

## GODZILLA: THE IDW ERA



WRITTEN BY MIKE FORD PRODUCTION BY REBEKAH CAHALIN EDITS BY BOBBY CURNOW CREATIVE CONSULTANT CHRIS MOWRY COVER ARTWORK MATT FRANK

## FEATURING ARTWORK FROM THESE STORIES:

## **GODZILLA: KINGDOM OF MONSTERS**

Written by Eric Powell & Tracy Marsh (Issues #1-8), and Jason Ciaramella (Issues #8-12) Artwork by Phil Hester (Issues #1-4) and Victor Santos (Issues #5-12) • Colors by Ronda Pattison Inks by Bruce McCorkindale (Issues #1-4) • Letters by Chris Mowry and Neil Uyetake Series Edits by Carlos Guzman

## **GODZILLA: GANGSTERS & GOLIATHS**

Written and Lettered by John Layman • Artwork by Alberto Ponticelli • Colors by Jay Fotos Series Edits by Bobby Curnow and Chris Ryall

Written by Duane Swierczynski • Artwork by Simon Gane • Additional artwork by Dave Wachter Colors by Ronda Pattison • Letters by Chris Mowry • Series Edits by Bobby Curnow

## GODZILLA LEGENDS

Writers: Matt Frank, Jeff Prezenkowski, Jon Vankin, Mike Raicht, Chris Mowry, and Bobby Curnow Artists: Matt Frank, Simon Gane, Tony Parker, E.J. Su, and Dean Haspiel Colorists: Josh Perez, Ronda Pattison, Ian Herring, and Priscilla Tramontano Series Letters by Chris Mowry • Series Edits by Bobby Curnow

## GODZILLA: THE HALF-CENTURY WAR

Story and Artwork by James Stokoe Color Assists by Heather Breckel Series Edits by Bobby Curnow

## **GODZILLA: RULERS OF EARTH**

Written by Chris Mowry • Artwork by Matt Frank Additional Artwork by Jeff Zornow (Issues #5, #9, #13)
Colors by Ronda Pattison (Issues #1-2) and Priscilla Tramontano (Issues #3-current) Letters by Shawn Lee • Series Edits by Bobby Curnow



Special thanks to Yoshiko Fukuda and everyone at Toho for their invaluable assistance.





www.IDWPUBLISHING.com

Ted Adams, CEO & Publisher
Greg Goldstein, President & COO
Robbie Robbins, EVP/Sr. Graphic Artist
Chris Ryall, Chief Creative Officer/Editor-in-Chief
Matthew Ruzicka, CPA, Chief Financial Officer
Alan Payne, VP of Sales
Dirk Wood, VP of Marketing
Lorels Burjes, VP of Digital Publishing & Business Development
Jeff Webber, VP of Digital Publishing & Business Development

Facebook: facebook.com/idwpublishing Twitter: @idwpublishing

YouTube: youtube.com/idwpublishing Instagram: instagram.com/idwpublishing deviantART: idwpublishing.deviantart.com Pinterest: pinterest.com/idwpublishing/idw-staff-faves



GODZILLA: THE IDWERA. MAY 2014 FIRST PRINTING. © 2014 Toho Co., Ltd. All Rights Reserved. GODZILLA ®, Gojira, the related characters and the Character Designs are trademarks of Toho Co., Ltd. © 2014 Idea and Design Works, LLC. ClW Publishing, a division of Idea and Design Works, LLC. Extend to the exception of artwork used for review purposes, none of the contents of this publication may be reprinted without the permission of Idea and Design Works, LLC. Printed in Korea. IDW Publishing does not read or accept unsolicited submissions of ideas, stories, or artwork. The IDW logo is registered in the U.S. Patent and Trademark Office.

reetings. Every day (well, at least Monday through Friday) I live a dream. I work on a property that I've loved since I can remember. I'm writing a series about Godzilla. I'm lettering books about Godzilla. I'm answering questions and taking calls about Godzilla. It's truly a dream come true. I'm the luckiest guy in the world and I let anyone who will listen know it. I believe it was on the third day or so of my employment with IDW Publishing that I asked the question "have you ever thought about going after the Godzilla license?" Back then, the company had a few licensed properties and I knew that they were always looking. But one thing that IDW has done very well is not just acquire a license and make good comics... they seem to find a way to do something remarkable with them, too. So as the years went by, I'd continue to ask, until one day when Chief Creative Officer/Editor-in-Chief Chris Ryall broke the news that we were going after it. Now, to get the license and actually be able to work on a book in some degree was great, but I knew that IDW had to do something special and something that nobody had done before: "you should try to get the rights to some other monsters" I said. You know what? They did.

