

Far East Heroes



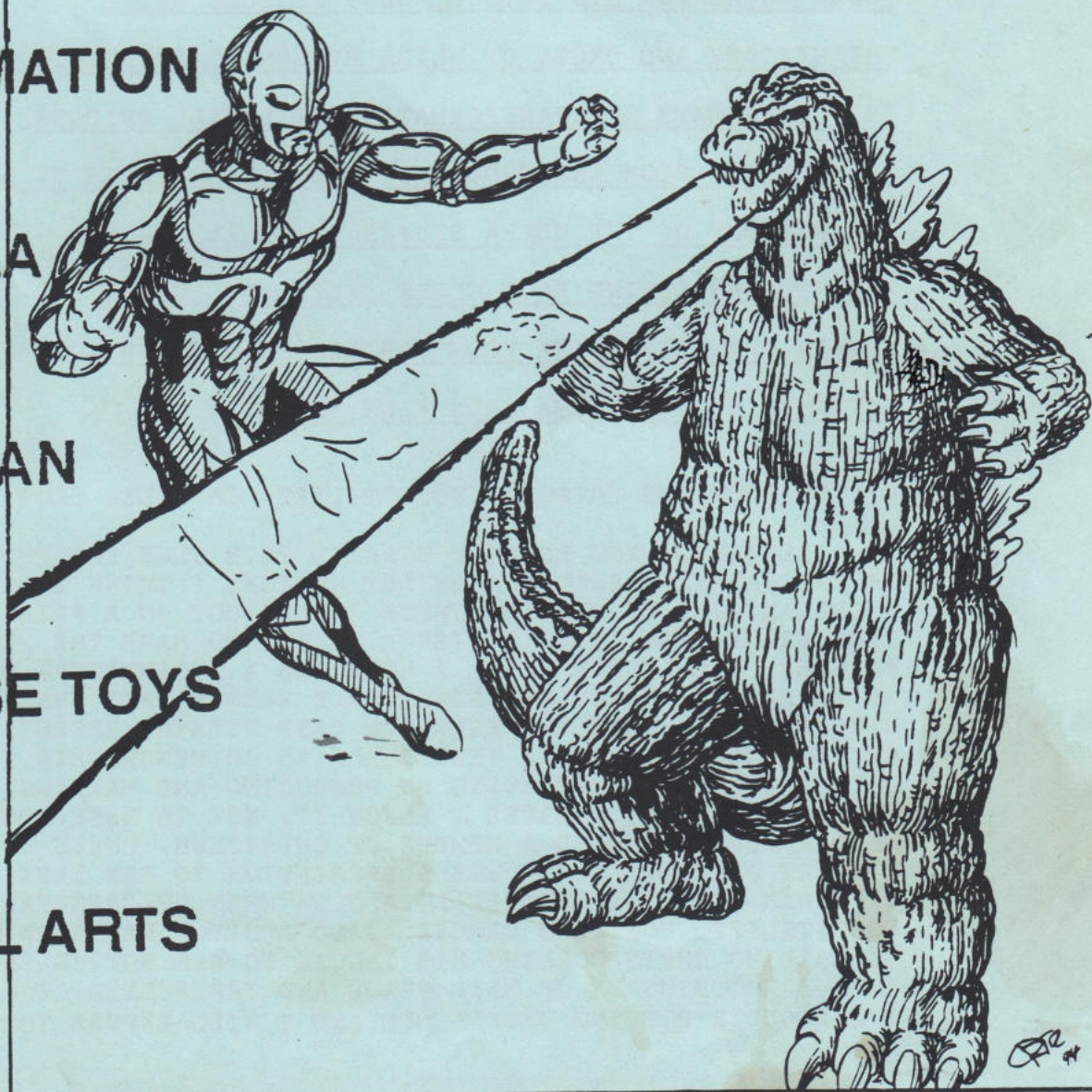
JAPANAMATION

GODZILLA

ULTRAMAN

JAPANESE TOYS

MARTIAL ARTS



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LETTER FROM THE EDITOR : ROBERT (BETA CAPSULE) DAGG

AS ALL OF YOU KNOW, I STARTED THIS CLUB FOR THE ENJOYMENT OF THE JAPANESE SCI FI/ FANTASY MEDIUM. I THINK I HAVE DONE AN EXCELLANT JOB OF GETTING THESE ISSUES OUT ON A FAIRLY DECENT TIME FRAME FROM ISSUE TO ISSUE. I TRY TO MAKE THE BEST POSSIBLE FANZINE. I ONLY WORK FROM A HOME AND A TYPEWRITER, NOTHING FANCY OR EXPENSIVE. SOMETIMES REAL WORLD EVENTS TAKE PRESIDENCE OVER MAKE BELIEVE. THIS HAS BEEN THE CASE WITH ME RECENTLY. AS ALL OF YOU KNOW I CHARGE A VERY SMALL \$5.00 MEMBERSHIP FEE. THIS DOESNT EVEN COVER MY COSTS ON PRODUCING AND MAILING THESE ISSUES TO YOU, BUT I DO IT BECAUSE I ENJOW IT, NOT TO MAKE MONEY OFFOF IT. WELL A PERSON WHO IS A MEMBER OF QUESTCLUB, CHRIS COLLINS, SENT ME A MONEY ORDER TO START HIS SUBSCRIPTION TO FAR EAST HEROES. MY LIFE HAS RECENTLY BEEN DEALT A BLOW WHEN MY GRANDFAÆH WAS HOSPITALIZED FOR LUNG CANCER. I DO ADMIT I WAS SLOW IN GETTING AROUND TO MAILING CHRIS COLLINS HIS ISSUES TO HIM BUT HE SENT ME A BEETER- letter ACCUSING ME OF MAIL FRAUD AND THREATENED LEGAL ACTION BECAUSE I WAS QUOTE"RIPPING PEOPLE OFF AND I WILL EXPOSE YOU" WHAT THE HELL IS

CRAP? HE ATTACKED MY CHARACTER WITH BASELESS CLAIMS AND LIBELED ME. ALL THIS BECAUSE I WAS A LITTLE SLOW IN MAILING HIS ISSUES TO HIM BECAUSE I WAS MORE CONCERNED WITH MY GRANDFATHER THAN HIS ISSUE! DON'T GET ME WRONG, WHEN PEOPLE SEND MONEY, THINGS SHOULD BE HANDLED QUICKLY AND HONESTLY, BUT WE LIVE IN A REAL WORLD WITH REAL PROBLEMS AND SOMETIMES THINGS MUST BE PUT IN PERSPECTIVE. I RETURNED CHRIS'S \$5.00 ALONG WITH COPIES OF ALL MY FANZINES WHICH I KNOW HE WILL LIKE, BUT AM REGRETTING I SENT HIM THEM. ANYWAYS WHAT I AM SAYING IS THAT THIS IS A FANZINE AND THAT REAL WORLD LIFE DOES TAKE PRIORITY OVER FANTASY THINGS. I JUST ONLY HOPE THE WORLD IS NOT FILLED WITH MORE PEOPLE LIKE ONE MR. CHRIS COLLINS.

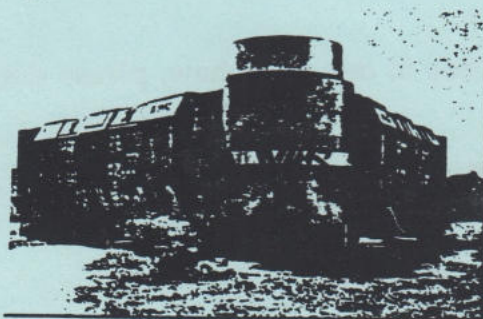
Damon, sorry for the wait!! HAD some problems in the family, you know how that goes! PLEASE SEND ME A COPY OF YOUR ORIENTAL Cinema #3 (I believe it is the JACKIE CHAN issue) in exchange for this one. Thanks & talk to you soon BOB DAGG

see YOU GUYS IN SEPTEMBER WITH THE NEW FALL LINE UP AND ARTICLES ON:

CYBERTRON
SUPER HUMAN SAMURAI CYBER SQUAD (GRIDMAN)
THUNDERZOID (POWER RANGERS 2)
ULTRAMAN THE ULTIMATE HERO
JACKIE CHAN : DRUNKEN MASTER 2 review
AND LOADS OF GREAT ARTICLES, REVIEWS, AND NEWS!!

AGAIN, SEE YOU IN SEPTEMBER! THANKS AND FEEL FREE TO WRITE!

m-78
forever
ⓐ



アメリカのロサンゼルスちかくの平原にあるぞ。最新科学の力でつくられていて、ミサイルやレーザー砲をそうび。

★WINNER基地は
ミサイルを
そうびのか?



Major Havoc

Entertainment, Inc.

Tuesday, January 4, 1993

Far East Heroes
6503 Barrie
Dearborn, MI 48126
Att: Robert Dagg

Dear Mr. Dagg,

I recently read about your publication **Far East Heroes** in the latest issue of the QuestClub's **QuestNews**.

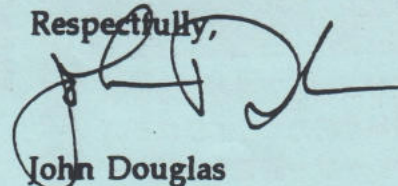
My name is John Douglas and I work for a company called Major Havoc Entertainment. We are currently producing a new television show re-making thirteen of the more popular episodes of the original Ultraman series. Our show will be known as **Ultraman: The Ultimate Hero** here in the states, and released as **Ultraman Powered** in Japan.

During the last twelve months making the new series, myself, Julie Avola (the show's producer), and King Wilder (the show's director), have become fans of Japanese superheroes (with a slant towards a certain silver and red giant). Upon hearing of your club and newsletter, we just had to write and ask to join.

If I can be of any help to you in regards to our new show, please don't hesitate to ask.

Thanks again and best of luck to **Far East Heroes**.

Respectfully,



John Douglas

Major Havoc

Entertainment, Inc.

Friday, January 14, 1994

Far East Heroes
Robert Dagg
6503 Barrie
Dearborn, MI 48126


Dear Robert,

It was nice to hear from you. It's always refreshing to know that there are fans out there that can appreciate the work that you do. I hope that when you finally get to see the show that it lives up to your expectations.

In response to your questions, I've tried my best to answer them. This being an international production, the lines of communication are often not that clear and many things change. Hopefully these answers are still accurate by the time you receive them.

1. It is still pretty early to know whether or not the public response will warrant a continuation of the Ultraman: The Ultimate Hero storyline. Even if we do not continue the adventures of Kenichi Kai and the W.I.N.R. Team, Tsuburaya Productions will continue to make more (and different) Ultramen series. If there is to be a second season of The Ultimate Hero, we will have to let you know when we know.

2. Our new episodes will be using similar storylines with the original monsters, but certain situations will have been changed to reflect the fact that these stories are taking place 25 years later and in a different part of the world.



But the situations should be recognizable to most fans. I should add, though, that we wanted to have a few surprises, so don't expect an exact translation.

3. We filmed the current series in a concurrent fashion, the way most movies are shot. For budgetary and time constraint purposes, we broke the scripts down, scene by scene, and shot all the WINR Headquarters scenes at the same time, all the monsters and miniatures at the same time, all the "on location" shots at the same time, and so on. So on any one given day, we could be shooting some Baltan scenes, some Gomora scenes, and some Pestar scenes, if all three episodes had points similar in them to film on a particular set.

