

SUPER7

JAPANESE TOY CULTURE

SUPER7™



BEATNIK MONSTER MAYHEM-THE ART OF **TIM BISKUP**

JAPANESE TALKING VINYL

SECRET BASE / TIGER 7 / UNKL / CIRCUS PUNKS
RALPH COSENTINO & U.F.O. TOYS / A DIE-CAST HISTORY
ART BY BRENDAN MONROE / BOB CONGE & SCOTT SAW / EXCLUSIVE TOYS

ISSUE 9

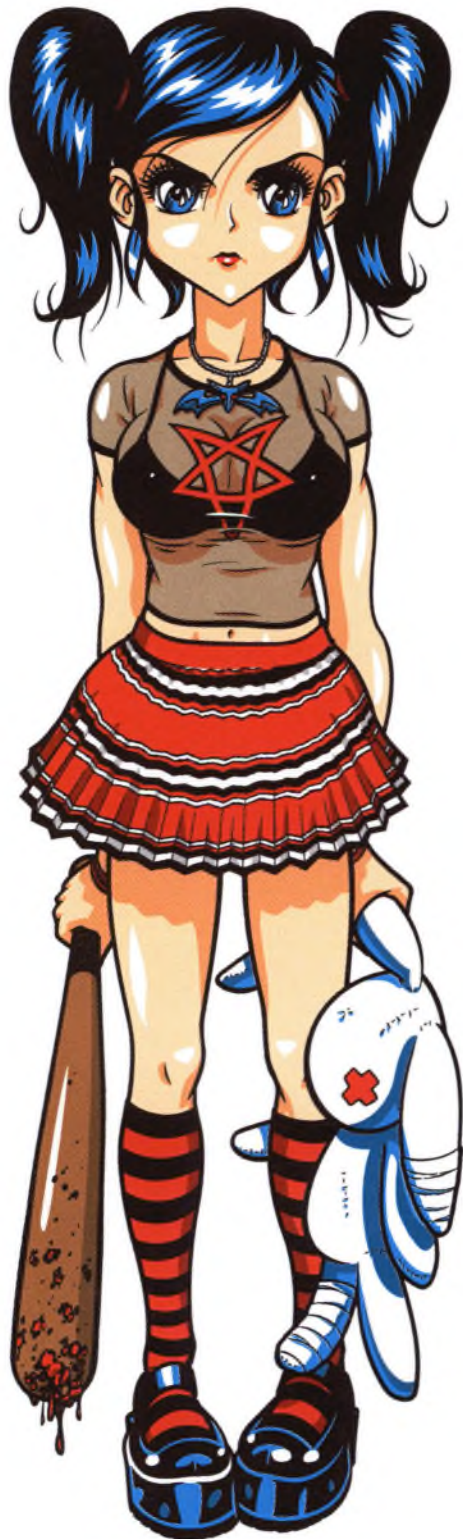
JUMBO MACHINDERS
VINTAGE VINYL KAIJU
DIE-CAST ROBOTS
DESIGNER VINYL
ORIGINAL ART
& MUCH MORE!



\$5.95 US / 9.25 CAN



01 >



タツノミ クライン
HOOKUPS



Death Bunny 7.625 X 31.50



Lucinda 7.625 X 31.44



Tentacle Schoolgirl 7.625 X 31.50



Devil Trio 7.813 X 31.88

TABLE OF CONTENTS



_026



_028



_034



_042



_046



07 Editorial

09 Super7 Events

12 Toy Exclusives

17 Toy News

19 Ralph Cosentino of U.F.O. Toys by Mark Nagata

20 Garbage Digger by Takeshit

21 Scopedog by Roger Harkavy

22 Vintage Die-Cast by Steve Agin

24 Circus Punks by Chad Hensley

26 UNKL by Justin Kovalsky

28 Secret Base by Brian Flynn

34 Japanese Talking Vinyls by Tom Franck

42 Tiger7 by August Ragone

44 Tim Biskup Interview by Geoff Allen

56 Tederos - Part 3

59 Art Gallery with Brendan Monroe, Bob Conge and Scott Saw

M-WORLD SERVICE

LOOKING FOR JAPANESE ITEMS?

1 / JAPANESE AUCTION SERVICE

WE CAN PLACE BIDS FOR YOU ON ANY JAPANESE AUCTION SITE.

2 / SELLING SERVICE

WE CAN SELL YOUR ITEMS ON JAPANESE AUCTION SITES.

3 / PURCHASING SERVICE

IN ADDITION, M-WORLD SERVICE CAN HELP YOU SEARCH FOR RARE AND HARD TO FIND ITEMS!



WWW.M-WORLD-SERVICE.COM
M-WORLD-SERVICE@SALES.FFN.NE.J

MONSTERS ARE INVADING!!! Scientists, generals, & musicians from around the world gather to develop an audio-energy-super-weapon of massive proportions. The future of mankind now rests on an eclectic mix of rock, pop, punk, electronic, jazz, alternative, hip-hop and more! This top secret project is called...



KAJUICE

THE
SUPER 7

ROCKET WORLD



ANDROID



Winter 06



Fall 05



Summer 05

MECHABOT: A HERO REFORGED

Watch Your Back!

Baki is Coming!



BAKI
THE GRAPPLER
WARRIOR REBORN

At least once in his life, every man will dream
of becoming the strongest man alive.
Train...Fight...Feel the Glory of the Win...
And the Shame of Defeat.
You Have Been Challenged!

Coming to the U.S. on DVD **June 14th**



Baki the Grappler - Entering the ring at a retailer near you.
www.bakithgrappler.com

©ITAGAKI KEISUKE•FREE-WILL Licensed by FUNimation® Productions, Ltd. All Rights Reserved.



Super7 Magazine, Volume 3 Issue 1 - June 2005

Publisher
Super7 Media, Inc.

Founders
Mark Nagata / Brian Flynn

Editor
Justin Kovalsky / justin@super7magazine.com

Design
Brian Flynn / Geoff Allen
Hybrid Design, Inc. / www.hybrid-design.com

Contributing Editor / Ad Sales
Chad Hensley / chad@super7magazine.com

National Advertising Director and Sales
Jeremy Kove / munsonindustries@aol.com

Retail Director
Devon Morf / devon@super7store.com

Gracious Contributors

Tim Brisko, Takeshit, Kirk Taniguchi, Tom Franck, Jim Maitland, Warren Schwartz, Steve Agin, Hiddy & Secret Base, August Ragone, Brendon Monroe, Bob Conge, Scott Saw, Tim Biskup, Roger Harkavy, Kaminaga-san of Marusan Toys, Steve Forde, Pushead and Masako, Tree.

American Distribution
Tower Books, Diamond Comics, Ingrams Periodicals and Last Gasp.

Japanese Distribution
Presspop, Inc. / www.presspop.com

Other International Distribution
mark@super7magazine.com

Printing
Transcontinental Printing/ LGM Graphics
attn: Mike Bradley 1.800.661.0052 x24
Printed in Canada

Editorial / Submissions
mark@super7magazine.com

Contact / Goodie Boxes
Super7 Magazine / P.O. Box 330235, San Francisco, Ca. 94133
415.409.4701 / www.super7magazine.com

Retail Location
Super7 Store / 1630 Post Street, San Francisco, Ca. 94115
415.409.4700 / www.super7store.com

Legal

The advertising and articles appearing within this publication reflect the opinions and attitudes of their respective authors and not necessarily those of the publisher or other persons affiliated with this publication. All rights to the photographs, artwork and articles contained in this publication are copyright owned by their respective creators. All rights to any character names and/or likenesses are copyright owned by their respective owners, and no assumption of ownership is made by this publication. Everything else contained herein is ©2005 Super7 magazine, and may not be reproduced in part or whole without written permission from Super7 magazine as well as any contributors if applicable. In the end, it's a magazine about toys - so relax.

EDITORIAL
BY CHAD HENSLEY



Illustration by Mark Nagata

WARNING!

You're about to witness a titanic transformation. See monstrous metallic wings unfold before your very eyes. Hear gigantic iron hinges swivel open to reveal glinting rows of snapping razor teeth. Feel the velocity as gargantuan strides churn up earth, moving directly towards you at an alarming speed!

Beware, Super7 is about to transform. Expanding in size and scope, the Super7 crew has been slaving away at all hours to bring you the very best (and only!) all-English Japanese toy culture magazine. We've kidnapped the talented Justin Kovalsky (a former editor of *Newtype USA Magazine*), injected him with Super7 secret science serum, and locked him in our secret hideout. Along with entertaining, in-depth articles on today's hottest designer toys and classic Japanese character toys, Super7 coverage will include more mind-blowing art, wild music, riveting anime, and amazing manga than ever before. So hang on tight. We're about to blast off.

In the meantime, Super7 #9 is a taste of what's to come. Check out the see-thru skulls of the Secret Base army. Tom Franck (former editor of *CoolJapaneseToys.com*) tackles nearly four decades of Japanese talker toys. Tiger 7 rips and roars with clawfuls of vintage goodness. Then, get inside the head of crazy critter creator and artist extraordinaire, Tim Biskup, in our massive cover story on page 46. This issue's new toy spotlights include U.F.O. Toys, Circus Punks, and the latest offerings from UNKL. Speaking of hot new toys, you'll notice that we have some new exclusive figures available with this issue! Should you decide to subscribe, even more exclusives can be yours through our special subscriber-only offers.

Now all you have to do is buckle up and absorb the goodness. But if you'd like to go toy crazy and get involved with Super7, we're always looking for talented writers with unique insights into Japanese pop culture. Drop our new editor Justin a line at justin@super7magazine.com and tell him what's on your mind!

Chad Hensley
Super7 Headquarters / 06.23.2005

ISSUE 8 CORRECTIONS

Thanks for translation help to **Lemi Hayashi**

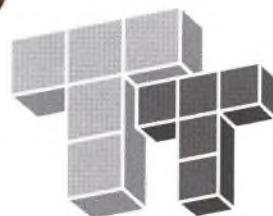
Koji Harmon's Micronaut book can be ordered from this email: cometdebris@gol.com

TOYTOKYO

TT.com exclusive!



NOSFERATU IS HERE!



WWW.TOYTOKYO.COM

produced and manufactured by

360TOYGROUP
2005

Exclusive Nosferatu by Futura. Only 200 pieces available. Sales@toytokyo.com • 212-253-8699

JAMES JEAN DRAWS A MOB

IT'S BEEN A CRAZY and fun couple of months at the Super7 store, but the magic and madness was magnified on April 8th when popular comic artist James Jean made an appearance. Kicking off his month-long in-store art show, Jean warmly greeted fans as he signed copies of his latest art book *Process Recess*. (Each copy that sold in the store came with a custom Super7 bookplate.) Every last bit of the Eisner Award-winning artist's original art sold out on the first night of the show, but that came as no surprise—after all, the store was packed with fans of his wonderfully stylish and hyperkinetic illustrations. If you're not familiar with Jean's work from the covers of DC Comics' *Batgirl*, *Green Arrow*, or from the cover of rock starlets The Donnas' most recent album, then pry open those sleepy eyes, and head on over to www.jamesjean.com



KIKAIDA FOR LIFE

NOT ONLY DID Ban Daisuke, the popular Japanese actor who played the TV super hero Kikaïda in the 1970s, attend this year's Wondercon as Super7's guest, he graciously made a special in-store appearance on the evening of February 21st. Fans from far and wide came to meet their favorite TV star and to share nostalgic anecdotes about the old-school charms of *Kikaïda*. If you've ever wanted to see fully grown, surly men who ride motorcycles wax sentimental over vintage Japanese super heroes, this event was your chance to witness the sight. We're not sure why Kikaïda inspires so much emotion in such a wide range of people; maybe it's his sad, sad guitar playing. But one thing we know for sure is that die-hards have loved this show for over thirty years, and there's no end in sight. Pictured here, Ban-san sports the new Super7-designed Kikaïda T-shirt.



SUPER7 HITS THE AIRWAVES

WHAT DO JET LI, Dan the Automator, and the Super7 crew have in common? They've all recently been featured on Pacific Fusion, a TV program airing in San Francisco and Hawaii that focuses on strong role models in the Asian community. The show's host, former Miss Universe Brook Lee, visited the store and picked the Super7 gangs' brains about Japanese toys, making the magazine and designer toy culture. In other small screen news, Super7 and its co-founder, Mark Nagata, were recently profiled by StirTV. The folks at Stir offered a cool, inside look at the world of Super7 and its myriad projects.

www.pacificfusiontv.com
www.stirtv.com



GIRLS NITE JAPAN

ON MARCH 27TH, Super7 played host to two all-girl Japanese punk bands, the Titan Go Kings and TsuShiMaMire. Both bands are on the up-and-coming Benteen Label and they dropped a solid dose of pop-punk energy on the heads of a sizeable San Francisco crowd this lazy Sunday afternoon. The all-girl Benteen label offers up a substantial sampling of Japanese punk and indie-rock. Check them out at www.sister.co.jp/english.com



Titan Go Kings

TsuShiMaMire

SUPER7 UPCOMING EVENTS

ULTRAMAN NEXT MOVIE PREMIERE

Los Angeles - June 25, 2005

San Francisco - August 26-27, 2005

Santa Monica - July 2, 2005

Montreal - TBA, 2005

SAN DIEGO COMIC-CON July 14-17, 2005

G-FEST July 8-10, 2005 (Exclusive CCP Giant Hedorah for sale)

BATTERIES NOT INCLUDED ART SHOW November 19, 2005

!Story Image Figure!



HELLSING EXCEL SAGA **TRIGUN** Maximum RUROUNI KENSHIN

IS YOUR COLLECTION COMPLETE?

find out at www.YamatoToysUSA.com

then visit Yamato USA at the San Diego Comic Con July 14-17



Hellsing © Kouta Hirano/Shonengahosha, Trigun Maximum © Yasuhiro Nightow/Shonengahosha
Excel Saga © Koshi Rikdo/Shonengahosha, Rurouni Kenshin © N. Watsuki/Shueisha•Fuji-TV•SME Visual Works Inc.



THE KAIJU ON THE WALL

THERE WAS JUST no way it could stop with toys. After all, the Neo Kaiju Project is one of the hottest designer toy lines of the past year. Now, with the release of this limited-edition set of Neo Kaiju giclee prints, fans of the figures (and of the incredible artists who created them) can hang a little piece of the project right in their very own living rooms.

This 11x14 inch set contains nine prints touting all-new art based on the Neo Kaiju characters. Limited to just 300 pieces, the sets are each hand-signed by artists Gary Baseman, Tim Biskup, Seonna Hong, Kathy Stacio Schorr, and Todd Schorr. Perfectly packaged in a cool, custom-designed box, the print set will debut at San Diego Comic-Con, July 13-17th. Be sure to stop by the Super7 booth to pick up a set and to take part in a special group signing with the Neo Kaiju artists!



JOIN THE CLUB

IT'S BECOME A familiar scenario in the designer toy scene. One talented toy maker creates a customizable figure, and then dozens of potent artists paint the toys with panache. The result is always one insane art show! Such was the case on March 4th when the Funny Club show hit the Rotofugi store in Chicago. Over 140 figures were on display, each one decorated by a different artist. Their canvas? A blank, 4 inch Funny Club figure created by Taiwanese toy maker, b.b.birdy. Participating artists included Gary Baseman, Frank Kozik, Brendan Monroe and Super7's Mark Nagata. The Funny Club show will be traveling to select locations across the globe in 2005!

www.bbbirdy.com



GET SHOCKED!