\*\*Company of the world and I let anyone who will listen the world and I let anyone who will listen the world and I let anyone who will listen the world and I let anyone who will listen the world and I let anyone who will listen the world and I let anyone who will listen the world and I let anyone who will listen the world and I let anyone who will listen the world and I let anyone who will listen the world and I let anyone who will listen the world and I let anyone who will listen the world and I let anyone who will listen the world and I let anyone who will listen the world and I let anyone who will listen the world and I let anyone who will listen the world and I let anyone who will listen the world and I let anyone who will listen the world and I let anyone who will listen the world and I let anyone who w

So there you have it. IDW was going to do Godzilla books. And not just books with the big guy himself, but 12 of his co-stars. Ryall let me pick the list of monsters and while it was incredibly difficult to narrow down 12 of them, I knew that some just HAD to be there. I've been a fan since I can remember, so choosing just what monsters to use was incredibly tough. MOTHRA, MECHAGODZILLA, GIGAN, and of course KING GHIDORAH, for starters. Others were picked for not how popular they were, but more along the lines of whether they could fit into a story well or not. BATTRA, for example. Battra could go well in a Mothra story. Hedorah would be perfect for a standalone story somewhere down the line. KUMONGA? Well, spiders freak people out. Now make that spider as big as Godzilla and you've got the stuff of nightmares.

When the deal was signed and we were ready to announce that we'd be publishing Godzilla, we needed to get a creative team going. Getting stories approved would be one thing, but getting artists approved would be an entirely different one. Originally, artist E.J. Su (who would later go on to draw Issue #4 of GODZILLA LEGENDS) did some sketches so IDW had something to show Toho, but once the contract was approved, I wrote a quick, three-page script featuring a fight between Godzilla and Hedorah. This script was sent to artists as a way for them to submit their work for approval. Since Toho Co., Ltd. was reviewing art submissions sent to them by IDW, this only helped streamline the process for not just future projects, but to get started on that all-important first series important first series.



Artist James Stokoe presents his rendition of the first page of IDW's test script.

The rest, as they say, is history. Three years later, IDW has produced some truly wonderful pieces of fiction involving Godzilla and his fellow monsters. We've been lucky to work with some amazing creators and help them share their visions with readers. We've made some great relationships with not just our friends at Toho, but in the Godzilla community as well. Kyle Yount (Kaijucast) and SciFi Japan's Keith Aiken and Bob Johnson come to mind. With 2014 being his 60th anniversary, IDW making comics, and a ton of new merchandise coming out... there is no better time to be a fan of Godzilla. And if you're not a fan, let's change that.



Early Godzilla character study by E.J. Su.

Right. Skreeonk-ing. Now.

**Chris Mowry Writer / Creative Consultant** 

APRIL 2014



# CGGZ Z LAS WINGDOM OF MONSTERS

The first title released by IDW was titled GODZILLA: KINGDOM OF MONSTERS. When it hit stores in March 2011, it was clear from the start that IDW's version of Godzilla was going to be very different from what came before. Aside from the roster of Toho's monsters making their comic book debuts, GODZILLA: KINGDOM OF MONSTERS offered readers a story filled with not just gigantic, rampaging monsters, but one rich with political and social satire as well. With giant monsters suddenly appearing across the globe, the governments of the world struggle to maintain order and control of the situation. As the world leaders are shown time and time again, there is little they can do against the greatest monster of all, Godzilla.

Spanning 12 issues, the series introduced a number of characters (both human and monster) to what would become the "IDW Universe" and serve as the foundation for two series that would come later, GODZILLA and GODZILLA: RULERS OF EARTH.













Issue #1 cover by Alex Ross.



Issue #2 cover by Phil Hester. Colors by Ronda Pattison.



Issue #4 cover. Artwork by Eric Powell, colors by Dave Stewart.



Issue #5 cover by Jeff Zornow.

Artist Matt Frank created the Retailer Incentive (RI) covers for GODZILLA: KINGDOM OF MONSTERS. These eleven covers featured pin-up images of the roster of monsters available at the time to IDW. Presented here are the RI covers for Issues #2-12 starring (from left to right): Rodan, Anguirus, Mothra, King Ghidorah, Kumonga, Battra, Mechagodzilla (1990s version), Gigan, Hedorah, Titanosaurus, and Space Godzilla.





