Although we did not shoot things in a very linear fashion, we managed to shoot all thirteen episodes (monsters, miniatures, live action, and locations) over a fourteen week period. So you do the math.

4. Our score is by Toshihiko Sahashi. We are rather new to all this Japanese stuff, so we don't know if he's famous or not. Have you heard of him?

If not, you could probably tell by his name that he is not an American composer, and thus, his score has a definite Japanese tone to it. At first we didn't know what to think of it, but the themes have become stuck in our heads and we have all grown to like it. But then again, we really liked the music to the original series!

5. All of our publicity materials have to go through Ultracom, Inc., a subdivision of Tsuburaya Productions Co., Ltd. I assume you have their address already, but if you need it, let me know.

6. Tentatively we are set to be finished with post-production at the beginning of March. We understand that the shows will first be shown on Japanese television in the Spring (springtime here, anyway) and some form of distribution will follow here in September. We still do not know if we will have a television distribution or go straight to video over here. Once again, when we know, we'll let you know.

7. Major Havoc was put together specifically for the purpose of creating thirteen re-make episodes of previously existing materials. Beyond that, Major Havoc will probably cease to be. If a second set of episodes are ordered

and it is decided that we will make them, Major Havoc Entertainment, Inc. might be resuscitated for that purpose.

From what we understand, GRIDMAN is a Tsuburaya Production shot on video in Japan by a different production company. All we know of this other series is that it bears a bit of a resemblance to the Ultraman character and typical situations.

As to the other two titles you mention, we are entirely in the dark.

8. When we last spoke to one of our liaisons at Tsuburaya Productions, we heard mention of possibly filming in Canada and Germany. As to what will be shot there is not known.

I hope that these brief answers are of some assist to you. If there is anything else I can help you with, feel free to write.

Once again, thank you for your support. Best wishes to you and all of your readers.

Respectfully,
John Douglas

FAR EAST HEROES ISSUE #4 SUMMER 1994

Welcome to another issue of Far East Heroes! We have some great articles, news, rumors and reviews this issue. We'll start out with hot rumors first.

Rumors and news/ Far East Update

Toho has announced a new GODZILLA movie will go into production this summer for a winter 1994 release. The new movie will be a follow up to the GODZILLA VS BIOLLANTE film. The new movie will feature a SPACE GODZILLA formed from the cells of BIOLLANTE at the end of that movie. At the end of G vs Bio, Biollante's cells float into outer space. In the new movie, the cells will come in contact with a meteor that has an alien life form living on it. The cells will combine with the alien life form and spawn a "SPACE GODZILLA" that has no emotion. It will then make its way to earth where it will fight the real GODZILLA. The movie will be released in December in Japan.

ANTARCTIC PRESS has released a new magazine called SENTAI that covers ASIAN/JAPANESE SCI-FI, ACTION and FANTASY FILMS! Look for it at your local comic shop. The cost of the magazine is \$2.95 for 32 black and white pages. Issue one covers GODZILLA VS MOTHRA, GODZILLA VS MECHAGODZILLA, ULTRAMAN THE ULTIMATE HERO, NEWS AND RUMORS. The second issue should be out soon and will feature the MIGHTY MORPHIN POWER RANGERS. Overall, the magazine is very well done with excellent background on all the latest projects coming from the Far East. Get your copy today!

ADVANCE COMICS ISSUE #66 is reporting that the new Tsuburaya live-action show GRIDMAN will be called SUPER HUMAN SAMURAI SYBER SQUAD when it is brought over this year to the U.S. ADVANCE reports that the show takes place in the digital domain, where a boy named SERVO fights giant evil monsters! More to come on this one!

The sequel series to the Power Rangers will be called the THUNDERZORDS. ADVANCE IS ALSO REPORTING THIS ONE. It seems the show will be brought over to the U.S. later this year and will be a follow up to the POWER RANGERS. It is unknown at this time if the current cast of the MMPR will carry over to the new show. By the way, the show being used for the follow up is actually called DAI-RANGER in Japan!

ULTRACOM is soliciting the first two volumes of the original ULTRAMAN on videocassette! Each tapes will contain two episodes for \$14.95 each. The tapes should be available sometime in the late summer.

Toho will also release a new GAMERA film this summer! Toho bought the rights to the giant turtle when it's original producers at DAEIE studios went bankrupt! The show is being done by the same people who work on the GODZILLA films. The movie will be released this summer in Japan, by the way, GAMERA WILL FIGHT GYAOS IN THE MOVIE!

I just recieved the new ULTRAMAN THE ULTIMATE HERO series from good friend James Cirronella at CLUB DAI KAIJU. The first two episodes have been released. The first episode has the Baltans and the second episode has Kemlar. Everything looks great in the show like the WINR headquarters, the monsters, special effects and acting. The problem with the series is that the actual fight scenes are filmed

in super slow motion! This makes watching the show somewhat frustrating because we're all used to watching Ultraman in the original show jump around, through fast punches, kicks and flipping the monsters. This is very dissappointing. If you thought ULTRAMAN TOWARDS THE FUTURE fight scenes were slow, wait until you watch this one! It looks like we are going to have to wait for the Japanese Tsuburya company to make a proper ULTRAMAN series!

After a brief run on TNT, ULTRA-7 is now being shown on early Sunday mornings! This totally sucks! They should have at least aired all the shows so people could tape the rest of what they didn't already have. There are at least 20 episodes that haven't been shown yet! To top that off, footage is being cut out of the series and the episodes are not being shown in proper order! When are AMERICAN COMPANIES GOING TO WAKE UP AND LISTEN AND RESPECT THE FANS!

Martial Arts star JACKIE CHAN will start work on ARMOR OF GOD III, and DANCES WITH INDIANS, a parody of Dances with Wolves. Both movies should make it out this year but Jackie is known to take a very long time making his movies. It is reported his latest movie DRUNKEN MASTER took almost a year to film. The average length on filming a movie is usually 6-7 months. DRUNKEN MASTER 2 did break all box office records in Hong Kong and it is now the highest grossing film of all time in the Far East! The fight scenes are rumored to be excellent and the stunt-work is breathtaking.

That raps up this edition of FAR EAST UPDATE hoped you liked it!

CONTRIBUTORS AND SPECIAL THANKS FOR THIS ISSUE:

JAMES CIRRONELLA
RAJAR SHY
LENELL BRIDGES

AND FOR THE AWESOME COVER-
MIKE ORTIZ, THANKS MIKE!

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ROBERT (BETA CAPSULE) DAGG
SENIOR EDITOR
PETE (WHERE'S MY MECHAGODZILLA
TAPE") TRUDGEON
LAYOUTS
BRIAN AND JASON DAGG

DEDICATED TO ALL THE FANS THAT
LOVE THIS STUFF AS MUCH AS WE DO!

EDITORS NOTE: THIS FANZINE IS FOR THE ENJOYMENT OF THE ASIAN/JAPANESE
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ARE BELIEVED TO BE IN THE PUBLIC DOMAIN. CHILL AND HAVE FUN!!!!!!!!!!!!

TOY ALERT BY PETE TRUDGEON

If you are a collector of Japanese monster toys, you sometimes find yourself frustrated by the obstacles that confront you in the pursuit of your hobby.

There are some good mail order companies, but the only alternatives are paying astronomical prices at conventions and comic shops for the few things that do pop up.

The only thing worse is the terrible quality of the few American toys available. I'm speaking specifically of those rotten Godzilla vinyls produced by the Imperial Co. They always remind me of Herb Trimpe's lame artwork from the Marvel comic books.

But just when it looks hopeless, the silver lining has appeared. The Horizon Co., of Los Angeles has recently produced a 13 inch Godzilla vinyl action figure, the quality of this figure is comparable to those produced by Ban Dai of Japan.

The figure comes boxed and with the tail unattached, but with a hair dryer used to soften the vinyl, assembly is quick. The figure costs \$45 dollars plus \$5.50 for postage and handling. Some might say this is a bit expensive, but I celebrate x-mas 365 days a year!

So if you're in the mood to treat yourself, this figure is worth it and makes a great addition to a collection.

to order contact: STARLOG PRESS
475 PARK AVE, SOUTH
NEW YORK, NY 10016

Another person that has the finest in JAPANESE IMPORT NEW TOYS BOOKS, MAGAZINES AND GAMES IS JAMES CIRRONELLA OF CLUB DAI KAIJU.
TO CONTACT JIM CALL 1-201-461-9318 or write to

CLUB DAI KAIJU
P.O. BOX 1614
FORT LEE, NJ 07024 send \$1.00 for fully illustrated
catalog!

SEE YA!

ULTRAMAN : NEGATIVE ONE

BY : PETE TRUDGEON

In the grand tradition of starting a continuing series with a number zero, we get "ULTRAMAN:NEGATIVE ONE". Looks promising, raised lettering and a neat glossy head shot of the ULTRA guy on the cover. But as the old adage goes, never judge a book by it's cover.

The story begins when the spirit of the evil ones who brings disaster, pestilence and death upon the earth. ULTRAMAN arrives to engage the evil spirit but is quickly trapped in an energy field. ULTRAMAN summons Jack Shindo and Yukio "Ace" Kimura, a crippled martial arts instructor, to Tokyo. ULTRAMAN has been using Yukio as a vessel for his powers. The two men team up, Jack steals a plane and is able to beam out the spirits hold on ULTRAMAN, giving him a chance to dispatch the bad guy. Jack is killed, making Yukio the heir to ULTRAMAN'S powers.

First off, the story, which is paced briskly, to briskly, with only 22 of the 28 pages devoted to actual plot there are some gaps in logic. Jack is shown having nightmares about HAYATA, but the subplot is never developed. Later, Jack and Yukio visit a national park, a giant bear attacks and mauls Jack. But, by the next panel he's seemingly okay again! And some dialogue balloons are attributed to the wrong characters.

Then there's the art, two words-rushed and sloppy. ULTRAMAN suffers the worst with a shrunken head, and I don't know about the rib cage on him, but it looks weird!

On the up-side there is a nice two-page, color shot from the new TV series and application form for QUESTCLUB, the free ULTRAMAN fan club whose newsletter has already been praised in these pages. But that's still not worth shelling out the \$2.25 for a comic book, I'm a big ULTRAMAN fan and I think the idea of a comic is great but do it right, don't just slap something together!

So save your money or use it to buy a BAN DAI action figure from the ULTRAMAN TOWARDS THE FUTURE tv series, they have been reduced to \$6.00 at most toy stores.



ULTRAMAN:NEGATIVE ONE
NEMESIS COMICS
WRITER: LARRY YAKATA
ARTIST : ERNIE COLON
COVER PRICE: \$ 2.25



HOLY GRAILS: FAMOUS MONSTERS NO. 114
BY: PETE TRUDGEON

The date was December 26, 1975. I was 6 years old. I was in the local Cuninghams, armed with my traditional x-mas dollar and on my way to the magazine section.

It was there my eyes found the cover of Famous Monsters No. 114, the special 100 page all Japanese monster issue! The price was \$1.25, I quickly weasled the additional quarter from my mother, and this small piece of Heaven was mine!

Back in the old days every kid waited for "Monster Week" on channel 7's 4 o'clock movie, giant monster movies all week! But, this was one week out of an entire year! Printed matter, on the other hand was practically nonexistent.