REALLY, THERE'S NOTHING else in the world like Kaiju Big Battle. Chock full of Japanese-style monsters that pummel each other in real-life wrestling rings, KBB is back in their second DVD release, *Shocking Truth*. This time, the familiar mix of *KBB's* mélange of monster guts, pile drivers and crackpot science fiction. One standout segment features the debut of *KBB's* latest hero, Neo-Teppen; he's an undeniably sly parody of vintage Japanese TV heroes complete with kung-fu moves and a retro theme song. Call this disc an evolution. Call it utter chaos. But whatever you call it, know this: It's an unabashed festival of madness crafted for kaiju fans and pop-culture junkies alike.

www.kaiju.com



SUPER7 TOY EXCLUSIVES

MARUSAN GIANT-SIZE GODZILLA

Don't let your eyes fool you! While the original Marusan Godzilla is just 9" tall, this giant-size replica of the original figure stands a whopping 15"! This Super7 exclusive version is made of glow-in-the-dark vinyl, and painted to resemble the rare Hawaii Godzilla paint variant. Green spray with gold spines, this figure is limited to only 50 pieces!

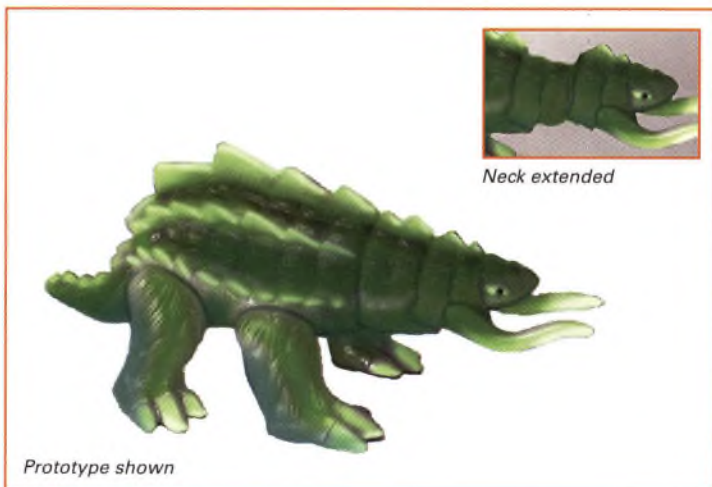
Payment of \$180.00 + \$15.00 shipping



GAZLAR

An original creation by the Japanese company Dream Rocket, Gazlar is made of glow-in-the-dark vinyl and has a super-cool telescoping neck that can extend 3" to attack enemies. Made only to the number ordered, these figures are severely limited. Don't miss your chance to own this awesome toy!

Payment of \$60.00 + \$8.00 shipping



SUPER7 GHOSTFIGHTER

A custom collaboration with Secret Base of Japan, the Ghostfighter is made of transparent gray vinyl with red paint, is limited to 100 pieces and is available only through Super7.

Payment of \$40.00 + \$6.00 shipping



SUPER7 HAZMAPO

Straight out of the UNKL research laboratories, this "danger zone" HazMaPo has been customized by the Super7 crew. The dark red, orange and gray version of the toy is sure to keep you safe from danger. Limited to 100 pieces.

Payment of \$15.00 + \$6.00 shipping



SUPER7 T-SHIRTS

\$22.00

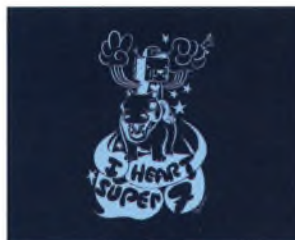
AVAILABLE IN S / M / L / XL / XXL



SUPER7 ARTIST SERIES T-SHIRTS

\$22.00

Starting this issue, we're offering a whole new batch of exclusive t-shirts. Featuring original art by James Jean, Bwana Spoons and Mark Nagata, you can now proudly own the coolest in artist designs courtesy of your friends at Super7.



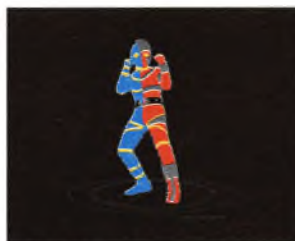
BWANA SPOONS



JAMES JEAN



KIKAIDA BY MARK NAGATA



KIKAIDA BY BRIAN FLYNN



ROBOT BY BRIAN FLYNN

ISSUE 01

\$15.00 { 15 left! }

ASTRO-MU
KIKAIIDA
ULTRAMAN
GODZILLA TOYS



ISSUE 02

\$10.00 { 25 left! }

KIKAIIDA TOYS
ARK DIE-CAST
JUMBORG ACE
HEDORAH OVERVIEW



ISSUE 03

SOLD OUT

OPTIMUS PRIME
INAZUMAN
ROBODACHI
BULLMARK TOYS



ISSUE 03 - LTD

\$9.00 { 25 left! }

OPTIMUS PRIME
INAZUMAN
ROBODACHI
BULLMARK TOYS



ISSUE 04

SOLD OUT

DEVILMAN
PUSHEAD
CLEAR VINYL
MECHAGODZILLA



ISSUE 05

\$5.95

BOOSKA
GARY BASEMAN
DOUGRAM
AKUMAIZER



ISSUE 06

\$5.95

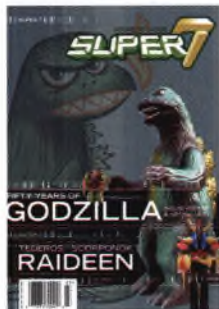
ALEX ROSS
GATCHAMAN
MIRRORMAN
ANGILAS



ISSUE 07

\$5.95

GODZILLA 50TH
ANNIVERSARY ART
AND TOYS
RAIDEEN
TRANSFORMERS



ISSUE 08

\$5.95

GODAIKIN
MASCHINEN KRIEGER
UGLY DOLLS
SUPERSOL



Call the Super7 store at 415.409.4700 or visit the Super7 store site at www.super7store.com to order the above exclusive toys, subscriptions and t-shirts. Subscriptions are \$28 per year (four issues). New and current Super7 subscribers will have access to subscriber only offers (exclusive t-shirts, art prints and toys). Be a part of the Super7 crew and subscribe today. All major credit cards accepted. When ordering back issues, please add \$5.50 for postage. Back issues are sent via US Priority Mail. All subscriptions are mailed in a sturdy envelope via US Postal Media Mail. All prices are for the United States only, and subject to change. **CA residents must add 8.5% sales tax.** Please email info@super7magazine.com for international postage quotes.

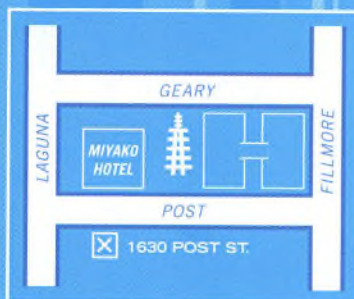
Please send check or money order (do not send cash) to:

SUPER7 MAGAZINE // ATTN: ORDERS
P.O. Box 330235, San Francisco, Ca. 94133

SUPER7

WORLDWIDE DESIGN CULTURE

ORIGINAL ART
LIMITED PRINTS
DESIGN BOOKS
MAGAZINES
ZINES
JOURNALS
STATIONERY
NOTEBOOKS
POSTCARDS
ACCESSORIES
TOTES
T-SHIRTS
SWEATSHIRTS
JACKETS
BAGS
TOYS
ROBOTS
MONSTERS
HEROES
TRANSFORMERS
GODZILLA
ULTRAMAN
BLYTHE
MOMOKO
BOOSKA
KINDER EGGS
...& MORE!



SUPER7 STORE

1630 POST ST.
SF / CA / 94115
415.409.4700

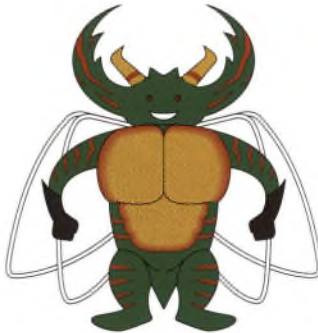
SUPER7STORE.COM
SUPER7MAGAZINE.COM

MAX7

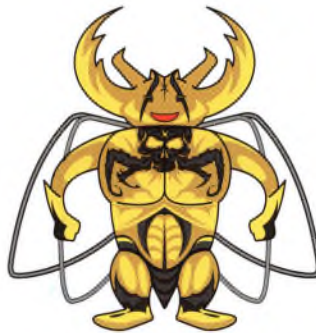
SUPER7 HAS BEEN ultra-busy lately cooking up a ton of new toy projects, the most recent of which is Max7. Designed by Brian Flynn, Max7 is an amalgamation of a Japanese beetle and super heroic style. The vinyl Max7 figure stands at six-inches-tall, is made of vinyl and boasts clear injection-molded wings. The first Max7 figures to be released are The Black Wasp, Amazon (an homage to Kamen Rider Amazon) and an exclusive version painted by the creators of Circus Punks! These cool toys will be available this summer and more Max7 figures painted by guest artists will be announced very soon!



THE BLACK WASP



AMAZON



CIRCUS PUNK EXCLUSIVE

SUPER7 MYSTERY TOY



COMING SOON

KITTYFIRE

IT'S A RARE thing when a US toy company gets to release a cult-classic monster from an old-school Japanese super-hero show. But that's exactly what's happening with Super7's and Tsuburaya's Kittyfire collaboration! This *Mirroman* villain may not be as high profile as a Mothra, but the people who love Kittyfire *really* love Kittyfire. The fiery vinyl fiend stands 15-inches-tall and will be released in four different colorways. Only 500 total pieces will be made, so if you're a Kittyfire fanatic, look out for the toy this summer.



Prototype sculpt



STEVEN THE BAT

THIS NEW VINYL toy from art madman and Super7 columnist Bwana Spoons is more than a nifty plaything. Steven is just one creature from Bwana's burgeoning universe of characters called My Peebles. Though Steven plays drums in the heavy metal band Soft Crusher, his main love in life is jelly filled bagels. According to Bwana, Steven will do just about anything to find his favorite snack. "A lot of Peeple think Steven is out for blood, but he is a fruit bat, and really just has a thing for jelly. The bagel is just the best vehicle for the jam," Bwana says. The five-inch Steven toy will be available at San Diego comic con, exclusively through Super7! (Prototype sculpt shown below.)





Art that moves. Frank Kozik NYC Lase Lisa Petrucci Ron English Kirsten Easthope SEEN Andrew Bell Voltaire
Collect them on your mobile.phone at gamut.net

gamut.net

BUNNY HUNT

THESE CUTE VINYL rabbits are a little scary, but not because this brand-new line of three inch Dunny figures is particularly creepy. Dunnys are scary because ravaging urban toy collectors have been scooping up these cool dollops of designer vinyl at a blinding rate. The first wave of Dunny toys made a major splash in the designer toy scene in 2004 and this second series is set to follow suit. Eighteen new designs are available now from artists such as Kozik, Tado, Dr. Revolt and Tristan Eaton.

www.kidrobot.com



Cycle



Deph



Queen Andrea



Filth



Glenn Barr



Revolt



Superdeux



Frank Kozik

SMOKE 'EM IF YOU GOT 'EM!

IF THE CHARLES Manson-like X in the middle of this brazen bunny's forehead didn't already tip you off, be warned: this toy is from the wrong side of the tracks! Straight from the twisted imagination of Frank Kozik hops Smokin' Joe. Created as a companion for Little Joe (the toy mascot for the popular Ningyoushi web store), Smokin' Joe is supposed to be Joe's friend to the end. The problem is, he's a capital jerk—a disgruntled amusement park employee stuck in a rabbit costume. His nasty habits include smoking, drinking, gambling, and a long list of unsavory actions too hideous to mention. The four-inch Smokin' Joe figure springs into stores this June in black and white vinyl versions, complete with articulated arms, neck, and ears.

www.ningyoushi.com



BRIT-POP VINYL STYLE

WHEN POPULAR ARTIST Jamie Hewlett (*Tank Girl*) and Damon of the British band Blur created the popular animated rock group, Gorillaz, it seemed only a matter of time before someone made vinyl toys based on the project. Now, courtesy of Kidrobot, Gorillaz toys have hit the shelves in style! Coinciding with the release of the Gorillaz latest album, individual vinyl versions of band members Murdoc, Noodle, Russel and 2D are currently available in either red or black color schemes.

www.kidrobot.com



MARUSAN TOYS INC.

MAKERS OF THE VERY FIRST GODZILLA TOY

TO CELEBRATE THE 50TH YEAR OF GODZILLA IN AMERICA!

PRESENTS
**THREE USA
EXCLUSIVE FIGURES**



1955 GODZILLA



1955 GODZILLA



1955 ANGIURUS

© M.H./MARUSAN



MARUSAN-USA

PO Box 23452 / Chagrin Falls, Ohio / 44023 USA

VISIT OUR WEBSITE:

WWW.MARUSAN-USA.COM

TEDEROS

ALSO SEE THE SUPERB
**TERRESTRIAL DEFENSE
ROBOT SQUADRON**

EACH PAINTED ROBOT FROM THE
"TEDEROS" STORY CONTAINS A
3-DIMENSIONAL HUMAN PILOT INSIDE



WWW.TEDEROS.COM

LIMITED
SIGNED AND NUMBERED BY ARTIST

WWW.CIRCUSPUNKS.COM



YOU CAN ORDER DIRECT BY E-MAILING
STEVE@CIRCUSPUNKS.COM
STICKERS -
T-SHIRTS AVAILABLE



BELIEVE IN U.F.O.s

>> SUPER7 TALKS WITH THE CREATOR OF U.F.O. TOYS > BY MARK NAGATA



SUPPOSE FOR A moment that a ball of shimmering light, a U.F.O, bolts across the horizon, then stops and hovers in the midnight sky. Suddenly, a hiss of steam shoots from under the vessel and creatures emerge with names like the Black Terror, Honk-Honk-Ashoo and Kaiju Kids. You'd be fairly freaked out, right? Actually, there'd be nothing to fear; those decidedly cute-but-cool aliens are just the characters of Ralph Cosentino's U.F.O. Toys. These wayward extraterrestrials are the first offerings from his multi-media company that produces toys, books and plush. Considering the plethora of products, you'd think that U.F.O. Toys employs a whole host of worker bees—but Ralph's a one man show. His toys landed earlier this year at Toyfair in New York and can now be found at specialty toy shops across the nation. Super7 recently sat down with Ralph to talk about his alien invaders.

Q: Tell us how U.F.O. Toys got started.

I'm a big toy collector and I'm an artist, so [I decided] to create toys based on my character designs. It was a way to bring my ideas to life and to start a company doing something I love.

Q: Which toy lines from your youth still inspire you?

I was really into G.I. Joes; The GI Joe Adventure Team Training Tower was one of my favorites. The Mego super-hero figures were a favorite as well. But, one of my fondest memories was lining up those old-style, green plastic soldiers on the kitchen floor and shooting them with rubber bands. Now, with U.F.O. Toys, I'm considering manufacturing little figures of our current government's administration, lining them up on my kitchen floor and shooting them with rubber bands.

Q: You're producing books as well, have you always had an interest in telling stories with art?

Heck yeah! As a kid I would cut up comics, draw my own interpretations of comic characters and make my own little story books. Comics have been, and still are a big part of my life, and this year I will be focusing on my own comic work in a bigger way. I have another children's book coming out next year based on my Fun-boy character and I'm working on some new children's books as well.

Q: In addition to U.F.O. Toys, you also hold down a full-time job. When do you sleep?

