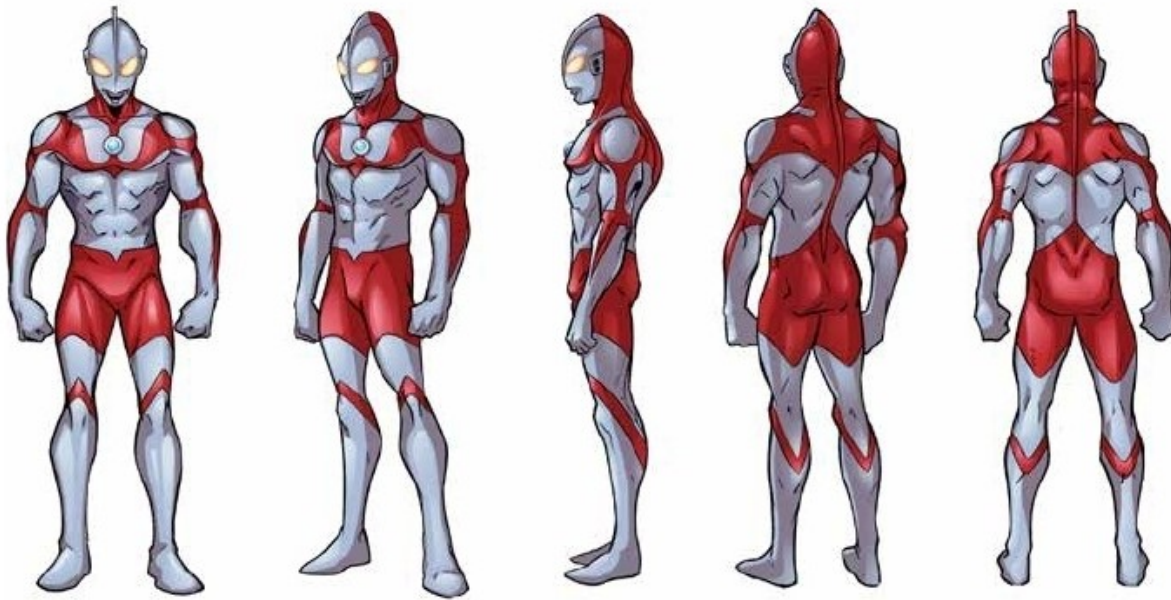


Issue #5 Classic Photo
variant cover

MAIN CHARACTER: 3-VIEW TURNAROUNDS / COLOR CODES

ULTRAMAN

The combined form of Shin Hayata from Earth and the Ultra from the Land of Light in the M78 Nebula, Ultraman is the most powerful force against the destructive Kaiju.



COLOR CODES

Ultra Reds

	C=30, M=92, Y=98, K=35
	C=22, M=95, Y=79, K=12
	C=9, M=89, Y=99, K=1
	C=5, M=75, Y=96, K=1
	C=2, M=34, Y=52, K=0

Ultra Grays

	C=70, M=72, Y=41, K=26
	C=51, M=51, Y=31, K=4
	C=34, M=18, Y=7, K=0
	C=5, M=0, Y=2, K=0

Eye Colors

Colorhold	C=28, M=70, Y=85, K=19
	C=2, M=66, Y=98, K=0
	C=3, M=27, Y=81, K=0
	C=3, M=2, Y=61, K=0
	C=0, M=6, Y=36, K=0
	C=0, M=2, Y=4, K=0

Color Timer Sample

Colorhold	C=2, M=66, Y=98, K=0
	C=57, M=10, Y=3, K=0
	C=38, M=0, Y=6, K=0
	C=4, M=1, Y=2, K=0

RECOMMENDED IMAGE SELECTIONS: ULTRAMAN



RECOMMENDED IMAGE SELECTIONS: SHIN HAYATA



MAIN KAIJU: 3-VIEW TURNAROUNDS / COLOR CODES

BEMULAR

The largest Kaiju ever to rampage on Earth, Bemular has festered for decades within the Limbo of the Kaiju Vault. Now it is freed, impossibly huge, boasting a fiery breath weapon, and will destroy all it surveys — if Ultraman can't defeat it first.



Shadow Body C 56 M 75 Y 49 K 37

Midtone Body C 43 M 60 Y 49 K 17

Highlight Body C 23 M 53 Y 55 K 3

Shadow Belly C 43 M 73 Y 58 K 31

Midtone Belly C 29 M 57 Y 55 K 7

Shadow Eyes/Teeth C 7 M 26 Y 65 K 0

Midtone Eyes/Teeth C 2 M 7 Y 45 K 0

Shadow Mouth C 24 M 92 Y 73 K 15

Midtone Mouth C 9 M 83 Y 83 K 1

Shadow Nails C 16 M 53 Y 95 K 2

Midtone Nails C 7 M 26 Y 65 K 0

RECOMMENDED IMAGE SELECTIONS: BEMULAR



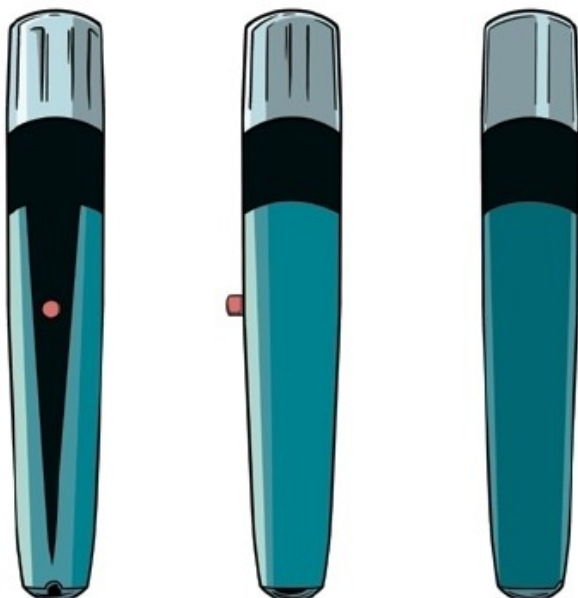
RECOMMENDED IMAGE SELECTIONS: BEMULAR



ACCESSORIES & WEAPONS: 3-VIEW TURNAROUNDS / COLOR CODES

BETA CAPSULE

The elegant handheld device that, at the push of a button, allows Shin Hayata to transform into Ultraman.



	C=90, M=44, Y=46, K=17
	C=73, M=27, Y=35, K=1
	C=31, M=3, Y=20, K=0
	C=52, M=31, Y=32, K=1
	C=26, M=4, Y=9, K=0
	C=5, M=0, Y=1, K=0
	C=33, M=76, Y=58, K=19
	C=8, M=70, Y=51, K=0



FRANCESCO MANNA ORIGINAL POSTER ARTWORK

USP TEAM





DANNY SIMON
danny@tlgla.com
323.653.2700 x20

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