The editor, Forest J Ackerman must have realized this, seen a demand for it and delivered. Issue 114 was at it's time, a virtual bible for young Dai Kaiju freaks. It was all there, on the first page, a photo of Harou Nakajima, the man inside the Godzilla suit. This was followed by a synopsis of Godzilla told in short story form, and articles on several films including KING KONG VS GODZILLA, MOTHRA, FRANKENSTEIN CONQUERS THE WORLD, GHIDORA AND DESTROY ALL MONSTERS.

Even better though was the first looks at the likes of MECHAGODZILLA AND GIGAN, literally years before the films themselves hit stateside. Perhaps best of all, a drawn representation showing the behind the scene making of a Godzilla film, mana from Heaven.

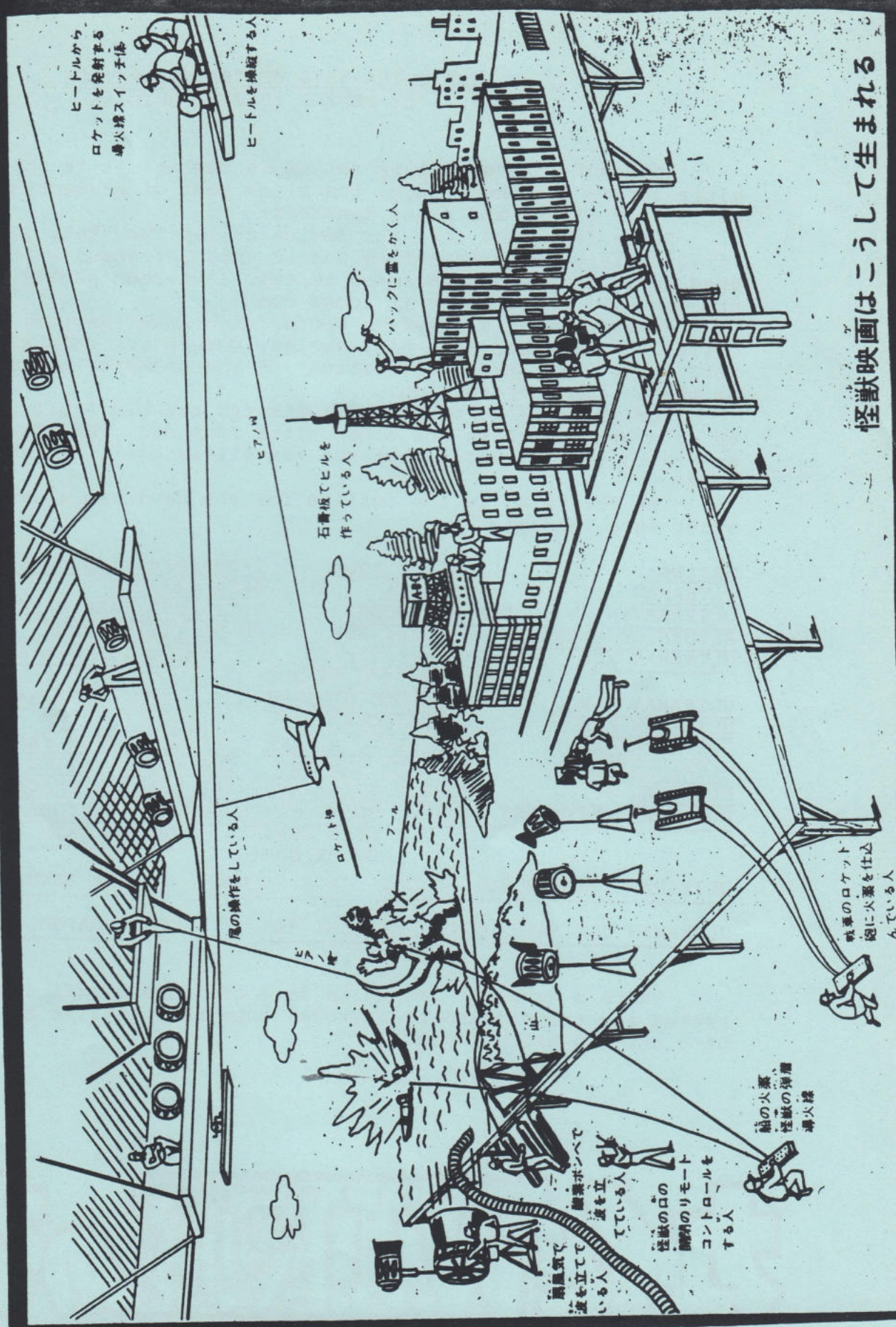
The popularity of this issue was evident by the fact that it quickly sold out and today a copy of a mint condition issue can easily fetch \$100 dollars! The copy I purchased back in the 70's was lost to the ages, but I was able to find another for only \$10 dollars. The cover is a bit beat up, but otherwise it is in good shape.

Although Forry's pun-filled writings may seem a bit silly to some, he did have true affection for all things fantastic and no one before or since has devoted AN ENTIRE ISSUE(HELLO STARLOG!?!) to this type of subject matter.

As corny as it may sound, it does take me back to my age of innocence, as it will for anyone who has a fondness for DAI KAIJU which is why I consider it a must for anyones collection.

NEXT PAGE: FAMOUS MONSTERS "GODZILLA SET DIAGRAM!"

怪獣映画はこうして生まれる



ヒートルから
ロケットを発射する
導火線スイッチ係

ヒートルを操縦する人

石膏板でビルを
作っている人

バックに雲をかく人

尾の操作をしている人

ロケハット係

フール

前風気で
波を立てて
いる人

怪獣の口の
開閉のリモート
コントロールを
する人

船の火薬
怪獣の弾薬
導火線

戦車のロケット
砲に火薬を仕込
んでいる人

THE ULTRA-WAYS OF TRANSFORMATION
BY LENELL (ULTRA) BRIDGES

Look out! The new ultra series is coming! It is the tenth ultra-series made continuing the ultra saga of protecting the earth from aliens and giant monsters!

Ultra fans know that the device called the "Beta Capsule" (originally used to transform Hayata into Ultraman) will be used again in the new upcoming series. I've seen photos of the new Beta Capsule and it looks cool.

However, many ultra-fans wonder what other devices were called in the other nine ultr-series. Hopefully, this outline will solve that "Burning question" of the names of the devices or means of transformation.

For years, I've researched Ultraman and his family. I grew up with him much like how other ultra fans did. There's just something special about that red and silver giant from Nebula M-78!

The following is the outline for the devices, shows and alter egos. Enjoy!

<u>Series:</u>	<u>Alter ego:</u>	<u>Transformation device:</u>	<u>Being:</u>
<u>ULTRAMAN</u>	<u>HAYATA</u>	<u>BETA CAPSULE</u>	<u>ULTRAMAN</u>
<u>ULTRASEVEN</u>	DAN <u>MOROBOSHI</u>	<u>ULTRA-EYE/TASK MASK</u>	<u>ULTRASEVEN</u>
<u>RETURN OF ULTRAMAN</u>	<u>HIDEKI GOH</u>	<u>NO DEVICE/SUMMONS:</u>	<u>ULTRAMAN JAO</u>
<u>ULTRAMAN ACE</u>	<u>SEIJI HOKUTO</u>	<u>THE ULTRA RINGS</u>	<u>ULTRAMAN ACE</u>
<u>ULTRAMAN TARO</u>	<u>AND YOKO MINAMI</u>		
<u>ULTRAMAN LEO</u>	<u>KOTORO HIGASHI</u>	<u>THE ULTRA BADGE</u>	<u>ULTRAMAN TARO</u>
<u>THE ULTRAMAN</u>	<u>GEN OTORI</u>	<u>THE LEO RING</u>	<u>ULTRAMAN LEO</u>
<u>ULTRAMAN 80</u>	<u>CHOICHIRO HIKARI</u>	<u>THE STAR BEAM FLASHER</u>	<u>ULTRAMANJON</u>
<u>ULTRAMAN 80</u>	<u>TAKESHI YAMOTO</u>	<u>THE BRIDAL STICK</u>	<u>ULTRAMAN 80</u>
<u>ULTRAMAN 80</u>	<u>NORIKO SHIRASAKA</u>	<u>THE YULLIAN BRACELET</u>	<u>ULTRAYULLIA</u>
<u>ULTRAMAN ADVENTURE BEGINS</u>	<u>SCOTT MASTERSON</u>	<u>NO DEVICES/</u>	<u>ULTRA-SCOTT</u>
	<u>BETH OBRIAN</u>	<u>SUMMON WHEN IN DANGER</u>	<u>BETH</u>
	<u>CHUCK GAVIN</u>		<u>CHUCK</u>
<u>ULTRAMAN TOWARDS THE FUTURE</u>	<u>JACK SHINDO</u>	<u>PLASMA PENDANT</u>	<u>ULTRAMAN</u>
			<u>GREAT</u>
<u>ULTRAMAN ULTIMATE HERO</u>	<u>KENICHI KAI</u>	<u>BETA CAPSULE</u>	<u>ULTRAMAN</u>
			<u>POWERED</u>

There u have it! The up to date listings of all the Ultra series and transformation devices! Hope this outline helps all of u out! SU-WATCH FOR NOW!

カイトWIN!Rのなぞ

The History and Origin
of Ultra
by Ultra-Fan Lenell Bridges

In the vast unknown reaches of the universe a planet can be found in the Nebula M-78 system. This planet is called Ultra, or Ultra Country - The Star of Light. It is one of the sixty million planets in the M-78 star system. It is 3 million light years from Earth, and is approximately 60 times larger than our own world.

This planet is the home of the mightiest group of aliens in the universe. The Ultra-Beings! These people are metal-faced beings with incredible and unusual powers which they use to fight the forces of evil in the universe and protect and preserve peace.

The history and origin of Ultra started hundreds and thousands of years ago. The people of this world were as ordinary as we are now on Earth, and they lived in total peace, but twenty thousand years after the sun of the Nebula M-78 star system exploded causing a total catastrophe to the planet and population of Ultra. This Catastrophe killed many people. However a group of remaining scientists on Ultra, led by one of the greatest scientists, named Teh Presbyter, created a device called the Plasma Spark, an artificial sun which saved the race from complete extinction, but this new sun was unleashing a side effect, radiation. This radiation was killing the people of Ultra, but the scientists were able to stop this effect when they invented a special mechanical device which they implanted into every citizen of Ultra. This device naturalized the side effects of the plasma sparks.

Later during the countless years unknown to the citizens of Ultra-Country, the plasma sparks from their new sun was giving them a vast array of incredible and unusual powers such as flight, speed, vision, hearing, strength, vast ray throwing and projecting abilities and size changing abilities. This was the birth of the true Ultra-Tribe and the beginning of the evolvement of a group of great alien heroes.

After finding out they were attaining their great powers, the Ultra-People decided to use their great powers to preserve peace throughout all the vastness of know space. They trained themselves to unequalled perfection with their gifted powers that each citizen had. Their powers are so unbelievable it really astounds our human eyes, because it is like magic.

Since it was a sun that gave the Ultra People their great powers and energies, they had a special device called a color timer that measured how much power and energy an Ultra-Being had. This device can absorb solar energy from a sun which can give an adult or child of Ultra the possibility of being an Ultra-Being. However, on a planet, especially far from the sun like the Earth with a dense or polluted atmosphere the crystal device gives a charge of solar power for exactly three minutes a time. If the three minutes has expired, the Ultra Being (He or She) must get more solar energy, and does such by flying to the sun or by using a special solar device to get a temporary new surge of power. This color timer also serves another purpose, it acts as a warning light. If an Ultra-Beings power is going down when the sun's solar rays are not reaching the person to sustain their power, the timer will change from normal Blue - (Which means normal flow of energy) to Red - (Which means energy is dropping rapidly, Danger!). If an Ultra-Being lets themselves exceed their timer's limit, their strength and powers will be gone and they will be helpless and can be killed easily in any way. That is why all Ultra-Beings are very careful to watch their energy levels, especially when one is in combat!