Sleep! What's that!? Well, actually I just quit my full time job. After years and years of killing myself doing both, it was finally taking its toll on my health and family.

Q: You've said that your own children are an inspiration for your toys and books. You've even brought some of their ideas to life with U.F.O. toys. What's that like for you?

As a parent, the joy my kids exude out of seeing their ideas come to fruition is priceless. The downside for me is that they keep asking "When is the so and so toy coming out? Huh? Huh?" They don't quite yet comprehend the stress of the manufacturing process that quickly overcomes the fun developmental stage!

Above (left to right): Giant Gogon, Greg, Giant Mecha-Boy, Mike, Giant Kebukai, Kenn, Giant Cho-Cho, Chelsea

MORE INFO

>> WWW.UFO-TOYS.COM / WWW.KAIJUKIDZ.COM



GARBAGE DIGGER

BY TAKESHIT

CISCO

It's very common for kids in America to have cereal for breakfast. Here in Japan, during the 1970s, it was starting to become popular for small children to have cereal as a 3 o'clock snack. There were many TV programs for kids and stores were filled with character goods (sweets). In the early 70s, there was also this second wave of popularity for action heroes and monster characters. Kellogg's was the mainstream brand for cereal, but for me as a kid, the Cisco brand was the choice which came with cards of monster figures and TV characters.



MEMORIES

The most impressive Cisco cereal premium from my childhood are cards with monster characters and monsters. I still can remember clearly, from 1971 to 1974, that there were plenty of card albums with many different types of monsters on the covers. There was this show called "Omochaya (which means Toy Store) Ken-chan" (a picture of a chocolate box is shown in the photo), where the story would evolve around his family owned toy store. It's a slapstick comedy, and I really want to see it again. It had soft vinyl action heroes and monster figures hanging inside the store set. I've come across the same situation in some US movies, where there might be a scene in a toy section of some department store. One time I became so excited when I saw some Micronauts toys in the scene of a movie; it was such a surprise.



CHIBIRA-KUN

In 1966, the monster boom and first wave of action heroes started with *Ultra Q*, *Ultraman* and *Ultra Seven*. It slowly calmed down until *The Return of Ultraman* in 1971. During that slow period, slapstick comedies like *Ultra Fight* were entertaining the kids who had the monster fever. Men in their 40s would enjoy the monster comedy *Boosuka*, while men in their 30s would enjoy *Chibira-kun*. *Chibira-kun* is a monster comedy show which aired 432 times from April, 1970 to September, 1971, and was on every day except weekends.





YAMATO 1:12 SCOPEDOG

TEXT //
ROGER HARKAVY

PHOTOS //
TIM BRISKO

Based on designs from the old-school robot anime *Armored Trooper Votoms*, the Yamato 1:12 scale Scopedog has earned a lot of praise from fans of realistic robot toys lately.

The first thing that'll strike you is the size of the figure: 12 1/2 inches tall and about 7 1/2 inches wide. However, it's also remarkably light for its height. Weighing in at 2 pounds, 3 ounces, the toy is made almost completely of unpainted matte-finish styrene, with a few small die-cast parts and vinyl pieces in a couple of places.

Next, the Scopedog's proportions are spot-on accurate. This is definitely the machine that *Votoms* creator Kunio Okawara envisioned, with every rung and rivet perfectly placed. Hatches open and close, the armor can be removed and even the little scope—complete with translucent lens pieces—can rotate. It seems to do nearly everything that Okawara intended, short of walking and blasting enemy robots.

But if this toy could blow things up, it would have enough firepower to topple an army. You see, Yamato didn't cut corners with the weapons and accessories. The rifle itself is a fairly complex design with a removable butt, barrel, and magazine. The forward handle also flips up, and there is an auto-selector switch on the gun that can be set to three positions. Plus, two additional magazines for the rifle are included. In addition to two more magazines in the forearms, six extras fit into the racks on the hips.

Hammering home the toys' realistic vibe, this dog comes with pedigree papers in the form of a twelve-page, full-color glossy manual. Japanese text illustrates every feature of the toy, and the final two pages of the booklet show line art used in the show that just seems to scream, "See? We got this toy right." Two 8 1/2 inch by 6 1/2 inch sheets of matte-finish pre-cut decals are included and these blend in nicely with the armor. Pick up this note-for-note version of a classic robot design from US retailers at prices ranging from \$100 to \$125. www.yamatotoysusa.com



SD / TECHNICAL SPECIFICATIONS



THE WONDERFUL WORLD OF

VINTAGE DIE-CAST

BY STEVE AGIN

IN THE '70S and early '80s, a die-cast toy craze swept Japan. Companies like Popy, Bullmark, Nakajima, Takemi, Takatoku, and Grip all started making die-cast figures giving toy connoisseurs some of the most well-crafted and aesthetically pleasing pieces of all time. Today's collectors still avidly seek these metal artifacts; chalk it up in part to the brilliance of the toys' designs. Gimmicks like transformations, secret compartments and spring-loaded weapons are trademarks of these toys. Naturally, ingenuity isn't the only reason that people collect die-cast; some pieces are compelling because they're just plain bizarre, while others are sought after for the timeless robot characters that they represent.

One such robot character was Tekkaman, a heroic humanoid from the popular anime of the same name. Three companies made *Tekkaman* die-cast toys: Grip, Takemi and Nakajima. Though Grip churned out some beautiful figures based on the program, their line was ultimately eclipsed by the other two.

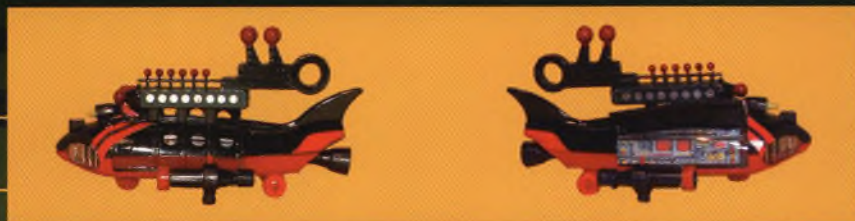
Takemi's Tekkaman offerings are particularly poignant examples of the die-cast era. Their 11-inch Pegas robot came with a spring-loaded Tekkaman pilot figure, and touts a catapult-like mouth that actually shot flying saucers! The toys legs also opened to reveal a 5-inch vinyl alien



Above and left: Takemi die-cast Pegas



Top row (left to right): Ark Mecha Gorilla, Bullmark die-cast Godzilla and Gigan
Bottom row (left to right): Gamira (from Tekkaman) by Nakajima, Giant Rambull by Takemi, Medaman by Tokatoku



kaiju, making this one of the most unusual robot toys of the time. The second Japanese company to get in on the act was Nakajima, which made a die-cast villain from the series named Ganira. Round and squat with spring-loaded claws that extend at the push of a button, this figure is incredibly rare. It's also two-faced; when pressed forward, a different tin face is revealed on the back of his head.

But Takemi and Nakajima weren't the only companies to create unusual robot die-cast toys; Popy's Lightan line is also noteworthy. This series of die-cast robots represents characters from a full-length feature film about a group of robots that were based on cigarette-lighters (!). Toys in this line could transform into flashlights, timers, and magnifying glasses with maps; which all actually worked! Their transformability was an early example of Popy's considerable engineering prowess.



Bases are a subset of die-cast toy that demonstrate Popy's consummate range of toy making. Miniature fortresses inspired directly from giant robot anime, each structure is replete with a full array of weapons, vehicles, and tiny robots. Some Popy bases even feature topographical landscaping. The Raideen base may not be the rarest or most valuable of the bases but it has always been a fan-favorite. Consisting mainly of a metallic blue, heavy die-cast clam-like shell, the base opens on a hinge to reveal an entire command center embedded in an island with a spring-loaded landing strip.

This has been just a small sampling from the era of vintage die-cast; but it represents a diverse and captivating cross-section of toys from that time. Today, people who grew up with these toys remember them fondly, while new collectors are reminded of die-cast's heyday by Bandai's Soul of Chogokin line. However, as beautiful as that line of toys is, they simply wouldn't be possible without the groundwork laid by their vintage ancestors.



Top row (left to right): Ultra Taro ship - open and closed
Middle row (left to right): Die-cast UFO Diapollon figures, Popy gold Lightan figures
Bottom row (left to right): Popy die-cast Raideen base - closed and open
Right: Takemi die-cast Pegas box



PUNK'S NOT DEAD

UNDERGROUND ART ROYALTY BREATHES NEW LIFE INTO KNOCK-DOWN DOLLS

BY CHAD HENSLEY

Circus Punks is the brainchild of Fresno native Paul Cruikshank but the origin of his zany, furry-headed creatures goes back a hundred years. Shaped like bowling pins, these toys were originally called plunks and used as targets in the midway games of traveling carnivals and state fairs. While nobody knows for sure, somewhere along the way the dolls picked up the name "circus punks," probably from the carnies who handmade them.

Influenced by an obsession with these vintage knock-down dolls and punk rock, Cruikshank decided to start his Circus Punk line. With silk-screened designs on handmade bodies, Cruikshank doesn't consider his Punks toys. "I see them as art prints with free frames of fur," he explains. The first artist he asked to create a Punk was his friend, Tim Biskup. "I ran it by him one day while we were chatting on the phone and he loved it," says Cruikshank.

Gary Baseman soon followed suit. "Tim called from a dinner that he was having with Baseman and put me on the phone. Baseman said he loved the Biskup Helper prototype Punk [Tim just happened to have it with him] so I asked if he wanted to design one too. After talking with Gary, I sent a flurry of e-mails to other artists I admired. Too fast for my own good," admits Cruikshank. "I was unprepared for the positive response we've gotten from [all] the artists," he says.

**I SEE THEM AS ART PRINTS
WITH FREE FRAMES OF FUR.**

Indeed several new editions will be released in the months ahead. Currently, Todd Schorr and the Pizz are just two of the artists busy working on Punks. "I seem to have been bullied into it by zealot toymaker[s] ...," says the Pizz. "Seemed like a harmless enough endeavor at first. The wispy fuzzy hair got into the wet paint, so I painted the entire thing to look like the hair. Then there's a tribal mask floating in front, very Papua New Guinea," he continues.

Other artists who've already made their own Punks include Frank Kozik, Brian Flynn of Super7, and Uglydoll creators Sun-Min Kim and David Horvath. Horvath explains, "Sun-Min had always been a huge fan of carnival and circus related material. Those pitiful, run-down traveling fairs with the beautifully painted yet 100% creepy signs decorating dozens of booths where you throw a ball at some furry creature in an attempt to win a giant plush doll. [But] neither of us wanted the big plush doll. We wanted the very things we were trying to knock over." The duo now has plenty of Circus Punks at home adorned by their very own characters like Pounda and Spiderboom.

Frank Kozik was so interested in Circus Punks that he asked Cruikshank if he could make one. "I love old circus punks and am avidly collecting these," replies Kozik. About his two Punks, Kozik says "The monkey is pissed...and stabby. The bunny is retarded and dug up that grenade in the carrot patch. Now, I am making a giant 30 foot one... the 'smokin rabbit'!"

Cruikshank doesn't mind that his Punks are currently only an underground success, with limited runs of 50 to 150 pieces, but that may be changing. "So far, we've got a solid twenty-two Circus Punks out the door and sold out. Very soon, we should be up in the thirties which is amazing, since we've only been around for less than a year," he says.

Be on the lookout for new Circus Punks at this year's San Diego Comic-Con with seven convention exclusives and artist signings at their booth. The Punks will also be appearing at several gallery shows this summer including Punks Rule NYC at the Toy Tokyo Gallery Showroom in New York City. (For more information go to www.circuspunks.com)





Clayton Bros (X2), Haze, Touma, Dirty Donny (X2)



Doug Thompson (X2), Tim Biskup (X2), GAMA-GO (X2)



Brian Flynn (X2), Seen, Glenn Barr, Tado, Craiger



Funko, Sket-One, Gary Baseman (X2), Frank Kozik, Mitch O'Connell



David Horvath, Sun-Min Kim, Steve Casino, Lisa Petrucci, Vinnie Fiorello (X2)

UPCOMING PUNKS

Jim Koch
Angel Devil
Artman
Attaboy!
Biteneck Beatnik
Camille Rose Garcia
Chuck Sperry
Dave Cooper
Huck Gee
Joe Wood

MADesigner
MCA - Evil Design
Mike Fisher
Mimic
Ness
Pizz
Rolito
Munktiki
Scott Knecht
Sket-One

Steve Casino
Todd Schorr
Trevor Van Meter
Urban Medium
Voltaire
KOA
Kirsten Easthope
Patrick Dorian
Little Friends of
Printmaking

Say UNKL

Designer Vinyl. Creative Control.
Danger Galore.

By Justin Kovalsky



Welch and Bacon launched UNKL four years ago as an offshoot of their Portland, Oregon-based design firm, Big-Giant. Despite designing for such diverse clients as Nike and Sega, the members of the studio still wanted to continue developing their own creative concepts. And so, UNKL was born. Welch explains, "As we became busier with client's work, we needed to create things that appealed to us. We have a studio of eight people that are never short on ideas or inspiration [and] UNKL Brand is our outlet for a completely fluid creative process."

While UNKL (not to be confused with Uncle of Mo' Wax recordings fame) has carefully crafted products from apparel to artwork over the years, they've recently started making visually stunning vinyl toys. In January 2005, their gas mask adorned HazMaPo vinyl figures were released. Asked about the core concept for the HazMaPo toys, Welch replies, "We took a friendly, simplified figure—think Fisher-Price Little Person—and juxtaposed it with the ominous implications of a hazmat suit and gas mask. They're cute, in a sinister sort of way."

Hot on the heels of the popular HazMaPo, UNKL will release a new set of ten figures deemed the TinPo this July. "The TinPo was actually the first toy concept we came up with. It was just for fun but we received requests from people who wanted to see the TinPo brought to life," Welch says.

One of the major aesthetic hallmarks of the TinPo, is that each figure invariably has four legs. Welch elaborates, "Since the creation of the TinPo design, every character we create that has four legs also has Po in the name, such as OctoPo, ZaPo, PlushPo, HazMaPo."

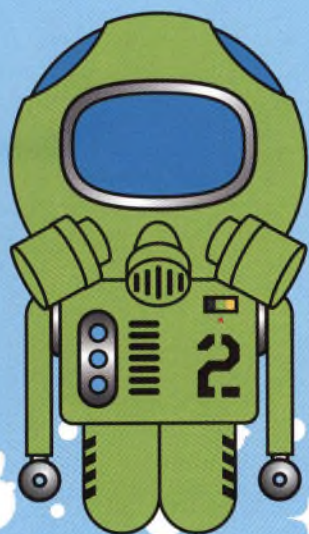
For hipsters and toy geeks, designer toys may be part of a lifestyle. But for Derek Welch and Jason Bacon, co-founders of UNKL, toys are a vehicle for free-flowing self expression.



But that's far from the only connection between UNKL's earlier HazMaPo toys and the upcoming TinPo line. Welch says, "The character [design for] TinPo existed long before HazMaPo. We have an unhealthy fascination with gas masks and things that are generally hazardous, so we simply merged the TinPo basic form with a hazmat-gasmask-wearing dude to create HazMaPo."

It doesn't take extrasensory perception to see that UNKL is a real up-and-comer in designer vinyl; so it wouldn't hurt to keep an eye on these kids. "We have a lot of irons in the fire," says Bacon. "Some are part of a series and others are stand-alone pieces. We also have the next offering of t-shirts...as well as caps, bags, and a constant stream of art. Ultimately, we'd like to have an UNKL retail store, but that's a few years away."

TinPo bag prototype



Meet my UNKL

TinPo line-up (left to right):
Whan, Dux, Trey, Frek, Sync,
Sicks, Seeb, Oddo

Above: Three HazMaPo sculptures,
HazMaPo group

Left: HazMaPo 1- Un Al Carbon
HazMaPo 2 - Frescue Deux
HazMaPo 3 - Tri-Yella

Opposite page top: SyAm

Opposite page bottom:
JakPo and MewPo

THE MASTER
BRAIN OF



BY
BRIAN
FLYNN

HIDDEN FROM OBVIOUS view, in a maze of twisting streets, down a side alley, around a bend and up three flights of stairs, there's a Secret Base overlooking Harajuku. But, this is no ordinary Secret Base; it's the Secret Base. One of Tokyo's finest boutique toy manufacturers, Secret Base has been cranking out custom toys that pay homage to classic Henshin Cyborg figures and soft vinyl kaiju in their own personal style for the past four years. Creating characters such as the Skull Bee, Skull Brain, Toxic Phantom and the Mantis, Secret Base houses more monsters than most diabolical madmen's lairs. Mad scientist and Secret Base mastermind Hiddy, makes sure that his Harajuku boutique is always stocked with the company's latest malevolent monsters, and that all of their newest creations live up to Secret Base's standard of excellence. Hiddy's obsession with skulls and bugs is apparent, as the aesthetic for any Secret Base figure can usually be found in a mixture of these two elements, with a dash of classic horror toys thrown in for good measure.

Inspired by his good friend Takeshit's FinkShit (A toy created by Takeshit, bass player of the hardcore band Cocobat, and based on Big Daddy Roth's Rat Fink), and influenced by the pre-eminent toy and street wear brand, Bounty Hunter, Hiddy set out to create his own monsters influenced by classic Japanese toys. His first character was Skull Bee, a 5.5" vinyl figure that is part fighter, part bee, and all-attitude. As of this article, nearly 40 variations of the Skull Bee vinyl have been made and new versions are created frequently; sometimes they're made to commemorate special events, sometimes different companies or artists produce repaints, while other times, Hiddy cooks up new Skull Bees just for the fun of it. Usually produced in runs of 100-200 pieces, these figures sell out almost as quickly as they're made.

Shortly after the Skull Bee debuted, the Skull Brain hit the streets. Sporting boxing gloves, boxing shorts, a skeleton's rib cage and two heads, Skull Brain has challenged the Skull Bee for the grand title of the figure with the most variants and incarnations. With Skull Brain, however, Hiddy's visual nods to his favorite old-school toys truly kicked into full effect. For example, the skeleton sculpt that decorates Skull Brain's torso is an homage to the King Walder in Dokuro King Suit from the Henshin Cyborg line. Also inspired by said classic toy, the brain of the Skull Brain actually splits into two separate pieces. The inner skull is nearly completely hidden from view, while an outer brain wraps the entire skull. (To find out what mystery is buried below the brain, you have to remove the brain yourself!) This unique design element has given rise to several head variants; there have been limited versions of the figure that feature an outer pump-kin or a mummy wrap instead of a brain. The latest variation of the toy is called the Halloween Skull Brain. Missing the outer brain, but covered in a vinyl sheet, 7 color versions of this toy have already been issued. Just like the Skull Bee, the Skull Brain has been made in a variety of colors and combinations for special events, the most esoteric being the "water" versions which are only sold while it rains.

In the same scale as the others from the line, the Mantis figure is a two-headed villain in boxing trunks. The Mantis is derived from a praying mantis, and bears a passing resemblance to venerable manga artist Go Nagai's classic villain, Doubles M2. In the same way that Dr. Frankenstein made his frightful creation, Hiddy and a select few outside friends and companies have taken the basic body of the Mantis, incorporated limbs from other Secret Base figures, and crafted entirely new lines of characters. The first of these experimental toy col-



laborations happened with the Japanese punk rock band, Balzac. (Popular in Japan, Balzac mixes a very literal Misfits inspiration with new twists to create a sound and look all their own.) The Balzac figure actually came in two versions. One had a white body with a black skeleton and came with a megaphone, while the other was black with a white skeleton sans megaphone. (As an aside, there have also been several Skull Bee figures with Balzac pad prints.)

The next Secret Base collaboration was with Osaka toy store, Astro Zombies. The Astro Zombies Skull Wing logo, designed by art icon Pushead, was cast into vinyl and produced in four different colors: red (original issue), gray (a pus-fan.com exclusive), and two different glow-in-the-dark vinyl versions with silver and blue spray details respectively.

Their latest collaboration, the Ghostfighter, is a special project with Super7. The concept for this figure is a two-headed ghost that can possess other Secret Base figure's bodies from Super7's San Francisco-based hideout. Two versions have been released to date, an orange and grey version for Super7 subscribers (50 pieces made) and a red version that will only be sold through this issue of the magazine (limited to 100 pieces). These may go quickly, but more Ghostfighters are in the works.

As these small vinyl miscreants battle for the attention of in-the-know collectors, looming large over them are the 12" custom costumes that Secret Base creates for use with the bodies of Takara's Henshin Cyborg figures. Fittingly, the Skull Bee was the first costume made for this line. Just like the smaller vinyl version, but twice as tall, and ready to go toe-to-toe with two decades worth

of classic Takara heroes and monsters, the Skull Bee 12" figure is the ultimate expression of Hiddy's love for the old-school Henshin cyborg toys. By making new suits for this classic line, Hiddy is making sure that no one forgets what compelled him to make toys in the first place.

An adversary of the 12" Skull Bee is the completely outlandish Toxic Phantom. Rising from the muck, grime and garbage, the Toxic Phantom is a chaotic concoction of all the things you wouldn't want to see in a dark Tokyo alley. Their newest 12" cyborg creation, an as-yet-to-be-named demonic character, will be released very soon (if it hasn't been released already!).

Along the way, Secret Base has released several smaller, single-release toys based on their unusual universe of characters. These include a vinyl boxing ring in which the small vinyl toys can duke it out (!), gashapon-sized rubber figures, a large, four-armed Skull Bee vinyl, a Skull Bee Kubrick, and a retro-themed mock cereal box that came in two colors with a t-shirt and sticker. In the works are new custom creations with Pushead, as well as several top-secret figures.

And really, top-secret is the name of the game for Hiddy and Secret Base. Staying true to their name, Secret Base has evaded the prying eyes of bigger-name toy manufacturers. In doing so, the company has built a completely unique army of monsters that pay respect to classic kaiju toys. It's this independent spirit and originality that makes Secret Base such a potent force in boutique toys. After all, originality is tough to come by these days.

Above: 2004 Fan Club Skull Bee and Red Skullwing.



This page: Clear Obahe (Ghost) figure.

Opposite page: Balzac black version.

Opposite page top to bottom: The Secret Base shop.

// SKULL BEE CHECKLIST

- 01 // Drive, Miyazaki Shop special version, white on transparent red vinyl
- 02 // 69, Store front sale, black on transparent red vinyl
- 03 // White Day special, only available to men, grey unpainted vinyl
- 04 // Night version, glow-in-the-dark unpainted vinyl
- 05 // Paint (Victory), Paint Carnival Victory color, paint matches Cocobat Joe
- 06 // Atomos and W Name version, Set with Skull Brain, red on black vinyl
- 07 // DBX 1, Secretbase first anniversary version, white on clear vinyl
- 08 // Full color version, white on yellow vinyl
- 09 // Yami (darkness), Secretbase, Balzac, Twim triple name hoody gift, white with black writing on glow-in-the-dark vinyl
- 10 // Metal (Gaaga), silver and red on black vinyl
- 11 // DBX 2, Secretbase first anniversary version, black on transparent grey vinyl
- 12 // Basexeroxero version, unpainted clear vinyl
- 13 // Kaiju (monster), green spray on glow-in-the-dark vinyl
- 14 // Shiro, Secretbase paint carnival, white unpainted vinyl
- 15 // Ollie magazine special, green on purple vinyl
- 16 // Shogatsu (new years) (Nenga), Secretbase employees only for 2003 new years, White on transparent yellow vinyl
- 17 // Grapple's artist Saga-chan color, splatter on blue vinyl
- 18 // Valentine's Day special, only available to Women, pink unpainted vinyl
- 19 // Yami (darkness), 2003 year end Balzac live event special in Shinjuku.
Box set, only 138 made, black with white writing on red vinyl
- 20 // 2ndPaint Carnival winner, yellow, black, green and silver split paint
- 21 // Cube Magazine special, unpainted transparent grey vinyl
- 22 // Twim special, unpainted transparent purple vinyl
- 23 // Rain / Water special, only available on a rainy day, transparent blue vinyl
- 24 // Yami (darkness), Nagoya Balzac live event, free give away, black with white writing on white vinyl
- 25 // Nameless, Balzac event non-winner. black without writing on white vinyl
- 26 // Ring Set, Secretbase 2nd anniversary version. White on grey vinyl

- 27 // Ocha (Tea), Nagoya Gimme Culture special, unpainted transparent green vinyl
- 28 // Fukuoka Automaticexit special, black on transparent grey vinyl
- 29 // Taikai 1st, International match 1st version, white, black and yellow on clear split vinyl.
- 30 // Taikai 2nd, International match 2nd version, blue, white and yellow on clear split vinyl.
- 31 // Prototype, unpainted black vinyl
- 32 // Cure, Ibaragi shop 3rd anniversary special, red unpainted vinyl
- 33 // Assembly Skull Bee Twim version, Comes with plastic model, unpainted frosted clear vinyl
- 34 // Assembly Skull Bee Secretbase version, Comes with plastic model, unpainted transparent yellow vinyl
- 35 // Atomos (back and front), Atomos Area separate, 7 figure set
- 36 // Automaticexit special, white on transparent grey vinyl
- 37 // 2004 Secretbase fan club special, black with split red on clear vinyl
- XCL // Ring Battle Set

// SKULL BRAIN CHECKLIST

- 01 // 2003 Kabocha (pumpkin) head Halloween version, black on orange vinyl
- 02 // Medicom Toy Head Shop 1/6 special version, purple on pink vinyl
- 03 // 2003 Kabocha (pumpkin) Halloween Twim version, orange on glow vinyl
- 04 // Atomos and W name version, set with Skull Bee, Black on dark blue vinyl
- 05 // Osaka Screwbitter event, designed by Pushead, Black on tan vinyl
- 06 // Twim 6th anniversary special color, white and grey on black vinyl
- 07 // Kuro (Black) prototype
- 08 // Shokubutu (Plant), Henshin cyborg plant monster color, black and orange on green vinyl
- 09 // Walder (the villain), King Walder version, black on transparent purple vinyl
- 10 // Full Color version, black on purple vinyl
- 11 // Astro 1 (Skullwing) collaboration with Astro Zombies in Osaka, head



design by Pushead, black on red vinyl.

- 12 // UBIQ W and Secretbase sneaker raffle gift, red and silver paint
- 13 // Warp Magazine Fusion Wrestler X, glow-in-the-dark vinyl with clear brain
- 14 // Employees only 2004 new years version, red brain with glitter inserts
- 15 // Umi (Ocean, Secretter 5 Skull Ocean, dark blue brain with glitter inserts
- 16 // Tsuchi (Dirt), Secretter 5 Skull Dirt, tan brain with glitter inserts
- 17 // Sora (Sky), Secretter 5 Skull Sky, blue brain with glitter inserts
- 18 // Sly and Robby Special Konjiki (gold) version
- 19 // Balzac give away at Kyoto "Came out of the grave tour final", white vinyl version with megaphone
- 20 // Balzac version 2, black vinyl version without megaphone
- 21 // Basexeroxero special, unpainted clear vinyl
- 22 // FC Obake (FC ghost), SkullxBxBxHalloween fan club version
- 23 // Chihou Obake (regional ghost), SkullxBxBxHalloween local area shop
- 24 // Twim Obake (Twim ghost), SkullxBxBxHalloween Twim version.
- 25 // SB Obake (SB ghost), 2004 Halloween version. Skull bee brain and sheet put over SkullxBxBxHalloween
- 26 // Rain / Water Skull Brain, only available on a rainy day, unpainted blue vinyl
- 27 // FC Damage, damage skull brain FC limited, dark, light grey on grey vinyl
- 28 // Mori (Forest), Secretter 5 Skull Forest, green brain with glitter inserts
- 29 // Taiyo (Sun), Secretter 5 Skull Sun, red brain with glitter inserts
- 30 // Astro 2 (Skullwing), 'Pustan.com' site version, grey vinyl
- 31 // Atomos (front and back), Atomos Area separate special, 7 figure set
- 32 // Astro 3 (Skullwing), Glow-in-the-dark vinyl with blue spray
- 33 // Astro 4 (Skullwing), Glow-in-the-dark vinyl with silver spray
- 34 // Obake (ghost), unpainted clear vinyl
- 35 // Black flocked version
- 36 // Ghostfighter 1, Super7 subscriber version, orange on transparent grey vinyl
- 37 // Ghostfighter 2, Super7 version, red on transparent grey vinyl
- 38 // Ghostfighter 3, Super7 San Diego Comic-con exclusive

// SKULL 2 MANTIS CHECKLIST

- 01 // Black Prototype
- 02 // Full Color version
- 03 // Red version
- 04 // Black flocked version

// KING SKULL BEE 8" CHECKLIST

- 01 // Red version
- 02 // Yellow version
- 03 // Black, 2 year anniversary joint production with Medicom Toy
- 04 // Glow-in-the-dark, Medicom Toy Head Shop 1/6 special color

// KAIJIN HACHIO (MONSTER BEE) 12" CHECKLIST

- 01 // Glow-in-the-dark version
- 02 // Clear Red "Screwdriver" event special
- 03 // Black Clear version
- 04 // Black Prototype
- 05 // Nise (fake) Rider version
- 06 // Net, HP opening commemorative, Limited online
- 07 // Full Color version
- 08 // 2004 WFS event limited. Flocked finish version
- 09 // Rain / Water phantom 8 man, only available on a rainy day

// OSEN-KAIJIN (POLLUTION MONSTER) TOXIC PHANTOM 12"

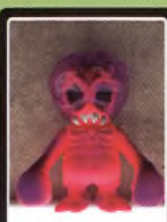
- 01 // 2004 WFS event limited. Flocked finish version
- 02 // Black Prototype
- 03 // Reproduction of Dokuro King Walder (villan skull king) special offer
- 04 // Cereal (Hiro-Grim), Cereal Box vol. 1, Hiro-Grim color
- 05 // Cereal (Take-Shit), Cereal Box vol. 2, Take-Shit color

SECRET BASE

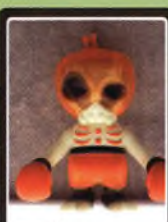




01 // Kobocha



02 // Medicom



03 // Twim



04 // Atomos



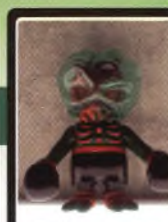
05 // Osaka



06 // Twim



07 // Kuro



08 // Plant



09 // Walder



10 // Full Color



11 // Astro 1



12 // UBIQ W



13 // Warp



14 // Employee



15 // Ocean



16 // Dirt



17 // Sky



18 // Sly



19 // Balzac 1



20 // Balzac 2



21 // Basexero



22 // FC Oboke



23 // Chihou



24 // Twim



25 // SB Oboke



26 // Rain



27 // FC Damage



28 // Forest



29 // Sun



30 // Astro 2



31 // Atomos 7 Figure Set



32 // Astro 3



33 // Astro 4



34 // Clear



35 // Flocked



36 // Super7 1



37 // Super7 2



38 // Super7 3



01 // Glow



02 // Red



03 // Black



04 // Prototype



05 // Nise



06 // Net - HP



07 // Full Color



08 // 2004 WFS



09 // Rain



01 // 2004 WFS



02 // Prototype



03 // Walder



04 // Cereal 1



05 // Cereal 2



// Kubrick



// Gashapon

YOU TALKIN' TO ME?