Soon after, when the Ultra-People had completed training in using and controlling their new found powers, they were ready to start on maintaining peace in the universe, but a group of evil aliens called "Emperors" from the World called Emperor planet, who wanted to conquer the universe, and saw that the Ultra-Race was a threat to their plans and decided to destroy Ultra-Country and its people, so they sent troops of giant monsters, which they gathered together from all corners of the universe against Ultra.

A terrible war began in which many Ultra-Fighters were killed and wounded. Never giving up though, the people of Ultra fought bravely, and with a new invention called the Ultravel, which was one of the most powerful weapons of Ultra, defeated the evil Emperors and their monster legions. As a result, a great tower stands in the main city of Ultra. This Ultra-Tower commemorated the Ultra-People's victory, but the mystery of the evil Emperors still stands because nobody knows what they look like, due to the fact that they never really saw them.

The day after the war ended, Ultra-Father who was gravely wounded in the battle was given medical treatment by one of the nurses in the Ultra Silver Cross Troop. This nurse soon became Mother of Ultra, after both she and Ultra-Father fell in love and got married and became husband and wife. Their union gave them six sons, which they named Zoffy -(the First Born), Ultraman, Seven, Jack, Ace, and Taro - (who is the youngest). During the years after the war when their sons reached adulthood, Ultra-Father and Ultra- Mother decided on a historic decision, That the people of Ultra should fight evil every way and protect peace throughout the universe which they wanted to do before the war. They organized the Ultra-Defense Army for the above purpose, an Ultraman or Ultrawoman was assigned a sector in a part of the universe. Its is that part of space that He or She will protect and preserve peace and do battle against any destructive forces in that sector, even if it costs he or she their very own life in order to keep peace for the benefit of all alien races living in that region of that sector.

The Ultra-Defense Army, which is also called the Ultra-Fleet Battalion, is one of the most powerful forces of Ultra. The first captain of the fleet was Ultra-Father. Now serving as captain is Ultraman Zoffy(the first born son), since Ultra-Father decided to devote his time to train other Ultramen and Women to serve in the Battalion, so that they could be ready to combat any threat to universal peace.

This very powerful and advanced race of people who over the countless years has challenged and battled all forms of evil throughout the universe. Many of them have come to our system, especially to our own planet, Earth. They have protected us for nearly 25 years against the destructive forces of evil, such as from the giant monstrous creatures to evil invading aliens. Their great battle against evil continues up to this very day! The Ultra-Beings of Ultra, in the M-78 system are among the mightiest alien superheroes ever!

THE MONSTER FIGHTING GROUPS
OF THE ULTRA-HERO SERIES

Written by Lenell Bridges
Typed by Michael Palmaira

This is a complete outline of the groups of special organizations of monster fighting teams in the Ultraman series! These are brave men and women who put their lives on the line in order to deal with large creatures, extraterrestrial menaces, and grand scale emergencies! This outline is the newest updated and accurate info on the groups regarding my favorite TV series: The Ultraman series!

THE GROUPS:

ULTRA Q

Jun Manjome
Ippei Togawa
Yuriko Edojawa

ULTRAMAN

The Science Patrol/Science Special Search Party (SSS)
Captain Muramatsu (Mura)
Hayata (Ultraman)
Ide (Ito)
Arashi
Akiko Fuji (Fuji)
Hoshino (Fuji's younger brother - cadet member)
Professor Iwamoto

ULTRA SEVEN

The Terrestrial Defense Force (TDF); Ultra Garrison - The Ultra-Guard
Captain Kiriyama
Dan Moroboshi (Ultra-seven)
Ann Yuri
Furuhashi
Soga
Amagi

RETURN OF ULTRAMAN

Monster Attack Team (MAT)

Captain Katsuichiro Kato - (until episode #22)
Captain Ryu Ibuki - (after episode #22)
Hideki Go (Ultraman - Jack/New)
Takeshi Minami
Fumio Kishida
Ippei Ueno
Yuriko Oka

UTRAMAN ACE

Terrestrial Monster Attacking Crew (TAC)

Captain Goro Ryu

Seiji Hokuto (Ultraman Ace - initially summoned with Yoko Minami through their Ultra-ring touch)

Yoko Minami (she is part of the Ace summoning, as well, through the ring touch until she realizes and returns to her Lunar team identity)

Ichiro Yamanaga

Kozo Yoshimura

Noriko Mikawa

Tsutomu Konno

ULTRAMAN TARO

Zariba of All Territory (ZAT)

Commander Ryutaro Oshahina

Captain Shuheifuki Oragaki

Kotaro Higashi (Ultraman Taro)

Tetsuya Kitajima

Tadao Nanbaka

Jiro Nishida

Izumi Moriyama

ULTRAMAN LEO

Monster Attack Crew (MAC)

Captain Dan Moroboshi (Utra-seven)

Gen Otori (Ultraman Leo)

Ichiro Aoshima

Akio Kuroda

Kyohiko Akaishi

Haroko Momoi

Junko Shirakawa

ULTRAMAN (animated series)

The Science Garrison

Captain Tetsuo Akiyama

Captain Gondo (replaces Captain Tetsuo later in the series)

Choichiro Hikari (Ultraman Joe)

Mutsumi Hoshikawa

Hiroaki Tobe

Uyama Marume

Robot Pig

Uluck

Monkey (mascot)

ULTRAMAN 80

Utility Government Members (UGM)

Captain Kasuki Oyama

Chief Junkichi Ito

Takeshi Yamato (Ultraman 80)

Tokihiko Harada

Hiroshi Tajima

Emi Jono

Noriko Shirasaka (Ultrawoman Yullian)

ULTRAMAN - THE ADVENTURE BEGINS/ULTRAMAN U.S.A.

The Ultra-Force

Commander Walter Freeman
Chuck Gavin (Ultraman Chuck)
Beth O'Brien (Ultrawoman Beth)
Scott Masterson (Ultraman Scott)
Dr. Susan Rand
Andee (robot)
Ulysses (robot)
Samson (robot)

ULTRAMAN TOWARDS THE FUTURE/ULTRAMAN GREAT

Universal Multipurpose Agency (UMA)

Colonel Arthur Grant
Jack Shindo (Ultraman/Ultraman Great)
Jean Echo
Lloyd Wilder
Kim Shaoman
Charles Morgan

These are the complete groups of the Monster Fighting Teams of the Ultraman series! The men and women of these teams have put their lives on the line to protect the Earth from any threat, terrestrial or extraterrestrial. All these teams have branches all around the world to cope with large creatures, alien threats, and grand scale emergencies. All are funded by the United Nations, and each country has its own branch ready to respond when danger strikes.

All these groups have the latest in high tech weapons and equipment, ranging from laser guns to super-sonic space ships, all ready to combat any threat to peace and security on our world. Every team has their own headquarters which are located in strategic areas around the globe: either on the land, or in the sea, or even high in Earth's orbit. These teams have assisted the Ultra-beings from M78 and have played an important role in helping them protect the Earth from alien invaders. Plus, many Ultra-beings had taken identities of people in these groups to offer better cover against evil and to be with the group in case the Ultr-being is needed to help them at any time.

In short, these Monster Fighting Teams have proven to be very important in the Ultraman series, for they will meet any challenge that threatens mankind! Over the years, many members have lost their lives trying to protect the Earth, but despite the tragedies, they have always prevailed. No cost is too great to protect world peace!

THE HISTORY
OF
THE ULTRA-HERO
SERIES

A Complete Ultraguide of the Ultra-Characters and Shows
By Ultra-Fan
Lenell Bridges

The Ultra-hero series was made by Tsuburaya Productions in close association with TBS (Tokyo Broadcasting System).

Ultra Q (January 2, 1966 - July 3, 1967, 24 December 27 EPS and 1 Special)

This series dealt with giant monsters as they went about destroying all in their path and all humanity's attempts to destroy them using all possible technology. This show was the very first in its type in Japan and featured no giant super-hero.

Ultraman (July 10, 1966 - April 9, 1967 39 EPS)

The one that started it all to feature the superheroes from the dimensional planet Nebula M78. This was also the only show out of the chain of ultra-series to be shown in the United States. Ultraman is 40 meters tall. His powers include various rays, cutting rings of energy, acid-like liquid and water. Like all of his people, he can fly and teleport himself from one place to another. Ultraman came to Earth to help an organization called the Science Patrol fight off giant monsters and evil invading aliens.

Ultraman Zofy

Zofy first appeared in the last episode of Ultraman. When Ultraman was almost killed in fighting an alien, his brother Zofy came to save him. Zofy is 40 meters tall and shares the usual Ultra-abilities.

Ultra-Seven (October 1, 1967 - September 8, 1968 49 EPS)

The second series to feature a superhero from M78. Ultra-Seven is the brother of Ultraman and Zofy. He was called Ultra-Seven because of his ability to fly seven times the speed of sound. His other powers include various rays, electrical bolts, heat release from his body and a very powerful boomerang atop his head which he can control with his brainwaves. Seven helps an organization called the Ultra-Guard defend Earth from aliens and giant monsters. Ultra-Seven managed to make it as far as Hawaiian audiences.

The Return of Ultraman (April 2, 1971 - March 31, 1972 51 EPS)

Despite this title, this show didn't feature the original Ultraman, but instead another one of his brothers in his family that looked very similar to the first. Ultraman "Jack" is 40 meters tall and helps a group called MAT* to protect the Earth. His powers are very similar to Ultraman's, but he also uses an Ultra-Bracelet that can change into an Ultra-Sword and Shield that can release a form of gas. Ultra-Seven also appeared on this series.

* MAT (Monster Attack Team)

Ultraman Ace (April 7, 1972 - March 30, 1973 59 EPS)

This series was about the adventures of Ultraman Ace, as he continued the tradition of protecting the Earth from evil destructive creatures and aliens with the organization of TAC*. Ace has powerful rays, force fields,

electric energy and ring cutting energy blades. All the other Ultra-Brothers from the previous shows teamed up with Ace and appeared various times in this series. Ace is 40 meters tall.

* TAC (Terrible Monster Attack Crew)

Ultra-Father

The father of Ultra-Brothers who first appeared in an episode of Ultraman Ace. He is 45 meters tall. In that episode Ultraman Ace was turned to stone by an alien creature he was fighting. The rest of the brothers came to rescue and avenge him, but they shared the same fate as well. Ultra-Father then came with a cure for all his sons' conditions. The brothers were saved, and the monster was beaten, but Ultra-Father was pretty badly hurt.

Ultraman Taro (April 6, 1973 - April 5, 1974 53 EPS)

This series featured the tallest and youngest of the Ultra-Brothers. Ultraman Taro is 53 meters high. His powers include rays, and the ability to turn his body into a wall of flames. He came to Earth to help an organization called ZAT* to protect it. Taro in this series seemed to have had the most trouble of all the brothers in protecting the Earth. His family all came to assist him, one time or another. One time he was badly hurt, but Zofy saved him.