// SETTING THE RECORD STRAIGHT ON TALKERS_

BY TOM FRANCK

Photos and research by: Jim Maitland, Kirk Taniguchi, Tree, Takeshit, Warren Schwartz, Mark Nagata, Geoff Allen and Brian Flynn.

TAKE A WALK through a toy store today and you'll likely notice a ton of talking toys, from soft-spoken plush pandas to wisdom-espousing Jedi dolls. But decades before these sound-chip-enhanced playthings hit US shelves, giant-sized talking figures stormed Japan. Based on characters from vintage super hero shows and anime, these cool toys (known as talkers by aficionados) first started popping up during the 1960s.

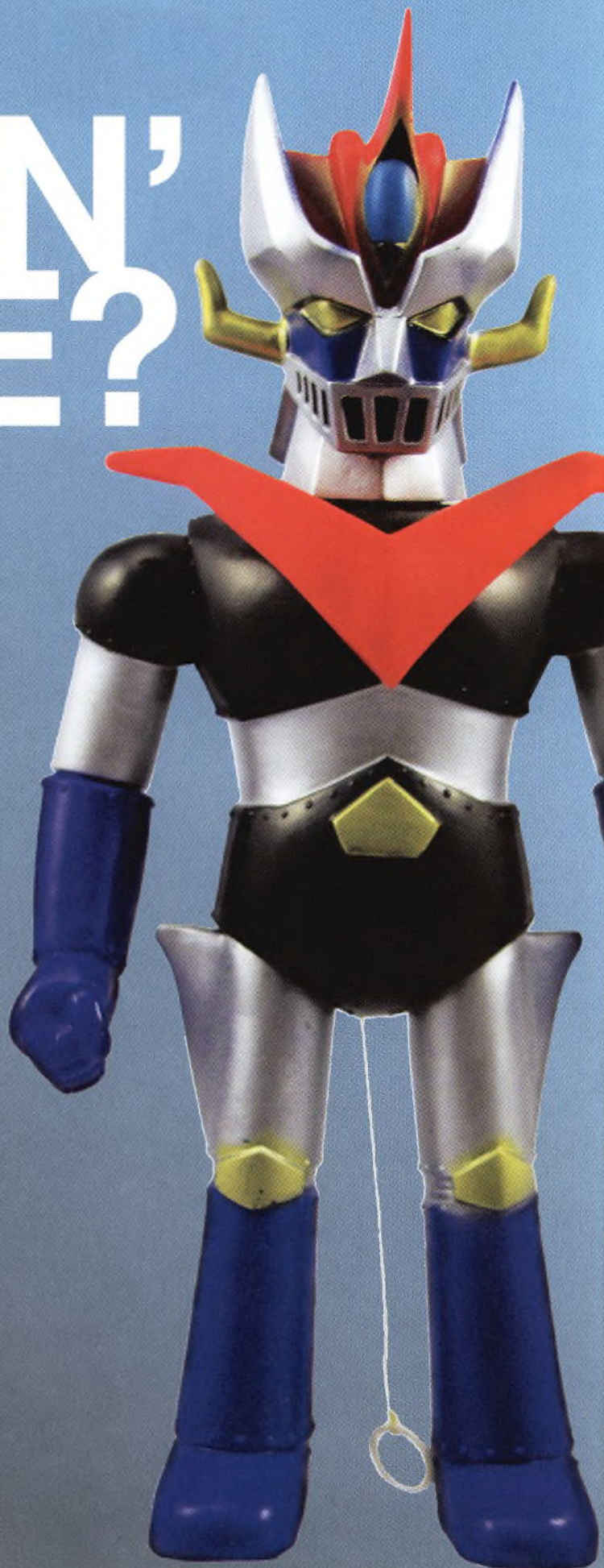
While talkers can vary in size and appearance, they all share a few common physical traits. For example, almost every talker touts a huge horseshoe-shaped speaker on its back. Though it seems ungainly now, this obsolete design is a big part of the toys' nostalgic charm. Rounding out the retro-aesthetic, each talker houses a tiny vinyl record player that plays different phrases either at the tug of a pull-string or push of a button.

Today, talkers are tough to find, with the most uncommon figures fetching gargantuan bids on Yahoo Japan (even when they're in less-than-stellar condition.) But more interesting than the talkers' rarity is the fact that real-deal toy historians know so little about the toys. Despite an explosion of scholarship on antique Japanese toys during the 1990s, research on talkers was scarce. Now, with interest in these toys mounting, it's time to set the record straight.

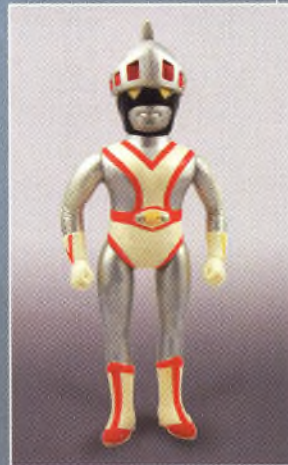
Thanks to a communal effort and a hodgepodge of contacts, the talkers' elusive past has come to light. It's likely that after this article, more research will be revealed. But for now, here's a rundown of the major companies that made talkers.

TOMY

One of the earliest talkers took the form of the great-grandfather of giant robots, Tetsujin 28. This towering titan stood around 15 inches tall, featured a pushbutton mechanism and was made out of polyethylene—a seldom used material in talkers. A popular reissue of the figure came out in the late '90s, but the original is so rare that many people don't realize that the modern-day version is a re-release!



// TALKERS ARE TOUGH TO FIND,
WITH THE MOST UNCOMMON
FIGURES FETCHING GARGANTUAN
BIDS ON YAHOO JAPAN._



Top row...
Tomy Tetsujin-28 reproduction,
original Ultra Seven
talker, original Masudaya
Spectreman talker, original
and reproduction Gokinzoau-
rus from Spectreman.

Middle Row...
Original and reproduction
Masudaya Kamen Rider,
original and reproduction
Masudaya Barom-1, original
and reproduction Masudaya
Mirrorman, Masudaya silver
Kamen talker.

Bottom row...
Original Masudaya Ultra
Ace talker, reproduction
Masudaya Kikaida, Masudaya
Lion Maru.



Marusan's giant-sized Ultraman talker is one of the rarest Ultraman figures out there. The boxed example shown here is the only one known to exist.



This giant-sized Hayata figure Marusan was available in both talking and non-talking versions. The blue visor on the figure's helmet is so fragile that very few of them are still intact today.



This is the Nakajima flying Groizer-X talker. It's much smaller than most talkers and is considered unusual because it was never made in stand-up robot form.

MARUSAN

Around the same time as Tomy's first entry, the Marusan Ultraman and Hyata figures arrived. These two highly collectible toys are serious behemoths. Measuring at 20 inches tall, the plastic-bodied, pushbutton icons came complete with fabric costumes and vinyl boots. Interestingly, both were available in talking and non-talking form. While the talking versions came boxed, the non-talkers were sealed in a plastic bag with a header card.

MASUDAYA

Best-known for its tin robots, Masudaya also made more talkers than any other company. Talker collectors generally associate their obsession with Masudaya and that seems fair enough; in addition to making the most toys, the Masudaya line included a wonderfully eclectic mix of classic and obscure characters.

After the tin toy trend died down in the early '70s, Masudaya attempted to adapt and produce the popular vinyl-style figures of the day. But big-name companies already held licenses to create vinyl likenesses of the hottest TV heroes. Instead, Masudaya wisely licensed many of said characters for their talking line. They went full-tilt with talkers, but in a twist of irony, modern enthusiasts never really knew just how many pieces were made until the 1990s when Masudaya reissued eleven of their early talkers.

After this reissue series (Which included a version of the popular TV super-hero Kikaida ... See issue one of Super7 for a complete list of Kikaida toys, including the Masudaya, Hawaii-only released talker!), fans wondered which of the original toys didn't get remade. It's since been discovered that Masudaya made 32 talkers, and there's still the possibility that more will be revealed. Adding to the line's mystique is that the Masudaya talkers aren't uniformly sized. For example, the Kikaida toy stands 40cm tall, while Kamen Rider X checks in at only 31cm.

Other figures in this line include characters designed by legendary manga artist, Go Nagai, such as Mazinga Z, Getta Robo I, and Great Mazinga. There were also popular figures from live-action shows *Kamen Rider* and *Ultraman*, not to mention several from lesser-known TV series like *Condor Man*, *Tiger Z Fireman* and *Robocon*. From there, the list gets more obscure. For example, a lone kaiju called Gokinozaurus (from *Spectreman*), and robots from Astro Ganger to Poseidon (from the show *Babiru II*) spice up the mix.

Interestingly, the Astro Ganger and Poseidon figures are undisputed holy-grail items for people who collect toys from their respective source shows. Unlike a more mainstream offering such as, say, *Mazinga Z*, *Astro Ganger* and *Babiru II* collectors just don't have much swag

// BEST-KNOWN FOR ITS TIN ROBOTS, MASUDAYA ALSO MADE MORE TALKERS THAN ANY OTHER COMPANY._



Top row_
Masudaya Poseiden talker, original and reproduction Masudaya Getta Robo 1 (note different boxes), Masudaya original Kamen Rider V3 talker.

Middle Row_
Masudaya Ultra Taro talker, original and reproduction Inazuman talkers, Masudaya Fireman talker with box.

Bottom row_
Jumborg Ace talker, Great Masudaya Mazinga talker, Kamen Rider X talker.



On the left is a complete Hawaii version of the Masudaya Kikaida talker. For the Hawaii releases, the talk boxes were actually sold in a separate cloth bag. The right shows a rare "television box" variation of the original release.



The vent holes were removed from the talk box in the Hawaii Kikaida talker (shown right). As a side note, the reproduction figure on the left has a green talk box as opposed to the flesh color found on original talk boxes.



Like the Kikaida figure, the Yonezawa Rainbowman Dash 1 (in white) and Dash 7 (in yellow) were released in Hawaii. Though the bodies of the toys are the same as the original Japanese talkers, the Hawaii versions were released without talk boxes.

to hunt down. So really, if they don't have the talker, they don't have much of a collection. Both of these toys are hard to locate, so expect to shell out for them if they turn up.

While it makes perfect sense that these relatively obscure characters are scarce, the substantially more popular Red Baron and Robocon talkers seem just as rare. This probably speaks of the overall rarity of the Masudaya line.

If that's not enough to scare you off of the hunt, those of you who are thinking of starting a Masudaya talker collection be warned: There are variants in the series! A color variant of Kamen Rider I (with a green chest instead of a light blue one), for example, has been verified and more variants may manifest at any time.

YONEZAWA

Yonezawa talkers are also sought after, but they can be difficult to distinguish from the Masudaya toys. After all, both lines feature similarly-sized vinyl figures that employ pull-strings. As if that's not confusing enough, both companies exported talkers to Hawaii that they modified for the island market. Like Masudaya's Kikaida, both the Yonezawa-made Rainbow Dash 7 and Rainbow Yellow Dash 1 talkers were released in Hawaii with the talk boxes removed and the back panels smoothed over.

However, there are some characters in the Yonezawa line that are uniquely appealing. The Zone Fighter talker, for example, is an immensely desirable piece. It's based on an old live-action show of the same name, which featured guest appearances from popular Toho monsters like King Ghidrah, Gigan, and Godzilla. Naturally, the Zone Fighter talker appeals to Godzilla fans and talker collectors, but it's so ridiculously rare that you may never see one for sale or auction!

POPY

In 1975, Popy began making talking character toys, right around the time the Masudaya talking line came to an end. And while Popy continued with the talking gimmick until 1980, the later versions varied so much in size and appearance that it feels a bit odd to categorize them with the earlier models.

The first three Popy talkers were Teacher Gantz, Robin-chan, and Robocon, all from the kids TV show *Robocon*. (If you're keeping score, that marks the second Robocon character talker in our roundup, with the earlier Masudaya version being monumentally rarer). These were fine toys, but new trends were on the horizon for Popy ...

In 1978, the company came out with the talking Jumbo Zaurus Godzilla, and it was somehow, well, different. First, it's significantly larger and

// NATURALLY, THE ZONE FIGHTER TALKER APPEALS TO GODZILLA FANS AND TALKER COLLECTORS, BUT IT'S SO RIDICULOUSLY RARE THAT YOU MAY NEVER SEE ONE FOR SALE OR AUCTION!_



Top row...
Masudaya Kamen Rider Amazon talker, Ultra Leo talker, Mach Baron talker, Condorman talker.

Middle Row...
Masudaya Denjin and Stronger Zaboga talkers, Masudaya Tiger 7 talker with box, Popy Teacher Gantz talker.

Bottom row...
Popy Raideen talker, Popy Grandiger talker, Popy Getta Dragoon talker.

MARUSAN				
1_	Ultraman		<input type="checkbox"/>	
2_	Science Patrol Member Hayata		<input type="checkbox"/>	
TOMY				
1_	T-28 April, 1966, and 1420 yen.		<input type="checkbox"/>	<input type="checkbox"/>
MASUDAYA				
1_	Ultra Seven		<input type="checkbox"/>	<input type="checkbox"/>
2_	Spectreman	37 cm	<input type="checkbox"/>	<input type="checkbox"/>
3_	Gokinozaurus	33 cm	<input type="checkbox"/>	<input type="checkbox"/>
4_	Kamen Rider I (normal blue chest)		<input type="checkbox"/>	<input type="checkbox"/>
	Kamen Rider I (green chest variation)		<input type="checkbox"/>	
5_	Barom I	33 cm	<input type="checkbox"/>	<input type="checkbox"/>
6_	Mirror Man	38 cm	<input type="checkbox"/>	<input type="checkbox"/>
7_	Silver Kamen	39 cm	<input type="checkbox"/>	
8_	Astro Granger		<input type="checkbox"/>	
9_	Mazinga Z	38 cm	<input type="checkbox"/>	<input type="checkbox"/>
10_	Kikaïda	40 cm	<input type="checkbox"/>	<input type="checkbox"/>
	Hawaii Kikaïda		<input type="checkbox"/>	
11_	Ultraman Ace	37.5 cm	<input type="checkbox"/>	<input type="checkbox"/>
12_	Ninja Arashi	39.5 cm	<input type="checkbox"/>	
13_	Lion Maru	37 cm	<input type="checkbox"/>	
14_	Poseidon		<input type="checkbox"/>	
15_	Getta I		<input type="checkbox"/>	<input type="checkbox"/>
16_	Kamen Rider V-3	36 cm	<input type="checkbox"/>	<input type="checkbox"/>
17_	Ultraman Taro		<input type="checkbox"/>	<input type="checkbox"/>
18_	Inazuman	36 cm	<input type="checkbox"/>	<input type="checkbox"/>
19_	Red Baron		<input type="checkbox"/>	
20_	Fireman	38 cm	<input type="checkbox"/>	
21_	Jumborg Ace		<input type="checkbox"/>	
22_	Great Mazinga		<input type="checkbox"/>	
23_	X Rider	31 cm	<input type="checkbox"/>	
24_	Kamen Rider Amazon	32 cm	<input type="checkbox"/>	
25_	Ultraman Leo	32 cm	<input type="checkbox"/>	
26_	Robocon		<input type="checkbox"/>	
27_	March Baron		<input type="checkbox"/>	
28_	Denjin Zaboga	32 cm	<input type="checkbox"/>	
29_	Condor Man	11.75 cm	<input type="checkbox"/>	
30_	Tiger 7	36 cm	<input type="checkbox"/>	
31_	Stronger Zaboga	31 cm	<input type="checkbox"/>	
32_	Nero (From "Dog of Flanders")		<input type="checkbox"/>	
POPY (push button)				
1_	Robocon		<input type="checkbox"/>	
2_	Teacher Gantz		<input type="checkbox"/>	
3_	Robin Chan		<input type="checkbox"/>	
4_	Raideen		<input type="checkbox"/>	
5_	Grandizer		<input type="checkbox"/>	
6_	Getta Dragun		<input type="checkbox"/>	
7_	Red Go Ranger		<input type="checkbox"/>	
8_	Jumbo Godzilla (pullstring)		<input type="checkbox"/>	
9_	New Tetsujin 28		<input type="checkbox"/>	
NAKAJIMA				
1_	Tekkaman	32.5 cm	<input type="checkbox"/>	
2_	Pegas		<input type="checkbox"/>	
3_	Flying Grozier X		<input type="checkbox"/>	
4_	Ken Owashi (Gatchaman)		<input type="checkbox"/>	
5_	Hurricane Polymer		<input type="checkbox"/>	
ANSONII				
1_	"The Ultraman" Ultraman Joe		<input type="checkbox"/>	
2_	Ultra Seven	34 cm	<input type="checkbox"/>	
3_	Kamen Rider Super 1		<input type="checkbox"/>	
4_	Sun Vulcan Red Ranger	14 in	<input type="checkbox"/>	
VICTORA				
1_	Return of Ultraman aka "Ultraman Jack"	11.5	<input type="checkbox"/>	
TAKARA				
1_	Jeeg	28 cm	<input type="checkbox"/>	
YONEZAWA				
1_	Rainbowman Dash 7		<input type="checkbox"/>	
	Hawaii Rainbowman Dash 7		<input type="checkbox"/>	
2_	Rainbowman Yellow Dash 1		<input type="checkbox"/>	
	Hawaii Rainbowman Yellow Dash 1		<input type="checkbox"/>	
3_	Zone Fighter		<input type="checkbox"/>	
4_	Flying Attack Human		<input type="checkbox"/>	
TAKATOKU				
1_	Yatter Wan		<input type="checkbox"/>	

talks via pull-string instead of pushbutton. It also fires one of its fists and has wheels on its feet. Actually, this piece falls in with the popular Jumbo Machinder family of toys, holding the distinction of being the only talking figure from that line.

Steering even further from their own earlier offerings, Popy made another talker of a new version of Tetsujin 28 during 1980. Though this toy had a pushbutton and featured window box packaging like the '75 originals, it sticks out like a sore thumb when displayed next to its older counterparts on a shelf.

NAKAJIMA

Nakajima released some talkers that get some collectors excited. The rare talking Pegas is substantial in size and its wrists are adorned by nifty rocket launchers. But even more interesting than Pegas is Nakajima's Grozier X in flying form (as opposed to its better-recognized robot form). This toy is an anomaly, as it's one of the smallest talkers ever made, and it's often mistaken as a regular, non-gimmick vinyl toy.

ANSONII

There are several entries in the talker universe that enigmatically appear to boast ANSONII/OZEN as the company name. While Ansonii is the name on the packaging on these toys, Ozen is the name imprinted on the actual talk box mechanism. Now, this isn't all that strange, as vintage Japanese toys were often co-productions between two companies. However, it turns out that Ozen was actually the maker of the actual talk boxes themselves, and Ansonii the creator of the figures. Mystery solved.

The hard plastic, pushbutton talker toys that Ansonii released seem to have been made from 1980-1981. Although they do sometimes come up for auction, they aren't necessarily easy to acquire. An Ansonii Sun Vulcan Red Ranger that generated a frenzy of bids during a recent auction proved that.

OTHER COMPANIES

As far as we know, this rundown represents all of the major series of talkers. But several companies have made single offerings over the years. For example, Takara turned out a talker of Jeeg. The Popy offshoot company, Victoria, made a talker version of Return of Ultraman (a.k.a. Ultraman Jack), and Bandai gave us two talking versions of OBA-Q. Takatoku even crafted a Yatter Wan from the *Time Bokan* series. So even after you've tracked down every talker from the major lines, you'll still have these stand-alone renegades to round-up.

// A STANDOUT TALKER IN 1978 WAS THE JUMBO ZAURUS GODZILLA. IT HAD A PULLSTRING INSTEAD OF A PUSH BUTTON, FIRED ONE OF ITS FISTS AND HAD WHEELS ON ITS FEET._



Top row...
Popy Jumbosaurus Godzilla
talker, Popy New Tetsujin 28
talker, Nakajima Tekkaman
talker, Nakajima Pegasus talker.

Middle row...
Nakajima Gatchaman talker
with box, Nakajima Hurricane
Polymer talker, Ansonii Ultra
Seven talker.

Bottom row...
Ansoni Super 1 talker, Victorin
Return of Ultraman "Ultraman
Jack" talker, Takara Jeeg
talker.

TETSUJIN TIGER 7

FROM TV TO TOYS // TEXT BY AUGUST RAGONE



TETSUJIN TIGER 7 (1973-1974) is a little-known gem in the pantheon of Japanese superhero shows—an action-packed series with an evocative lead. With a feline countenance mounted atop a humanoid body, and chest emblazoned with a silver lightning bolt, Tiger 7 is an exotic character that translated well from television to toys—toys that still capture fans’ imaginations today.

The TV show itself actually began life as a replacement series for a show called *Fuun Lion Maru* (1973). Though hailed as a cult classic by *Kinema Junpo* magazine, *Fuun Lion Maru*—the sequel series to the popular *Kai-ketsu Lion Maru*—never attained the stellar ratings of its predecessor. *FLM* was dealt its final blow on August 4, 1973, when Tsuburaya Productions’ popular *Jumborg Ace* was moved to an opposing time slot by a competing network. *Tetsujin Tiger 7* (by P-Productions) was chosen to run in *FLM*’s place, but not before it went through a few story revisions.

During the script-writing phase, vast portions of *Tiger 7*’s plot were culled from a story proposal called “Perfector Mu” which was steeped in the prevalent paranormal themes of the day. However, Mu’s costumed human hero was changed to Tiger 7 in order to maintain visual continuity with *Lion Maru* and the story’s paranormal elements were toned down a bit; at last, *Tetsujin Tiger 7* was born.

While some believed that this new series would be a carbon copy of *Lion Maru*, *Tiger 7* was far closer to Toei’s *Kamen Rider* in tone and execution. Ostensibly made for children, *Tiger 7* emphasized a horror-action atmosphere and its diabolical creatures were undeniably extreme for kids; the villains in the show were utterly heartless—inspired by similarly violent malcontents in anime such as *Mazinger Z*.

Tiger 7’s tale kicks off with a professor named Takigawa leading an expedition into the Sahara Desert where the group discovers the ruins of the Mu Empire, lost for 14,000 years. Naturally, members of the evil Mu Tribe are found alive and well, plotting to take over the Earth. When the Mu send monsters to attack the expedition, Takigawa’s son, Go—a professional motorcycle racer—rushes to their rescue. (Go was played by Tatsuya Nanjo, star of Toei’s popular *Henshin Ninja Arashi* series.) No match for the Mu, Go’s heart is torn from his chest by one of the unearthly creatures. In an emergency surgery intended to save his life, Go is fitted with his father’s creation—an experimental artificial heart.

But Professor Takigawa had more than mere super science up his sleeve. He also gave his son a magical Egyptian pendant adorned with the face of a tiger to protect him against evil. When the show’s villains Crown Prince Gill, Black Mask and the Mu Primordials murder Professor Takigawa, Go is swiftly teleported back to Japan via the power of the talisman. But the real fun begins when Gill orders his creatures to follow Go and destroy Professor Takigawa’s research facility in Tokyo—a seemingly simple task that turns out to be much more than the bad guys bargained for. It’s revealed that Go can transform into Tiger 7, a super being who possesses seven superhuman powers. In subsequent episodes, Tiger 7 fights to protect his father’s research facility and to save humanity. Meanwhile, in real-life, the children of Japan were recreating these very scenarios with a plethora of licensed Tiger 7 toys.

Toying with the Tiger

In the battle against the minions of Mu on the playgrounds across Japan, children had a nice variety of toys to choose from. As with many shows of the 1970s, licenses were generally non-exclusive, allowing several companies to produce toys from a particular series. One of the most impressive Tiger 7 toys for the collector’s shelf is the 14” pull-string talker, part of a large line of superhero talkers by Masudaya. The figure has one black-painted right glove, while the left glove was red. But, this wasn’t a production mistake; rather, it was done to simulate Tiger 7’s powerful “Fight Glove” which he often used to finish off the monster-of-the-week.

The highly beloved company Bullmark also produced 12” and 5” vinyl versions of Tiger 7 with orange and yellow-molded heads. While the gloves on the 12” figures were painted on, they also came with a separate pair of Tiger 7’s “Fight Gloves.” These bright red gloves were stapled to the backer card in the bag. But don’t fear—even loose versions of the 12”, sans the deadly gloves, look complete.

Bullmark also issued four bagged 5” Mu Primordials (Crowned prince Gill, Black Mask, Kappa Primordial and Oil Primordial). All of the 5” figures were also released as a carded set, which is extremely rare to find today. These villains matched the aforementioned 5” Tiger 7, so children could enact fight scenes from the previous night’s episode. For variation hunters, these villains can be found with two paint variations as well, although the differences are subtle much more subtle.

Masudaya issued a 7.5” clear light-up figure of the feline superhero as well as 13” talking vinyl. Both Masudaya figures are extremely difficult to find, but, one of the Holy Grails of Tiger 7 toys is Popy’s 4 1/2” Pendant figure with removable mask—collectors usually only stumble across figures without the mask. This subsidiary of Bandai also issued a die-cast motorcycle of Tiger 7’s “Spark-go” (PA-18) in their Popinica vehicle series.

During the retro boom of the late 1990s and early 2000s, several toys were issued for P-Productions characters, and Tiger 7 was among them. There was a Gashapon-style figure from Konami, as well as a Neo-Henshin Cyborg Tiger 7 costume set from Takara, for use with their 12” Neo-Henshin Cyborg 99 figure. So now, those who grew up with Tiger 7 can once again play out his adventures in the 21st Century. Go, go Tiger, go!

Below, left to right: Masudaya light-up figure, Bootleg figure with gold spray (silver spray version not pictured), Popy pendant figure, Konami gashapon figure, Neo-Henshin Cyborg figure, Bullmark 5” figure (orange and yellow headed), Bullmark 12” figure (orange and yellow headed), Masudaya 13” talking figure with box, Bagged Bullmark 5” villains, Carded 5” villain set, loose 5” villains.





THE ART OF TIM BISKUP

BEATNIK MONSTER MAYHEM

BY GEOFF ALLEN



Tim Biskup, the mischievous master of moustaches. To say that this cat is one of the hardest working artists today would be a drunken understatement.

Let's take a look at what's on his perpetually packed plate: In addition to showing in a plethora of worldwide art shows, Tim owns the Biscop retail store in Pasadena, California, the Flopdoodle on-line store and he's part owner of GAMA-GO clothing. Plus, the man has toys coming out with every company that can get their hot little hands on him. Inspired by modern design and the early work of Disney, Biskup has taken from his animation training to turn flat surfaces into beautifully detailed

worlds where anything can happen, and usually does. Tim creates some of the most stunningly simple original paintings, hand painted objects, clothing, toys, books, cards and trinkets. With his wife and fellow artist, Seonna Hong, and their art muse daughter Tigerlily, Tim is making the most of his insanely busy life. When he's not working, he's rubbing elbows with the likes of Mark Ryden, Gary Baseman and Todd Schorr. Having shown in Los Angeles, New York, San Francisco, Tokyo, Kyoto and Melbourne, Tim has become one of the most sought after artists in the outsider art world. Super7 made him take his pill and slow down for a few minutes to answer some questions. Here's what happened...



Tim, obviously your big influences are Jim Flora and Mary Blair. Who is out there right now that is catching your eye and making you think about the way you work?

I still get most inspired by looking at work from the late 40s and early 50s. I look through a lot of old illustration and design books. There's a great balance of technical ability and modernist abstraction that happened so often back then. Good art was just everywhere. Half of the cereal boxes in an average supermarket probably held more good art than the average museum does these days.

There are some really amazing artists out there now, like Kirsten Ulve, Lynne Maylor, Chris Reccardi, Seonna Hong, Ryden, Baseman, Glenn Barr, Todd Schorr... (That could turn into a really long list so I'll just stop there). I think I'm inspired by a lot of those people, but I feel a little less comfortable taking inspiration from artists that are contemporaries.

Nature and animals play a major role in your work. Is that a reflection of growing up in the valley? A throwback to your childhood imagination?

My parents took us camping at least once a month when we were kids, so we saw a lot of the outdoors. I've always loved being out in nature. I was also a little scared of it. It seemed like there was so much space out there that bigfoot could easily hide from people. I also thought that there were probably many other creatures out there no one has ever seen.

Werner Herzog had a great observation about the brutality of nature. Something about nature violently eating itself. I think nature is a great metaphor for the human condition.

You have a series titled "Invasive Pedestrian Micro-Germs." It is genius, but where the hell did you come up with that name?

Well, they're small and they're all walking and they seemed to be sort of creepy and germ-like. I love playing with words and those just seemed to go together. I try not to think about titles too much. I just let them out the same way that I let my paintings out. As little editing as possible.

I THINK NATURE IS A GREAT METAPHOR FOR THE HUMAN CONDITION.

How did the move from the Central valley to "THE" Valley affect you? Have those early punk rock ethics stuck with you?

I moved away from Woodland Hills when I was nine and a few of my friends were just finding out about punk rock. I was really into skateboarding and going to the beach and then... Bam! We moved to Fresno. I totally hated it. I got into skiing and riding bikes and motorcycles and that made it a little better. I had a pretty steady arc from being totally into *Mork and Mindy* to being a little punk rock kid. It was just another way to express myself. When it started to be slightly acceptable to have a mohawk and earrings I started wearing make-up and girly bracelets. After a little while I just gave up trying to show people how "weird" I was.

I always loved the music and got really into the experimental/noise thing and then into jazz. The thing that rubbed off the most, I think, is that all of those people were working on things that they just believed in. They all basically did it themselves because that was how it had to happen. Being an artist was a totally natural out-growth of that, for me. I printed my own record covers because I just didn't think of doing it any other way. I still do that. I get packaging ideas from walking down the aisle at Home Depot. I want to cut everything out and fold it myself.

Back in the day, you were in a band. Did you move to L.A. to become a Hollywood rock star?

Above left: Butcher 1 // 2004, Cel vinyl acrylic on wood butcher block

Below: Partyworm // 2005, Cel vinyl acrylic on wood

Opposite page: Deathbot Killing Spree // 2005, Limited Giclee Print







Favorite punk band? Least favorite band? Kenny G doesn't count. He is everyone's least favorite. Oh yeah, Sade too.