* ZAT (Zariba of All Territory)

Ultra-Mother

Ultra-Mother first appeared on an episode of Ultraman Taro. She is 40 meters tall. When Taro was badly hurt, she helped her son to regain his powers and strength. They both went back to Earth to help Zofy, who had taken Taro's place there and was pretty badly injured. The monster who caused all of this was defeated.

Ultraman Leo (April 12, 1974 - March 28, 1975 51 EPS)

The next Ultra-being to have a series was Ultraman Leo. Leo is 52 meters tall. Leo continued the saga of protecting the Earth, like the rest of his Ultra-Brothers. He also has various rays and weapons such as karate sticks. His hands and feet could become burning energy to make his punches and blows more effective against his foes. Leo helped a group called MAC* fight for Earth's protection.

* MAC (Monster Attacking Crew)

Astra

Astra is a relative of Ultraman Leo who appeared in an episode. Together this pair are quite a team, because of their combined powers and strength. They can make the Ultra-Key, which is a golden giant key, a symbol of strength and unity of M78.

Ultraman King

Ultraman King first appeared in an episode of Ultraman Leo. King is the leader of M78 and is a relative of Leo's. King has raw energy powers and intense rays. His weapons include a giant hammer of great size and a cape with magical powers which Leo has used many times in battle. Like King and Astra, the Ultra-Brothers also returned in Ultraman Leo.

The Ultraman (April 4, 1979 - December 9, 1979 39 EPS)

The first animated Ultra cartoon series. Ultraman Joe uses his powers to defend the Earth. Just like the previous live-action characters, he has the typical Ultra-Abilities, plus a few new powers as well. In this series he helps an organization called the Science Garrison protect the Earth. The Ultraman featured some stunning art and animation when it was shown.

Ultraman 80 (January 27, 1980 - September 31, 1980 50 EPS)

This series was made to celebrate the anniversary of the Ultra-Series, and it featured the most agile and skilled Ultra-Hero thus far: Ultraman 80, who is a cousin of the Ultra-Brothers. He is 49 meters tall, and his powers and weapons include a diamond belt, buckle rays, burning feet of energy, cutting rings, triangles of energy, eye ray beams, and other Ultra-Abilities. 80 helped an organization called UGM* continue the tradition of protecting Earth from giant monsters and invading aliens.

* UGM (Utility Government Members)

Yullian

The second Ultra-woman. Yullian appeared in an episode of Ultraman 80. When 80 was almost overwhelmed by the two monsters he was battling, Yullian helped save him. This couple makes a great team in battle. Yullian also shares the typical Ultra-Abilities. She is 49 meters tall.

Ultraman - The Adventure Begins (June 17, 1987 1 Hour Special)

The latest saga in the Ultra series. This special features very excellent animation and art which were made by Tsuburaya Productions in association with Hanna-Barbera Productions. It is about three U.S. Air Force pilots who continue the saga of protecting the Earth. When a small planet explodes, scattering its race of Sorkin Monsters all over the world, especially in places around the U.S. where they caused terrible destruction.

An Ultra-Trio from M78 is sent to Earth to protect it. There, they save the three pilots from a tragic accident by merging themselves into their bodies. When the Sorkin Monsters start to attack parts of the U.S., pilots Chuck Gavin, Beth O'Brien, and Scott Masterson, all of whom are members of the new Ultra-Force, now become Ultra Chuck, Ultra Beth, and Ultra Scott. They eventually save the world from the Sorkin threat.

Ultraman - Towards the Future (January 1992 - March 1992 13 EPS)

The newest of the Ultra-series. The unique thing of this series is that it was made in English in order to sell overseas for U.S. syndication. Tsuburaya Productions made this series in association with the South Australian Film Company. The story is about a new Ultra-hero named Ultraman Great, who comes to our solar system in pursuit of an evil space alien virus called Gudis. After a battle on Mars, the virus invades Earth, creating horrible mutant monsters. Ultraman Great follows Gudis to Earth and helps an organization called UMA* based in Australia. Together they combat the virus and continue the long tradition of protecting the Earth. Ultraman Great has powers such as the Finger Beam, Magnum Shot, Burning Plasma, and other Ultra-Abilities. Ultraman Great is 60 meters tall.

* UMA (Universal Multipurpose Agency)

So, there it is, the complete Ultra-History. In my opinion the Ultra-Hero is the greatest of all the live-action superhero shows from Japan, because of the great care put into their characterizations and stories and the way they all tie into each other. They are among Japan's most popular superhero/aliens and they are still going on strong in popularity up to this day. Many of them were never released here in the U.S. because of the violence they contained. After looking at the series myself during the years, I find that they are not so violent as many people thought. I wish the U.S. could show them here so that everyone could watch. As of this writing, a new live-action Ultra-Hero is being filmed for this new year of 1990. It is expected to be on TV sometime this year. The Ultra-Heroes have been with us for nearly 26 years now. They were started out by a man named Ejill Tsuburaya, founder of Tsuburaya Productions, who also gave the world Godzilla. In my opinion, he created the mightiest, most popular alien/superheroes in his country's television history, and has many Ultra-fans the world over, like myself.

THE END

Lenell (Ultra-Hero) Bridges



ULTRAMAN EPISODE GUIDE

The Science Patrol-Members

Captain Muramatsu (Mura)	Rank: Commander
Hayata	Rank: Special Investigator
Eato	Rank: Special Weapons Designer
Arashi	Rank: Weapons Specialist
Akiko Fuji	Rank: Communications Officer
Hoshino	Rank: Honorary Member/Fuji's Brother
Professor Iwamoto	Rank: Designer of Patrol's V-TOL Airships

Number of Episodes: 39 half hour installments

Series Creator: Eiji Tsuburaya

Series Writer: Tetsuo Kinjo

Main Director: Hajime Tsuburaya

Music Composer: Kunio Miyauchi

Production Company: Tsuburaya Productions

Original Japanese Television Broadcast Dates: 7-17-66-4-9-67

The following listings are actual episode titles, monsters featured in each episode and original Japanese Television broadcast dates.

- Episode 1. The First Ultra Operation. Bemlar. 7-17-66
Episode 2. Shoot The Invaders. Baltan. 7-24-66
Episode 3. The Science Patrol In Action. Neronga. 7-31-66
Episode 4. Five Seconds To The Explosion. Ragon. 8-7-66
Episode 5. The Secret Of Milagonda. Green Monse. 8-14-66
Episode 6. Operation Coast Guard. Guezra. 8-21-66
Episode 7. The Bluestone Of Barahdi. Antler. 8-26-66
Episode 8. The Lawless Zone Of Monsters. Red King, Chandra, Magella and Pigmon. 9-4-66
Episode 9. Operation Greased Lightning. Gabora. 9-11-66
Episode 10. Dinosaur Base Mystery. Keerah. 9-18-66
Episode 11. The Rogue And The Magic Stone From Space. Gango. 9-25-66
Episode 12. Cries Of The Mummy. Dodongo. 10-2-66
Episode 13. Petroleum S.O.S. Pestar. 10-9-66
Episode 14. Operation Pearl Oyster. Gamakujira. 10-16-66
Episode 15. The Cosmic Wave Of Horror. Gavadon. 1-23-66
Episode 16. The Science Patrol In Space. Baltan II. 10-30-66
Episode 17. Passport To Infinity. Bullton. 11-6-66
Episode 18. Brother From Another World. Zareb. 11-13-66
Episode 19. Devils Come Again. Aboras, Banilla. 11-20-66
Episode 20. Route 87 Of Terror. Hydra. 11-27-66
Episode 21. Beneath The Smoking Volcano. Kemlar. 12-4-66
Episode 22. Underground Maneuver. Telesdon. 12-11-66
Episode 23. Earth Sweet Home. Jamila (Jamra). 12-18-66
Episode 24. The Submarine Lab. Gubira. 12-25-66
Episode 25. Typhoon, The Weird Comet. Red King, Dorako, Guigass. 1-1-67

Continued....



★パワーが怪力なわけ



★パワードスラッシュは
どうやってうちだす？

ULTRAMAN EPISODE GUIDE

- Episode 26 The Prince Monster. Part 1 Gahora. 1-8-67
- Episode 27 The Prince Monster. Part 2 Gahora. 1-15-67
- Episode 28 Human Speciman. DA-DA. 1-22-67
- Episode 29 The Underground Challenge. Goldon. 1-29-67
- Episode 30 The Legend Of Snowy Mountain. Woo(Eww). 2-5-67
- Episode 31 Who Has Come? Keronia. 2-12-67
- Episode 32 The Endlass Revenge. Zambora. 2-19-67.
- Episode 33 The Forbidden Word. Mefilas. 2-26-67
- Episode 34 The Gift From The Sky. Skydon. 3-5-67
- Episode 35 Graveyard Of Monsters. Shibooz. 3-12-67
- Episode 36 Don't Shoot, Arashi! Zaragas. 3-19-67
- Episode 37 A Tiny Hero. Jieronimon, Pigmon, Dorako, Telesdon. 3-26-67
- Episode 38 The Spaceship Rescue. Keeler, Saigo. 4-2-67
- Episode 39 Farewell, Ultraman. Z-Ton. Final Episode. 4-9-67



JOHNNY SOKKO AND HIS FLYING ROBOT EPISODE GUIDE

# AND TITLE	ENGLISH MONSTER	JAPANESE
1 DRACULAN THE GREAT SEA MONSTER	DRACULAN	DAKOLER
2 NUCLEON THE MAGIC GLOBE	NUCLEON	GLOVER
3 GARGOYLE VINE, A SPACE PLANT	GARGOYLE VINE	SATAN ROSE
4 TYROX THE DESERT MONSTER	TYROX	LIGON
5 ATTACK OF THE GIANT CLAW	CLAW	GANGER
6 DRAGON THE NINJA MONSTER	DRAGON	DOROGON
7 SKALLION THE ACID MONSTER	SKALLION	IKAGEROUS
8 CHALLENGE OF THE TWO HEADED MONSTER	DOUBLE HEAD	DUBLION
9 TENTACLON AN ELECTRIC MONSTER	TENTALCLON	SPARKY
10 LIGORION THE MYSTERIOUS MONSTER	LIGORION	LIGON
11 THE TERRIFYING SAND CREATURE	DRACULAN	DAKOLER
12 AMBERON THE SYNTHETIC MONSTER	AMBERON	UNBALAN
13 OPTICORN MUST BE DESTROYED	OPTICORN	GANMONS
14 THE MONSTEROUS FLYING JAWBONE	JAWBONE	IRON POWER
15 IGGANOG THE ICE-BERG MONSTER	IGGANOG	ICELER
16 TOROZON AN ENEMY ROBOT	TOROZON	EVIL GR 2
17 DESTROY THE DAM	GARGOYLE VINE	SATAN ROSE
18 X-7 A MYSTERIOUS ENEMY AGENT	CLAW	GANGER
19 METRON THE MYSTERIOUS SPACE MAN	TOROZON	EVIL GR 2
20 THE RADION GLOBE	RADION GLOBE	GLOVER
21 THE TERRIFYING SPACE MUMMY	STORCHER	DOROGON
22 CLEOPAT A MURDEROUS WEAPON	CLEOPAT	CALAMITY
23 DR. EINGALI MASTER OF EVIL	ANDROID U-7	ANDROID U-7
24 HYDRAZONA THE TERRIFYING BACTERIA	IGGANOG/ HYDRAZONA	ICELER/ HYDRA ZONE
	DRAKULAN	DRAKULAN
25 DRAKULAN CREATURE OF DOOM	GUILLLOTINE	GUILLLOTINE
26 THE LAST OF EMPEROR GUILLLOTINE		

VILLAINS OF THE BIG FIRE

ENGLISH NAMES	JAPANESE NAMES
EMPEROR GUILLLOTINE	EMPEROR GUILLLOTINE
SPIDER	SPIDER
DR. BOTANIS	DR. OVER
HARLEQUINN	BLACK DIA
FANGOR	RED COBRA
GOLDINOK	MISTER GOLD
DR. SNAKE	DR. SNAKE
METRON	METRO THREE
PROFESSOR HYDRA	PROFESSOR
DR. EINGALI	DR. GERMA
MUMMY MAN (SPACE MUMMY)	MEELER MAN
DRAKULAN	DRAKULAN

UNICORN AGENTS

U-1 COMMANDER AZUMA
U-3 JERRY MARNO
U-7 JOHNNY SOKKO
U-6 MAURIE HANAMURA
U-5

THE HISTORY OF ULTRA

Ultra, the Star of Light in the M78 Nebula

The Land of Ultra is located three million light years away from the Earth and is sixty times bigger than our planet.