Does the wacky world of Los Angeles play a role in the wacky world of Biskup and its characters? Do you watch people to get ideas for new characters? Does the landscape affect the way you create an interaction between these characters?

How have you avoided the L.A. art scene look? You know, tanning salons, faux hawks/mullets, manicures, tight acid-washed jeans, mesh hats, ascots, a closet full of silk garments, and of course... a moustache?



Uh oh, I'm sporting a mustache right now! What does that mean? Am I giving in? Am I going "LA"? Honestly, I guess that's another thing that I took from punk rock. I try to think for myself as much as possible. I don't mind doing something that everyone else may be doing. I just want to do it for my own reasons. God, that sounds retarded.

Your work is such a reflection on childhood. Was it just a matter of time before you began making toys?

Yeah, I was inspired by toys for a long time before I made them myself. It feels like a totally natural extension of my painting.

Your current toy projects include Neo-Kaiju, Pollard, Calli and Circus Punks. What's coming off the conveyor belt next?

Big things. I still like the idea of doing vinyl figures, but I'm really into

making something that towers over people. Ghonner is really exciting to me because it's big and because I don't know where it's going. I made a plan to make ten different editions, each one smaller in number by ten, so that the first version was an edition of 100, the second there will be 90, and so on until the last version will be an edition of only ten.

I like to set goals like that for myself because it makes me experiment with something rather than moving on to something new. I'm working on some more modular toys. Probably wood or die-cut paperboard. Harkening back to TinkerToys a little. I've so many projects in the works that I can't even keep track of them all. I keep a lot of lists. Suffice it to say that I am not slowing down.

Opposite page: Great Ghost Walk 1 // 2004, Cel vinyl acrylic on wood
Above: Great Ghost Walk 2 // 2004, Cel vinyl acrylic on wood

You have made toys with Sony, Critterbox, Super7, SEG and GAMA-GO. Who are you working with now? Who would you like to work with in the future?

I'm working with the same people, really. Some new people, but naturally I can't talk about that stuff too much. My favorite company is still M-Ichigo. I'd love to do something with them someday.

The Modular Populous with Gary Baseman were such a hit. Any new collaborations in the works?

I love working with Gary. We're always talking about working on more stuff together. There's sketching going on, but we're both keeping ourselves pretty busy these days. It's hard enough to get together for dinner.

Should we worry that Calli looks like he escaped from Folsom prison? I never thought of that until somebody pointed it out. I thought of him as an acrobat, actually. That's why they have flat heads, so you can stack them up. You can also spin them like a top!

You have branched out of the art toy world and into the home with coasters, stationery, and books. Any future plans with Dark Horse like curtains, napkins or beer cozys?

More Dark Horse stuff and some other home oriented projects. I've been really happy working with Munktiki on the ceramic Stack Pack set. It makes me want to do more of that stuff.

Above right: Blue Dinospade // 2005, Acrylic on masonite
Below: Helper Dragon // 2005, Cel vinyl acrylic on wood



Since you have made the change over from animation to painting and toys, do you have any longing to go back? Any cartoons in development?

No, I'm going to stay out of that world for a while. I'm really hooked on the autonomy that I have with what I'm doing right now. Animation is just so collaborative and labor intensive that I know it would take over my life. I'm not ready for that.

You work in both digital and paint mediums. How do you approach them differently? Is there a different feeling / sense of accomplishment when the piece is done?

It all starts with drawing, so in that way it's really the same. The way that I do paintings and computer designs are very much based on the technology of screen-printing and animation cel painting. I don't use cels or screens anymore, but I think in those terms. It's all layers, textures, blends, etc. The two formats cross over and inspire each other quite a bit. I even find myself trying to hit the undo button on a painting now and then.

I TRY TO KEEP IT AMBIGUOUS... CONFUSION IS A RIPE STATE TO BE IN.

Are any of the characters in your work self-portraits?

Yeah, they all are a little. I see myself in them quite a bit. Helper is pretty closely related to me, I think. He's more of a kinda guardian angel, though, I guess. I have put intentional caricatures of myself into my work, but not very often.

You have said that you love Warhol and Duchamp for being rule breakers. Who is breaking the rules right now? Are you?

I think that they were very brave and intentional in the way that they thought. They seemed intent on making points about the art world by breaking established rules.

There's a whole art world out there right now that is totally ignoring the rules that have been set up by the art establishment over time. I think that the whole "lowbrow" or "Pop Surrealism" movement is happening outside of those rules. It's like going to a punk show when I was 14. It was a whole world that was ignored for the most part and just evolved into it's own thing. As it progressed there were more and more rules set up. That's happening more and more in this new art world. My goal is to ignore as many of those rules as possible and stay true to myself.







Monsters, skulls, elephants...even your angry characters seem happy. Do you make a conscious effort to keep your work positive?

I try to keep it ambiguous. I don't want people to be able to put their finger on what's going on in a painting. Confusion is a ripe state to be in. That's the best way to appreciate what I do, I think.

Have you ever thought about doing caricatures at an amusement park?

I know quite a few people in the animation industry that did that, actually. It's good training. I'm not very good at caricatures, but then again half of the people that do it for a living are horrible at it!

Your lettering is so stylized and unique. What do you look at for influence — signage, kids, graffiti?

Circus signs, old package graphics. Honestly, I think I started writing like that after seeing a Margaret Kilgallen show. I love how she painted text.

Do you ever worry that the ideas of modernism that you reflect in your work will fall on deaf ears?

Not really. I think people have responded even more than I thought that they would. I've put a lot of energy into finding my own personal style. This guy Sam Kaufman, who runs a great modern furniture store in Hollywood called my style 'Baroque Modernism.' I really love that. It's nice when somebody understands what I'm doing that well.

Above: Red Dragon // 2005, Cel vinyl acrylic on wood

Right: Rodan // 2002, Gouache on paper

Opposite page: Chibull Seijin // 2004, Limited IRIS / Giclee Print

Do you and Seonna Hong (wife and artist) ever work together? Have you ever collaborated on a piece?

We have and we've talked about doing some more. It's a little tricky because we both have very specific ideas about how we want things to look. We're also very different in the way that we work. I'd much rather stay out of her way and be blown away by what she does than try to do my own thing to her work.

...IT'S EASIER TO BE IMAGINATIVE THAN TO DEVELOP THE TECHNIQUE...

Who is a tougher critic, Seonna or Tigerlily?

Seonna. Not that she's terribly critical, but Tiger is a total pushover. She likes everything.

What's more important, technique or imagination?

They're about the same as far as I'm concerned. I think it's easier to be imaginative than to develop the technique to be able to pull something off well. Maybe that's just me, though. I've known a lot of people that seem to be able to paint whatever they want as long as it's not interesting.

What is your favorite piece so far?

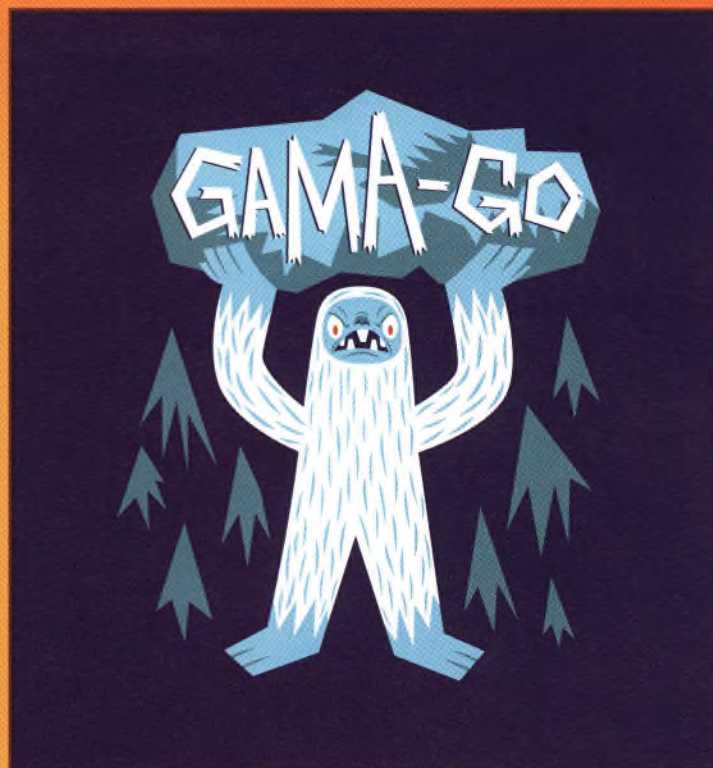
Probably the "Rodan" painting or "Night Light".

Let's finish it with simplicity. What one word describes Tim Biskup?

Dopey.







TIM BISKUP ON GAMA-GO

How did your connection with GAMA-GO come about?

I met those guys at a Residents show in SF and we hit it off right away. We talked about working together for years. When the idea of making t-shirts together came up, it just seemed perfect.

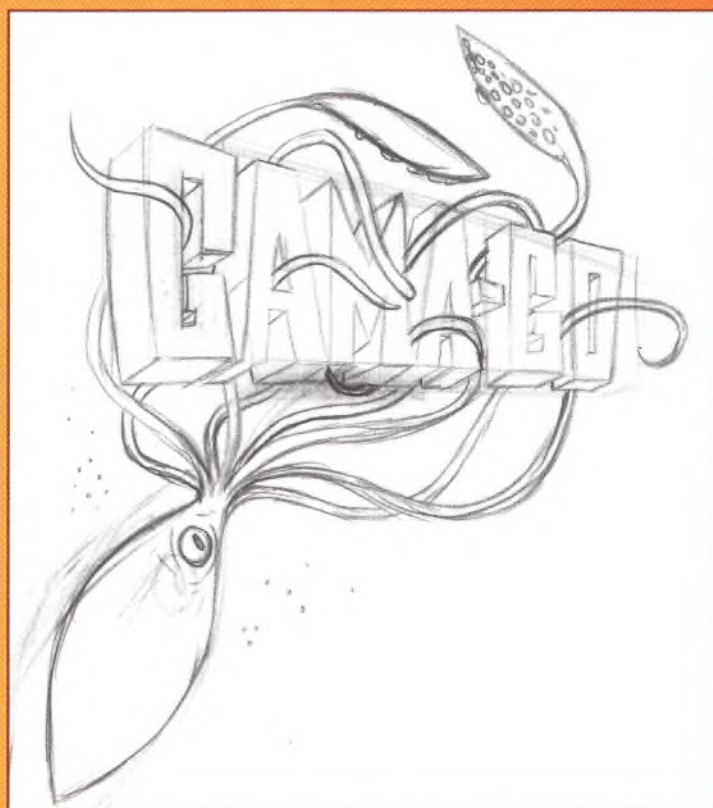
People always ask me how to start their own clothing companies. I just say, "don't even try it unless you have people like Chris and Greg." I've been totally blessed to be able to work with them.

You have done skateboard graphics for 101 Skateboards and Chris (GAMA-GO) has a history in skateboarding. Any chance of a Gamagon or Deathbot deck in the future?

I did stuff for Planet Earth, Santa Cruz, 60/40, Union, People and others. Yeah, a really good chance of that, actually. I've been doing a bit of skating lately for the first time in many years and it's inspired a lot of ideas.

Your daughter Tigerlily is obviously a big part of the GAMA-GO world. How has fatherhood played a role in your work?

I can't even begin to put that into words. I can just sit around drawing with her all day. She's really fun to draw because she's so expressive. Her drawings are totally amazing. Every bit as strange as mine, maybe more. She's just non-stop creative.





TIM'S TOYBOX

Aside from Mr. Biskup's wide array of original artwork, prints and t-shirt graphics, he somehow finds the time to create tons of toys. Tim has made these bitchin' little pieces of art with Super7, SEG, Sony Creative, Critterbox, Toy2R and Circus Punks. Biskup's toys range from 3" tall Pigdogs to the 6' tall Stack Pack, from a plagued cat to a virus-infected bear. Needless to say, Biskup's wild imagination has come to life in these collectible sculptures. Plus, almost every figure that he makes comes in a variety of colorways — many feature hand painted details. For this artist, toys are a serious passion and it shows.

POLLARD

2

Yellow Painted US Version - 100 made
Blue Painted Glow-In-The-Dark Version - 50 made
Unpainted Sparkle Black Comic-Con '03 XCL - 25 made
Red Painted Version w/ 5-Color Print - 250 made / 50 AP
Blank figures (6 each) made for Tim to experiment with: red, lt. blue, navy blue, glow, yellow, purple, green

QEE

3

Deco Plague Qee Cat - 500 made
Deco Virus Qee Bear - 500 made
Wrecker Panda (OX-OP Gallery Series) - 500 made
Deco Apocalypse Set (x2) x 8" Tall Vinyl - 250 made
16" Qee Bear & 8" Qee Egg - in the works

HELPER

4

8" vinyl and 4" vinyl Finger Puppet (Red) - 2000 made
Blue Flopdoodle Internet XCL - 100 made
Glow-In-The-Dark Version - 200 made
Yellow Kid Robot NYC XCL - 200 made

CALLI

5

Black and Silver Striped Version - 200 made
Hand Decorated Glow Comic-Con '04 XCL - 30 made
Mood Changing Yellow Version - 350 made
(To be released at San Diego Comic-Con '05)
Hand Decorated Yellow Comic-Con '05 XCL - TBA

CIRCUS PUNKS

6

Helper, Red with Black Hair Version - 75 made
Helper, Red with White Hair Version - 50 made
Helper, Lt. Blue Flopdoodle/Bispop Version - 75 made
Helper, Comic-Con '05 Dark Blue Version with Glowing Eye & Teeth - 100 made
GAMA-GO Yeti (two versions) - 75 of each made

GAMAGON

7

Orange Version (with silkscreen print) - 250 made
Red Version - 500 made
Glow-in-the-dark Super7 XCL Version - 100 made

STACK PACK

8

PVC Capsule Toys - Part of the Time Capsule Series
6 Different Stackable Characters - 10,000 of each made
Ceramic Version - 6 stacking ceramic mugs (4" - 6")
Blue Bispop Store Exclusive - 25 made / 5 AP
Full Color Version - 150 made / 15 AP
Bronze Version - 6 stacking figures (12") - 5 made / 1 AP

GHONNER

9

23" vinyl Pink Version - 100 made
There will be 10 editions of Ghonner, in all. Each edition will be smaller in number by 10. Each version will have different paint configuration & color.

TOTEM PALS

10

Small Boxed PVC Figures - Part of the Vanimal Zoo Series
5 Different Characters - 5,000 of each made



二〇世紀未来 THE 20TH CENTURY FUTURE

ぼ う え い た い

ロボット防衛隊

THE TERRESTRIAL DEFENSE ROBOT SQUADRON

TDRS

Written by Makoto Hayami
Character Designers Tadashi Mitudayama/Noriyoshi Uno
Executive Producer Eiji Kaminaga
© M.H./MARUSAN



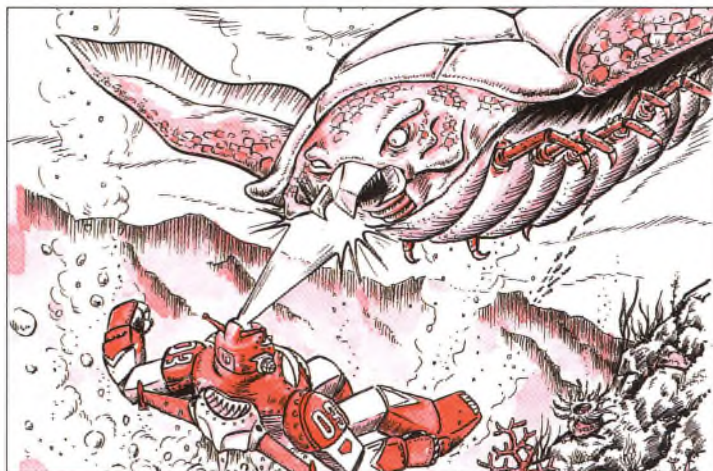
The alien's snake-like hand slithered towards Lisa and she screamed.