Twenty-six thousand years ago the sun of Ultra exploded. The explosion brought total death and darkness to the greatly advanced civilization of Ultra. Many people died or escaped into space before a group of scientists, led by the Presbyter built an artificial sun. But the man-made sun emitted a lethal radiation (Plasma Sparks) to the people which was also killing them. These negative effects were counteracted by implanting a mechanical device inside every resident of Ultra.

After twenty thousand years of Plasma Spark bombardment, the people started to develop unusual powers...the Ultra Powers of vision, hearing, speed, telepathy and strength. Each power was an extension of that Ultra being's own natural ability. Those best gifted for combat were trained to reach an almost unlimited capability of flight, teleportation, temporal and dimensional travel and the power to alter their own size to either giant or microscopic proportions. The most powerful were able to create an incredible variety of destructive light rays.

Some fighters use special equipment of such unbelievable technology that it appears to be magic to human eyes. The fighting suit is also an extension of the being and power of each individual that it is a complete metamorphosis.

A device called the color timer is used to better absorb the solar power of sunlight. It is a crystal which acts as a conduit to give the Ultra being the energy to become an Ultraman. On a planet far from the sun, like Earth, the crystal provides a power charge of approximately three minutes. After those three minutes expire he must either fly closer to the sun or use a device to get a new boost of energy. The Color Timer also serves as a warning light when the power level reaches critical. It changes from blue to red then starts flashing. The crystal has one weakness: it loses all of its power absorbing properties under extreme cold.

Every Ultraman is chosen and trained by the Father of Ultra and then is assigned a sector in space by ZOFFY, the first son and Captain of the Ultra Fleet Battalion. There he will protect peace and battle the destructive forces in the universe.

THE STORIES

ULTRAMAN

One night in the sky of Japan, two strange lights emerged from the great unknown of space. They are followed by Hayata, a member of the Science Patrol. The Patrol is an elite organization which specializes in dealing with supernatural menace. One of alien spacecraft is Ultraman (A being from the M78 Nebula) who is in hot pursuit of Bemular. The space monster had managed to escape when they were passing through the solar system and headed for Earth. Hayata accidentally crosses Ultraman's path and the two ships collide. Feeling guilty for being so careless, Ultraman merges his life with Hayata to save him. He also gives him the Beta Capsule to summon Ultraman in the time of need.

ULTRA SEVEN

Known on Ultra as Fixed Star Observer number 340, Ultra Seven is sent to Earth to study and make a star chart of our solar system. While there, he's shocked to discover that many aliens from all corners of the universe are about to conquer our blue planet. Taking the form of a brave human he saw sacrificing his life for a friend he then improvises a name, Dan Moroboshi and joins the Terrestrial Defense Force. He uses his vast knowledge of the universe and his Ultra powers to foil the aliens plans.

RETURN OF ULTRAMAN

Following Ultra Seven's work, Ultraman Jack is sent to Earth as an invisible observer of human behavior. While two monsters are battling to the death in Tokyo harbor a young man named Hideki Goh is killed rescuing a little boy and a dog. Jack is so touched that he uses Ultra Fusion and resurrects Hideki. Goh then becomes a member of the Monster Attack Team because Jack feels that Earth is in need of an Ultraman once more.

ULTRAMAN ACE

Great evil beings from the Yapool dimension are about to conquer our world. At the first sign of invasion five Ultra Brothers, Zoffy, Ultraman, Seven and Jack land on Earth. A young man and woman (Seiji Hokuto and Yuko Minami) are killed trying to help other people. Their deaths were not in vain, as Ace grants them new life by dividing his life energy into the two Ultra Rings he gives them. For Ace to be released they must make light contact between the two rings. Splitting in to two people offers better cover from the eyes of Yapool. Joining the Terrible monsters Attacking Crew, they fight the Yapool's army of super mutated monsters.

ULTRAMAN TARO

The next Ultraman assigned as guardian of Earth is the youngest brother, Taro. In Japan a bold young man, Kotaro Higashi, has been invited to become a member of Zariba of All Territory after a heroic rescue. The Mother of Ultra has also selected him to be the human host of Ultraman Taro. Higashi gets a visit from the Ultra Mother and she gives him the Ultra Badge to summon Taro. However, on his first mission Higashi gets killed by Astromons. The Ultra brothers then travel through space and the dimensions and bring Higashi's body to Ultra where Taro's life energy is merged with Higashi's body to give him new life.

ULTRAMAN LEO

In the Lion Constellation, a great war between the planets Magma and Lion 77 resulted in the destruction of the Emerald Star, the sun of L77. Ultraman Leo is the sole survivor. Homeless, he then flies off into space to find Ultra. After a long voyage he lands on Earth for a much needed rest. He assumes human form as Gen Otori and gets a job as a martial arts and gym teacher. Suddenly the Earth is attacked by two great monsters led by an alien from Magma. Opposing the menace is the Monsters Attacking Crew led by Dan Moroboshi (alias Ultra Seven). Ultra Seven faces the invaders but is outnumbered and severely beaten until rescued by Ultraman Leo. Together they repulse the Magma invasion, but Ultra Seven is badly wounded. Back as Dan Moroboshi Seven realizes his injury is quite serious as he cannot regain his Ultra Seven form again. Leo then joins the M.A.C. to help Seven fight for peace on Earth.

THE ★ ULTRAMAN

Great magnetic disturbances are felt all over the world. The Earth Defense Squad is on the alert. The youngest member, Choichiro Hikari is called from the orbital space station to come back to Earth. On his way back he is intercepted by a strange light which pulls him into suspended time and space. There he meets Ultraman Jonias, a being from U40 who tells Hikari that the greatest invasion of all time is imminent. It is necessary to have an Ultraman on Earth. Jonias then merges with Hikari, to be released when needed via a star-gem called the Beam-Flasher. On U 40 an entire fleet of Ultra Fighters are preparing for that great intergalactic war in which Earth is to play an important role.

ULTRAMAN 80

Ultraman 80 is sent to Earth to answer the big question...WHY are there so many monsters on Earth? One of 80's theories is that dormant creatures are awakened or created by the evil all over the world. Ultraman 80 takes human disguise as a school teacher named Takeshi Yamato to see if the problem can be cured at the source by giving children a better education in human values. He also joins the Utility Government Members to fight danger threatening the world.

ULTRAMAN GREAT

On Mars Jack Shindo is the only survivor of an attack of the Goudes virus. He joins with Ultraman Great to get home and fight the Goudes invasion on Earth. He joins the UMA to be prepared to fight the virus wherever it appears.

ULTRA FIGHTERS M 78 NEBULA

ULTRAMAN KING: Max. size 48 meters, 56,000 tons
Flying speed mach 12; teleportation master
He was a great leading warrior of the early civilization of Ultra.
He now lives on a deserted island but is still treated with the utmost respect for his great wisdom and experience. The full extent of his powers are unknown, but his Magic Cloak and King Hammer are well-reknowned.

FATHER OF ULTRA: Max. size 45 meters, 50,000 tons
Flying speed mach 15
Founder of the Ultra Fighters, Protector of the Universe.
He personally teaches most of the Ultra Fighters the art of combat and sun power conversion. His powers are vast and uncanny.

MOTHER OF ULTRA: Max. size 40 meters, 45,000 tons
Flying speed mach 10
She is the medical chief of Ultra. She specializes in rays that heal rather than destroy.

ULTRAMAN ZOFFY: Max. size 45 meters, 45,000 tons
Flying speed mach 10
First son of Ultra and Captain of the Ultra Fighters fleet (marked by the three studs on his arms). He is the greatest strategist and strongest of all the brothers. He wears 12 medals of honor for doing many tasks, including stopping an army of monsters all by himself. He mastered the M 78 Ray, the most powerful ray of Ultra.

ULTRAMAN: Max. size 40 meters, 35,000 tons

Flying speed mach 5

The most experienced fighter, one of the best at hand-to-hand combat. He is best at the Spacium Ray and the Slicer-Ring.

ULTRA SEVEN: Max. size 40 meters, 35,000 tons

Flying speed mach 7

The most famous Ultra Fighter because he is the most cunning. His speciality are the Emulium Rays and the Eye-Slugger (a fantastic energy blade). Seven wears a Sun Power Absorbing Chest, which provides him with a nonstop energy charge, thereby eliminating the need for a Color-Timer with it's three minute power limit. The Power Chest is non-operational when frozen.

ULTRAMAN JACK: Max. size 40 meters, 35,000 tons

Flying speed mach 5

Mostly referred to as Shin-Ultraman (New or Second Ultraman) because his appearance is nearly identical to Ultraman, as are his powers. His speciality is the Spacium Ray and he also has the best weapon of the Ultra Fighters, the ULtra Bracelet.

ULTRAMAN ACE: Max. size 40 meters, 45,000 tons

Flying speed mach 20

Known as the Ace of Space as he has mastered the Ultra energy better than anyone. He can create an almost unlimited assortment of energy rays with this mastery. It also enables him to easily travel through time and dimensions. He is also best in using Ultra Barriers as a defense. His speciality are the Metalium Ray and the Ultra Guillotines. He wears the Power Absorbing Helmut which can give him a full recharge in a few seconds.

ULTRAMAN TARO: Max. size, 53 meters, 55,000 tons

Flying speed mach 20

The six brother is the legitimate son of the Father and Mother of Ultra. Specially trained by Father to become the most powerful Ultraman of them all, he is given the Ultra-Horns. These are the greatest of all energy absorbing devices, for with them he can absorb as many as six Ultra lives at once, becoming a Super-Ultraman. In this state he can create the Cosmo-Miracle Ray, the most powerful ray in the universe. Taro also wears the Ultra Chest Protector, an energy deflector. In his younger days he used to wear a small Ultra Bracelet, but later Mother gave him a much superior King Bracelet. His specialities are the Stolum Ray and the Ultra Dynamite.

ULTRAMAN 80: Max size 50 meters, 44,000 tons

Flying speed mach 9

One of the strongest and most agile Ultra Fighters. He has mastered the ability to transfer energy to increase his strength, striking with as much power as a ray attack. His specialities are the Sacksium Rays and the Buckle Beams (a multiple laser beam attack that burns anything into cinders).

PRINCESS YURIAN: Max. size 47 meters, 36,000 tons

Flying speed mach 6

Ultraman 80's girlfriend, even more acrobatic than he is. She is not as good as creating rays, but she is a master telepath. Her greatest ray is the Power Shot.

THE ULTRA TEAM: A special squad of three fighters trained for large creatures and grand scale emergencies. They all master the Granium Ray (a superior form of Spacium energy) and together they can combine their powers into a ray called the Synchro Beam.

ULTRAMAN CHUCK: Max. size, 79 meters, 68,000 tons

Flying speed mach 22

His specialty is the Ultra Bubble. He wears ten medals of honor.

ULTRAWOMAN BETH: Max. size 76 meters, 54,000 tons

Flying speed mach 23

Her greatest weapon is the Ultra Spout, the ability to shape or use water any way she wants.

ULTRAMAN SCOTT: Max. size 80 meters

Flying speed mach 24

The strongest of the three for he is a born fighter. He can create many powerful rays, including the Slicer Ring and the Ultra Energy ball.

ULTRAMAN GREAT: Max. size 60 meters, 59,000 tons

Flying speed mach 26

One of the strongest of the Fighters, and a very offensive fighter. He is the fastest of the Ultra beings. However, he is not as good in defense as some of the other Ultramen. His best weapons are the Magnum Shot and the Burning Plasma.

ULTRAMAN LEO and ASTRA: (From the planet L77 in the Lion Constellation.)

LEO: Max. size 52 meters, 48,000 tons

Flying speed mach 7

ASTRA: Max. size 50 meters, 49,000 tons

Flying speed mach 10

Both are extraordinary wrestlers and martial artists. However they lack Ultrafather's training in using Sun-Power energy to create rays. Leo has received an intensive training by Ultra Seven and eventually becomes a powerful fighter. Ultraman King also provides him with a mighty weapon: The Ultra Cloak, which can change into many weapons. Leo is best at the Cross Beam and Ultra Kick (using Ultra energy to increase the strength of his blows). Astra is best at Kick Boxing and the Iron Punch. Together they can produce the deadly Double Slasher Beam.

U-40 FIGHTERS: An immigration of Ultra into another galaxy. They have produced no less than 25 Ultra Fighters. Their best fighter is called Ultraman Jonias. Young and strong, he masters the Ultra Mind energy as easily as any Ultra from M78. With his girlfriend AMYA and best friends ELEK and LOTO they are the pride of U-40.

ULTRAMAN JONIAS: Max. size 70 meters, 50 000 tons

Flying speed mach 8

His favorite weapon is the Pranium Energy Ball.



Uncompromising Jackie

No longer haunted by the ghosts of Hollywood, Jackie Chan, at 40, has learned that making it big in America is not worth compromising his integrity.

BY DR. CRAIG D. REID

BORN APRIL 7, 1954, IN HONG KONG AS CHEN GANG, WHEN HE WAS nearly sold at birth to a British doctor for \$26 because his newly arrived-to-Hong Kong-immigrant parents couldn't afford to feed him. Jackie Chan looks on his early years with a strange kind of humor.

"Because I was a large fat baby, I was given the Chinese nickname A-Puo which means 'cannonball'. Then at age six, when I moved to Australia, my school teacher thought I said, 'Paul'. But because I couldn't pronounce Paul well enough, I was called Steve. When I worked on a construction site my friend thought Steve was no good so he introduced me as Jack Chan. I add on the 'Y' because Jacky has a better rhythm. Then Raymond Chow changed my name to 'Jackie'."

By any name, Jackie Chan has made himself one of the great stars of all time by adhering to uncompromising principles seldom found in the film industry.

Photo courtesy of Warner Bros.

Here's how Jackie Chan looked in *The Big Brawl*, his first American film, which was released through Warner Bros.

MASTERS OF KUNG-FU

Photo courtesy of Warner Bros.



I first met Jackie Chan in 1980, in a dark, dank coffee shop in the Ding Hoa section of Taipei City, Taiwan. It was shortly after the release of *The Big Brawl*, directed by *Enter the Dragon*'s Robert Clouse.

Jackie was so self-confident that even the women hanging all over his arms appeared uneasy. The two "gorillas" (bodyguards) at his sides were shoving people out of the way, clearing a path for Jackie. He laughed superstitiously and ignored all the struggling faces attempting to catch a glimpse of the biggest thing since the legendary Bruce Lee.

But why not? Raymond Chow's prosperous Golden Harvest Studio had hoped that Chan's arrival into the American movie industry could magically orchestrate the start of another international martial arts superstar phenomenon.

It never happened and to this day Clouse and Chan have still not spoken to each other. Thirteen years and 30 movies later, I was invited onto the set of the sequel to the now classic film, *Zui Chuan* or *Drunken Monkey* as Jackie's guest. I had no idea what to expect when I entered Golden Harvest's "Studio Number 2."

Jackie arrives

When I arrived on the set of *Drunken Monkey II*, the film crew was sitting together on a rubber-covered balcony that was especially built for the upcoming action fight scenes. They all chattered and smoked cigarettes, giving the air a peculiar blue haze. Suddenly, a strange, almost mystical silence filled the air as the immortal Jackie Chan strolled onto the set.

For a man nearly 40, his most conspicuous features were his thick floppy hairdo sporting a prominent comic nose. He was laughing and joking with the assistants as a small procession of children accompanied by their parents shyly walked toward him. Instead of ignoring them, he walked over toward the awe-struck group, took photos with each individual and then delivered his all-important message to the children.

"Don't practice gung-fu just to be like Jackie Chan, there is only one Jackie Chan. Stay in school, study hard, learn about computers. Education is more important than gung-fu."

The kids giggled, the parents bowed, they left and Jackie started filming. There were no women, no bodyguards, and no ego. The Jackie Chan I just saw was a far cry from the 1980 version.

Talking about the failures of his two main American film debuts, *The Big Brawl* and *The Protector*, to make it big in the U.S. market is a subject that Jackie finds unimportant to discuss. The reasons for America's rejection to Jackie's high-octane, action-fight, cartoonish-

like productions are only partially buried in racism. The American audience patronizes Third World films as lacking in plot, acting and poor technical ability. This is further accentuated by the poor-quality, low-budget, poorly dubbed, "takes two weeks to film" kung-fu movies seen regularly on late night American television.

Only Jackie

Chan's latest film project has no budget limit, no time limit, and Jackie's action sequences (no news here) put any American action actors' performances to shame. Yet Jackie doesn't want to be compared to Hollywood's biggest stars, because only Jackie Chan can do what Jackie Chan does, period. Fame in America is no longer important to him.

"Even if I do a film with geniuses like George Lucas or Steven Spielberg, no way I will be famous in America. Look at *Jurassic Park*; few people know the main actors' names—people remember

the dinosaurs and that it was a Spielberg film. But you take Stallone in *First Blood*, Stallone is good. Take T2 (*Terminator 2*), director good, special effects good, Schwarzenegger is nothing. Anyone can do his part. But in Asia everyone comes to see Jackie Chan in a Jackie Chan film, it doesn't matter what the title is or what the story is about. Only Jackie Chan can do it."

To comprehend Jackie's methods and views on martial art film, it is essential to understand the three main traditional genre of martial art film styles developed by the Hong Kong movie industry.

Chinese film first created the "Wu Xia Pian (Hero films)" in the 1920s. In these films, the heroes could fly, fight with supernatural martial art skills, control weapons with their minds and shoot "death

About the Author: Craig D. Reid is a Connecticut-based martial artist and freelance writer.

"I got a feeling that he is a loner. He takes it upon himself to do something only when Jackie Chan feels it is right; there are no external factors affecting this internal man. A perennial outsider, he seeks and expects no pity."

After many accidents, Jackie has finally begun using stunt doubles.



rays" out of their hands. It wasn't until the late 1960s when films became known as "Gung-Fu Pian" (kung-fu films), that movies' characters and fights assumed a more realistic tone where the main protagonist's skill levels were more believable. Bruce Lee and Chan elevated the Gung-Fu Pian to new heights, providing the impetus for countless imitations.

In the 1970s, Shaw Brothers financed the creation of the "Guo Shu Pian" ("Neo-Hero" films). Liu Chia Liang is credited for developing this new concept of fight choreography which eloquently mixed the old-style hero films with the popular savvy of the Gung-Fu Pian.

In the 1980s, Jackie introduced a new genre of film known as the "Wu Da Pian (fight films using martial arts)", in which he combined athleticism, martial arts and dangerous stunts. Currently, most films made in Hong Kong emulate Jackie's inventive Wu Da Pian methodology.

"When I invented my style of Gung-Fu Pian, everyone copied me. I like that, it forces me to be more creative," he notes. "For ten years I wanted to make a sequel to *Drunken Monkey*. It was such a great film that I had never felt confident enough to make it. But then everyone made the same kind of film, so I developed a new wave genre of martial film, the Wu Da Pian, through my police films."

Good timing

He takes a deep breath, nods and sighs, "Then I see many many Wu Xia Pian come back (Tsui Hark's films), then Gung-Fu Pians with flying characters." He shakes his head and continues. "Real Gung-Fu Pians are difficult to make well, so I decided the time was right for making, *Drunken Monkey II*."

"Take Stallone in *First Blood*. Stallone is good. Take "T2" (*Terminator 2*), director good, special effects good, Schwarzenegger is nothing. Anyone can do his part. But in Asia everyone comes to see Jackie Chan in a Jackie Chan film, it doesn't matter what the title is or what the story is about. Only Jackie Chan can do it."

For sale

When talking to Jackie, he never speaks about others involved in his life or of those that may have influenced him. I got a feeling that he is a loner. He takes it upon himself to do something only when Jackie Chan feels it is right; there are no external factors affecting this internal man. A perennial outsider, he seeks and expects no pity. This can be seen in many of his films. He usually plays the single protagonist in an industry that prefers using groups of protagonists. This ironically reflects his childhood.

Born April 7, 1954, in Hong Kong as Chen Gang Shen, he was nearly sold at birth to a British doctor for \$26 because his newly



Jackie credits much of his success to intense training during his childhood with the Peking Opera troupe.

arrived-to-Hong Kong-immigrant parents couldn't afford to feed him. He looks on his early years with a strange kind of humor.

"Because I was a large fat baby, I was given the Chinese nickname A-Puo which means 'cannonball'. Then at age six, when I moved to Australia, my school teacher thought I said, 'Paul'. But because I couldn't pronounce Paul well enough, I was called Steve. When I worked on a construction site my friend thought Steve was no good so he introduced me as Jack Chan. I add on the 'Y' because Jacky has a better rhythm. Then Raymond Chow changed my name to 'Jackie'.

After a year in Australia, Jackie was sent back to Hong Kong alone. He changed his name to Yuen Lou after signing a ten-year contract to learn Chinese Opera from Yu Zhan Yuen. Later, he became Chen Yuen Lung, then Chen Lung.

At age eight, between the 17 hours of intense opera training, he would appear in old-style Hong Kong singing films. He even appeared in *The World of Suzie Wong*. From 1962-1982 he has credits in 28 films, but this does not include all his appearances as an extra or his important break when he was the stunt double for the dreaded Mr. Suzuki in Bruce Lee's *Ching Wu Men* or *Chinese Connection*.

Intense training

Jackie's face becomes reminiscently serious.

"The days at opera school were very long. Everyday we would train from 5 a.m. to midnight, and anyone caught taking it easy would be whipped and starved.