"Such insolence," hissed the alien.

"The monster speaks!" said Lisa, filled with surprise.

"I'm not speaking. I'm communicating with telepathy. We are from the dark nebula FRAN. The oceans of your earth have untapped resources hidden from you. We desire them."

On the island, the TDRS robots continue battling the monsters.

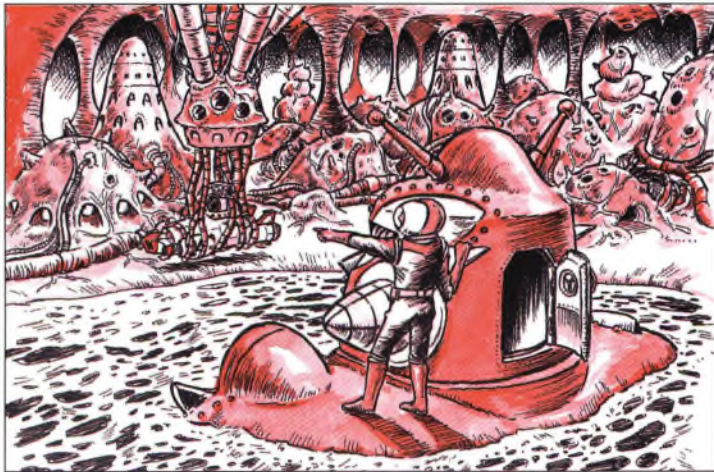


In the base operational room, Kury analyzed the monsters by computer as the TDRS robots transmitted images of the battle. The creature with wicked tusks was Seabull and the winged fish monstrosity was Bamer, both prehistoric beasts from the Jurassic period.

TDRS-01 fired on Ebireon with superior force. The laser beams of TDRS-03 rained down on Seabull.

"I can handle it here, Ken. No contact from Lisa," said Sonny over the radio.

"OK, Sonny. I'll go after her," Ken replied and TDRS-03 submerged beneath the waves.



Ken's vehicle shook beneath him. The giant monster Bamer attacked TDRS-03. Ken was shaken but managed to fire his maser ray. A direct hit and Bamer scurried away.

TDRS-03 continued into the cavern. Suddenly, an energy beam struck the vehicle. Ken pressed a button and a protective laser barrier engulfed the TDRS-03.

"What is this?" Ken murmured.

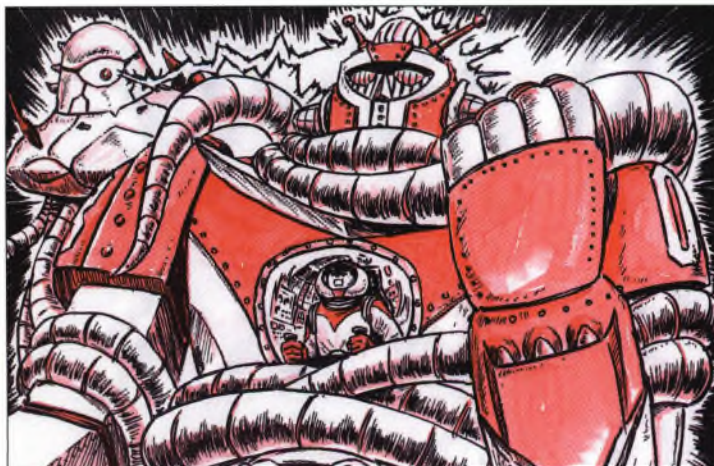
He saw the TDRS-04 and called Lisa over the radio. There was no reply.

"This is Ken, to FE base. I found TDRS-04, but Lisa was not aboard. The cavern leads to some sort of undersea base. My god! It is an alien vessel. Lisa must have been taken."

"This is Captain Smith, understood. Be careful and save Lisa."

"Incredible!" said Captain Smith as Ken's vehicle broadcast images of the UFO.

Domed buildings opened and flying saucers emerged. The flying saucers were robots of the aliens and shot beams at TDRS-03. TDRS-03 fought back with missiles and maser beams. As TDRS-03 shot down the alien robots more appeared. An alien robot attacked with whip-like arms. TDRS-03 was forced to fall back.



Robotic arms coiled around the TDRS-03 and the vehicle was unable to move.

Suddenly, two of the robots exploded.

"Thank you for waiting, Ken," Sonny said sarcastically as the TDRS-01 appeared. Cannon fire destroyed the robotic arms wrapped around the TDRS-03.

"I can handle it from here, Ken. Go rescue Lisa!"

"Roger, Sonny!" The TDRS-03 approached the alien base. Ken left the cockpit and laser beams peppered the air around him. Ken returned fire at the octopus-like aliens swarmed around him. He saw the power reactor of the base and aimed for it.

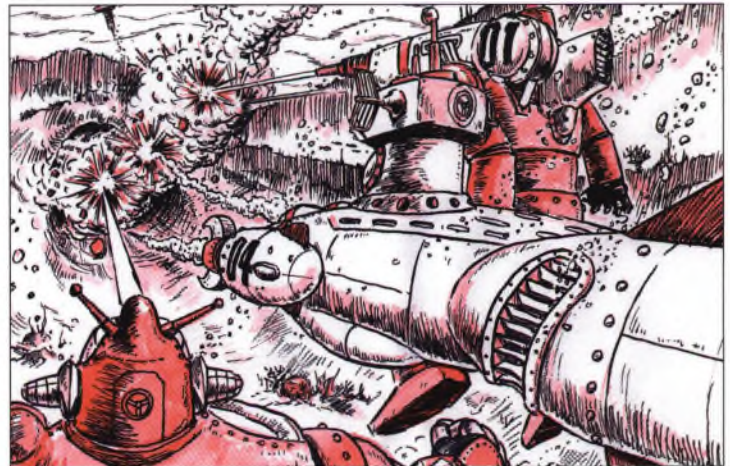
"Lisa, are you OK?" Ken said.

As the aliens escaped, Sonny gave chase in the TDRS-01. Ken and Lisa boarded their own robots and followed.

"I will take care of these guys," said Lisa. Alien robots exploded in a volley of missiles fired by the TDRS-04.

"Good job to the TDRS pilots on duty! I'm glad that Lisa was rescued. All TDRS robots, return to the base," said Captain Smith.

"Roger!" said the voices in unison.



ANDROID

designer vinyl toys + art

www.androids.com



MOON TOAD PRODUCTIONS PRESENTS:
SAM FOUT'S PROJECT: NEPTOON

www.projectneptoon.com



The most amazing Toys!



on Dasher and Dancer and
Prancer and Vixen, on Comet
and Cupid and Donner and
Blitzen...hahah Jack's got nothing
on me when it comes to
nightmares for Christmas



Shop Early
Shop Smart
Shop ...

www.chibigojitoys.com



Relax...we have what you need!

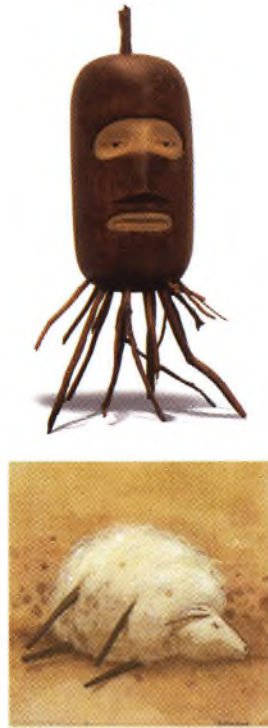
www.tikitoys.com



Brendan Monroe is an artist with a penchant for strange creatures and foreign lands. His imagery often includes things derivative of nature that are then twisted and brought to life like a science experiment gone bad. There is an evil and a good side lurking in all of his works, whether they're sculptures, acrylic paintings or prints. He is currently living and working in Chinatown, Los Angeles.

www.brendanmonroe.com

Counter clockwise from top left: Sours, Stumpface, Hunters, Sheep (2), Stumpwood, Roots, Kiwi baby



RARE VINTAGE

JAPANESE TOYS

MONSTERS & ROBOTS!

GODZILLA • ULTRAMAN
SHO-GUN WARRIORS
GIGANTOR • GAMERA

ASTRO BOY • JOHNNY SOCKO
SENTAI-RANGERS
ROBOTECH • MACROSS
KAMEN RIDER
SPACE-GIANTS
SPEED RACER
GATCHAMAN
KIMBA
AND MUCH MORE!

ARK
DIE-CAST
VINTAGE VINYL
TIN • PAPER
PLASTIC • RESIN
& MORE!

M-1
POPY
BULLMARK
BANDAI • UNI-FIVE
MARMIT • MARUSAN
TSUBARAYA • B-CLUB
BARE MODEL • NAKAJIMA
TAKATOKU • NITTO • YAMAKATSU
BANPRESTO • X-PLUS • BILLIKEN
TAKARA • MARUII • PLAYSETS
SOUL OF CHO-GO-KIN • PROMOS
GODAIKINS • JUMBOS • HIGH GRADES
CALL STEVE AGIN! (908) 475-1796



Billy Galaxy

Cool Vintage Toys
Classic Video Games

Old Comic Books more !!



912 W Burnside, Portland, OR 97209

☎ 503-227-8253

www.billygalaxy.com



- Original Paintings
- Small Sculpture



JOHN KASTNER

Museum & Gallery Inquiries Welcome



BOB CONGE

- Limited Edition Prints
& Other Art stuff



BILL HAND

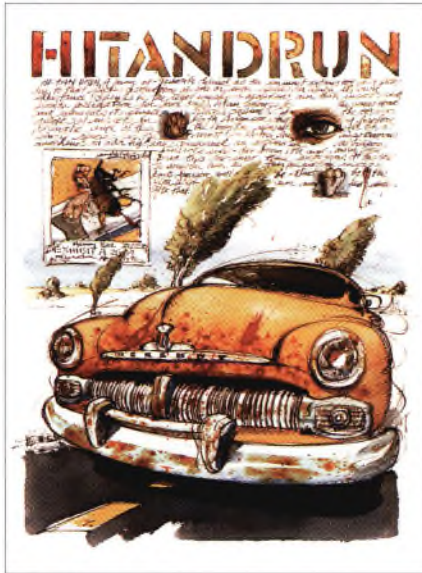
Commissions Considered

visit PLASEEBO.NET ... you'll feel better

ART BY BOB CONGE



Vincent



Hit and run

Bob Conge was born in rural upstate New York and was introduced to painting while studying art at the Rochester Institute of Technology. After becoming one of the school's professors and teaching for a number of years, Conge decided to establish his own graphic design and illustration studio. His clients have included The Mirage-Las Vegas, The New York Times, Sony Music, and Volkswagen, to name a few. Not wanting to confine his work to canvas, Conge's art has moved into the third dimension with his recent focus on toys.

www.plaseebo.net



Mickey Baby #1

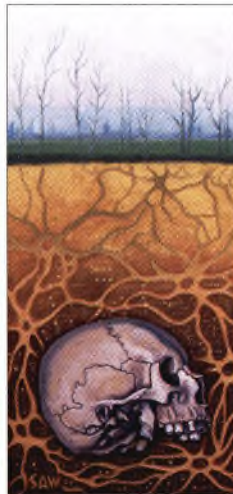


Mickey Baby #2



Mickey Baby #3

ART BY SCOTT SAW

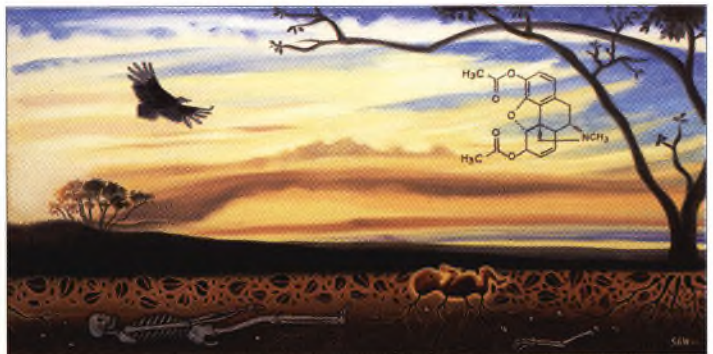


Born in 1971 and raised in San Diego, Scott Saw's oil paintings represent vibrant dreams where childhood memories collide with subconscious notions of the afterlife. The cycles of life are a major motif in his paintings, resulting in landscapes that encapsulate darkness, dementia and humor. Creating on canvas, wood and high-tech scraps, Saw has exhibited at the La Luz de Jesus in Los Angeles, Seattle's Roq la Rue, and Shooting Gallery in San Francisco. In addition to heading up a freelance design group, he's recently self-published his first art book, *Curtains, the Wonder of Life and the Mystery of Death*.

www.scottssaw.com

Left (left to right): Wrong Black Hole, Subsurface

Below (left to right): Spent Heart, Found Heart, Altitude Sickness



Playful Ingredients for Modern Living.

Introducing eight new pillow designs from Dora Drimalas at Hybrid-Home. All of our pillows are available in a range of colors, and the designs are sure to bring an element of fun to any interior. Radial, Pick Up Sticks, Stacked, Square-One, Deer You, Secret Service, Air Traffic Control and Audubon Society can be viewed at www.Hybrid-Home.com.

Hybrid-Home.com

E > info@hybrid-home.com

T > 415.227.4700

F > 415.227.4706

Stacked pillow pictured.

Photography courtesy of Jeff Dey



CLAWMARK TOYS

MAKING MONSTER DREAMS COME TRUE

We sell Godzilla, Gamera, Mothra, and other figures, toys, books, posters, mini posters, highgrades, hyper figures, plush toys, models, candy toys and THEATER EXCLUSIVE ITEMS. Kaiju collectors serving collectors, Tom and Diane lived in Japan for six years! They know the country and they know the Kaiju! Vintage toys or new toys, toys for all budgets, they have the largest Godzilla inventory in the USA!

Web site: <http://www.clawmarktoys.com> — E-mail: clawmarktoys2000@yahoo.com

Clawmark Toys

1308 Tour Drive
Gulf Breeze, Florida 32563
Phone: (850) 916-4517



**VISA &
MASTERCARD
ACCEPTED**

JUST A LITTLE UGLY

LITTLE UGLYS™

MINI PLUSH



WAGE

NEW!
HALF the SIZE
TWICE AS UGLY!



Minimum
WAGE

HEY!



UGLYDOLL™

UGLYDOLLS.COM

CREATED BY SUN-MIN KIM and DAVID HORVATH






kid robot
www.kidrobot.com

FEATURING DESIGNS BY: **CYCLE FILTH GLENN BARR HUCK GEE KENZO MINAMI FRANK KOZIK**
DR. REVOLT QUEEN ANDREA SKET ONE SUPERDEUX TADO TO DIE FOR TRISTAN UPSO

Get a **FREE** mystery mini figure when you spend over \$25 at www.kidrobot.com. When prompted for a promocode, type **SUPER7** in all caps.

NEW YORK CITY: 126 Prince Street, SoHo **SAN FRANCISCO:** 1512 Haight Street @ Ashbury **LOS ANGELES:** 3rd Street Promenade, Santa Monica