"I don't know how the intense training affected me as a child or shaped me as an adult. When I joined the school, I want to learn gung-



fu. I was asked if I want to join for three, five or ten years. I didn't know how long these times were, so I just chose ten years. Oops, waaa, a looong time. All I know is that I draw all my creativity for fight directing from those years of arduous training. I would never put my kids through it and would never tell anyone to do the same thing."

His first movie as a fight choreographer was in a 1972 film, *Police Woman*, followed by his first main character appearance in an unreleased film, *Little Tiger of Canton*. After a string of unusual films, including his part as a country bumpkin being seduced by a sex-starved girlfriend in *All in the Family*, his first released main character role was in the film, *Hong Kong Passenger* (1974).

Cursed as the next Bruce Lee, between 1976-1978 he starred in a series of seven kung-fu quickie film flops. Later in 1978, while on loan to another studio, Chan's fame exploded when his comic gift was discovered. In *Snake in the Eagle's Shadow*, Jackie plays a bumbling bumpkin that learns to fight in spite of himself. Jackie's new comic bumpkin persona, intermingled with his patented face-folding grimaces, were carried over into a series of similarly produced films.

When Chan moved to Golden Harvest, he dropped his bumpkin character, and with it the death of the Gung-Fu Pian started. Chan emerged with his new comedic style Wu Da Pian that took on the innocence of Charlie Chaplin's "punchiness" and Buster Keaton's dare-devilish giddiness. These two classic giants of the silent film era became his peers.

Returning to the root

But now Jackie has returned to the foundation of his fame.

Drunken Monkey II centers around Jackie playing the "Robin Hood" of China, the classic hero, Huang Fei Hung. Tsui Hark has re-established interest in the legendary Huang through his *Once Upon a time in China* movie series. In fact, Jackie sang the main theme song for *Once Upon a time in China II*.

Briefly, the 106th film about Huang is about foreigners smuggling Chinese treasures out of the country. Jackie (Huang) discovers this, and is mistakenly accused of being involved with the evil foreigners by the character played by Liu Chia Liang. Liu and Jackie's confrontation involves a phenomenal fight scene shot above, below and around a moving train.

"We have been filming this for nine months already. People say Jackie Chan is slow, because I have no budget limit and no time limit for shooting. I like to have a schedule, but it is important not to hurry the fight scenes. In order to fight there must be the right mood or it won't look good on camera. Everything must have a reason to be in the fight and each shot must make the audience go, 'Waaaa!'"

Indeed Chan's films have been making the audiences go "Waaa"

for almost 20 years. However, Jackie has always tried to steer away from the old-style martial art films.

"I don't like the Wu Xia Pian, the flying, the exaggerated kung-fu skills, it's not real," he says. "Anyone can fly and be Superman or Batman, but everyone can't do my style of filmmaking. Only special people can do this, normal people can't do this. Besides, Wu Xia Pian have a small market, but my market is large because people know what I do is real. There is still a great demand for the type of film I do."

Jackie also enjoys great demand in his lucrative singing career. His music videos constantly bombard Hong Kong and Taiwan television and one even sees his videos featured between inflight movies on plane trips to and from Hong Kong.

His face is smattered on posters, magazines and he always takes time out for charity and public service announcements. If Jackie Chan's name is associated with a product, it's a sure-fire seller.

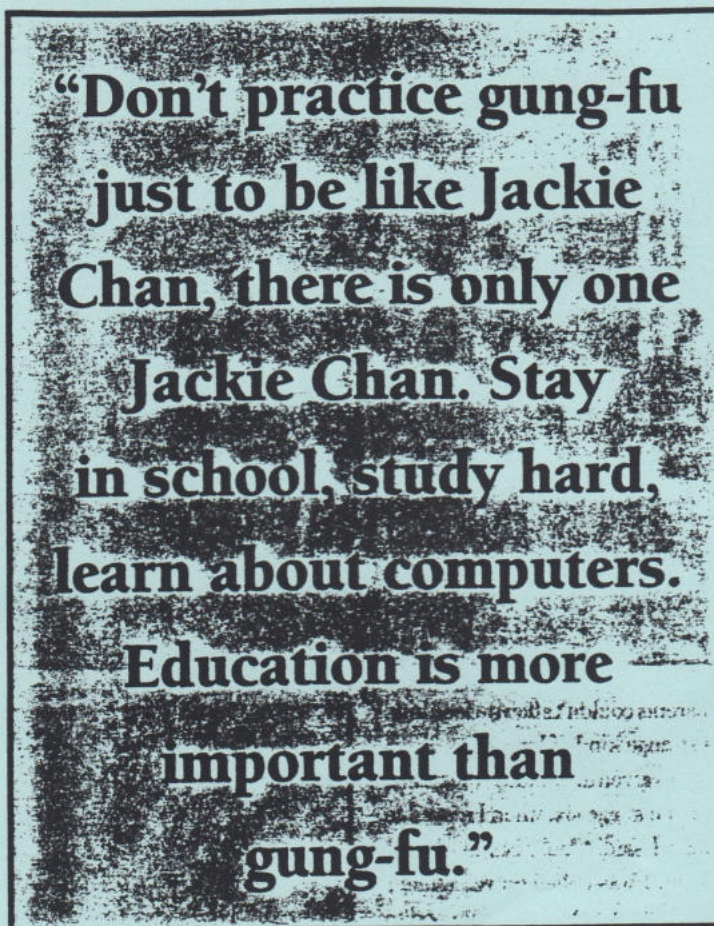
Cameo cash

Case in point. In a recent November release, Jackie has a short cameo appearance in the film, *Project S*. He did it as a favor to a new director friend that he feels has good potential. In Hong Kong, if a director's first film makes no money, the career is over. So the movie posters and newspapers feature a large bust photo of Jackie only mentioning his cameo roll in small print. The film did well.

He reluctantly discusses yet another recent film, *City Hunter*.

"I was not happy with this film," he admits. "Financing was from Japan so it was made for the Japanese audience. The director was given three months to complete the film so the fights don't have the correct emotion in it."

However, Jackie is quite proud of his most recent starring role in *Crime Story*. This film is very different for me. It is based on a true story of how a policeman recovers a kidnapped child. It was a serious







Jackie's action scenes are always filmed in a way to guarantee their authenticity.

dramatic piece, with none of the typical Jackie humor and the fights are something I have never done before, they are more realistic. Chan's efforts have earned him a Golden Horse nomination (Chinese Oscars) for best dramatic actor. Jackie hopes to do more dramatic roles in the future.

Essentially, the characters that Jackie plays are basically an extension of himself. Just like the bumpkin, cop or adventurer/explorer roles he portrays as giving it their all for the good of the final conquest, Jackie sacrifices his body and soul to entertain the audience. As a bumpkin, groups of spears and large bladed knives poke around his eyes and neck, missing him by millimeters; as a cop he free falls from 50-foot clock towers and jumps 15 feet through the air to grab onto a 70-foot length fireman's pole, slides down through exploding lights then smashes through several awnings; as an adventurer he leaps off a mountaintop onto a passing-by passenger balloon and almost falls off-balance on the edge of three-story high water tower while still fighting off his pressing-forward assailants. The scenes appear purposely designed to provide heart-stopping proof of Chan's commitment to his audience.

Jackie's stunts are shown as multiple takes of multiple camera angles, repeated in quick succession and always filmed in a way to guarantee their authenticity and that he is the man doing it.

As one critic puts it, "A Jackie Chan movie is also a Jackie Chan documentary."

This is exemplified by Jackie often using his own name as his main movie character. He has also used his name in the movie's title (i.e.,

"Twin Jackie Chan").

"This movie was made in celebration of the formation of the Hong Kong Director's Guild," Chan explains. "In one scene I conduct an orchestra, all the musicians were played by all the members of the Director's Guild, even Tsui Hark made a cameo appearance."

Chan makes his "docudrama" point more clear by cleverly choosing outtakes from his films and showing them at the end of the movie. (Borrowed from his *Cannonball Run* films). These scenes usually include either repeated failures of one of his physical bits that look so simple during the film or shots of himself being dragged away by an ambulance when a stunt goes awry. This brings his contribution to his films up to another level of discipline and dedication, it reflects his willingness to fight for success and amplifies his pledge to audience satisfaction.

He is quite aware of how his fans perceive him.

"I make films now because it is my hobby. I don't need the money so I must be happy with what I do. I won't compromise my artistic value as a fight choreographer and I won't play the bad guy. My fans in Asia expect me to be funny and be the good guy, I won't disappoint them."

This is why he turned down a most lucrative offer from Michael Douglas to star as the head antagonist in *Black Rain*.

What's next for Jackie Chan? A part playing opposite Sylvester Stallone in *Rambo IV*?

Jackie just smiles. I couldn't tell if he nodded or if it was just a cleverly disguised shoulder shrug. Whatever the answer, movie history will be made.

ULTRAMAN FLIES ACROSS THE PACIFIC

The silvery skin-tight giant finally comes to the U.S. for his domestically produced debut on the American sci-fi small screen.

On July 17, 1966, a legend was born. A 300-foot-tall superhero dressed in red and silver skin-tight leather with a glowing and goggled silver helmet appeared for the first time on Japanese television. He was called *Urotoraman*. The brain child of Eiji Tsuburaya, the same guy who created Godzilla, *Urotoraman* was the first Japanese color TV show for children. Running a total of 39 episodes, *Urotoraman* spawned a series of toys, comics, clothing, silverware and school supplies, a product line that rivals those of *Star Wars* and *Jurassic Park*. Eventually, *Urotoraman* spawned other TV shows including *Ultra Seven*, *The Return of Urotoraman* and *Urotoraman Ace*. In the '70s, the series was dubbed

from deadly monsters attacking from the depths of space. Ultraman himself is played by stuntman Scott Rogers, who is probably one of the sweatiest guys in TV land. Shooting in the ultraheat of the San Fernando Valley, Rogers had to change costumes about four times a day due to the sweat build-up inside his rubber costume. The producers could tell it was time for him to change when they noticed sweat dripping from his elbows. In addition to the heat, bees and wasps hung around the set, attacking anybody that opened up a can of Coke. Most of the crew drank water.

All new costumes, sets and monsters were created for the reworked series, but little else has changed from the original—



The new and improved Ultrahelmet.



Monster designer Kevin Hudson crouches around on the set of *Ultraman: The Ultimate Hero*.

into English, retitled *Ultraman* and imported to the United States.

Though Ultraman's popularity never reached the peak Stateside that it did in Japan, Ultraman is alive and well in Los Angeles and enjoying a new series entitled *Ultraman: The Ultimate Hero*, which will be syndicated nationally in mid-1994.

FILM THREAT went to the set of *Ultraman* and got a behind-the-scenes look at the making of the series, which stars Harrison Page, Robyn Bliley, Roby Roy Fitzgerald, Sandra Quibord and Kane Kosugi as members of the Worldwide Investigative Network Response team—Ultraman's allies on Earth who help him save it

just updated for the '90s. Creature creator Kevin Hudson was kept busy developing four different "Ultraman masks, each with its own special features, such as an intercom system and illuminated eyes. The cost of each Ultraman costume was around \$7,000, with some of the bigger ultramonsters, such as Zambora and Gomora, costing upwards of \$14,000. That's a lot of money for a big rubber costume.

Will a giant superhero in a flashy red suit catch the zeitgeist of America's TV viewing public? Only if the couch potato monsters let the hero grow.

The man in the metallic rubber suit, Ultraman.

