

I'm not a robot



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As the Avengers and the Fantastic Four, and outsource them to the studios of two of the former Marvel artists turned Image Comics founders, Jim Lee and Rob Liefeld. The relaunched titles, which saw the characters transported to a parallel universe with a history distinct from the mainstream Marvel Universe, were a solid success amidst a general sluggish industry (77) In 1997, Toy Biz bought Marvel Entertainment Group to end the bankruptcy, forming a new distributor, Marvel Enterprises.[59] With his business partner, Al Arad, publisher Bill Jemas, and editor-in-chief Bob Harras, Toy Biz co-owner Isaac Perlmutter helpeditalize the comic line.[78] In 1998, the graphic novel launched the imprint Marvel Knights, taking place "with reduced [Marvel] continuity," according to one history, with better production quality.[79] The imprint was helmed by soon-to-become editor-in-chief Joe Quesada; it featured tough, gritty stories showcasing such characters as the Daredevil, the Inhumans, and Black Panther.[79][80][81][82] With the new millennium, Marvel Comics emerged from bankruptcy and again began diversifying its offerings. X-Force #116 X-Force #119 (October 2001) was the first Marvel Comics title since The Amazing Spider-Man #96-98 in 1971 to not have the Comics Code Authority (CCA) approval seal, due to the violence depicted in the issue. The CCA, which governed the content of American comic books, rejected the issue, requiring that changes be made. Instead, Marvel simply stopped submitting comics to the CCA.[83][84][85] It then established its own Marvel Rating System for comics.[86][87] Marvel also created new imprints, such as MAX (an explicit-content line)[88][89] and Marvel Adventures (developed for child audiences).[90][91] The company also created an alternate universe imprint, Ultimate Marvel, that allowed the company to reboot its major titles by revising and updating its characters to introduce to a new generation.[92] Some of the company's properties were adapted into successful film franchises, such as the Men in Black film series (which was based on a Malibu book), starting in 1997, the Blade film series, starting in 1998, the X-Men film series, starting in 2000, and the highest grossing series, Spider-Man, beginning in 2002.[93] Marvel's Conan the Barbarian title was canceled in 1993 after 275 issues, while the Savage Sword of Conan magazine had lasted 235 issues. Marvel published additional titles including miniseries until 2000 for a total of 650 issues. Conan was picked up by Dark Horse Comics three years later[47] In a cross-promotion, the November 1, 2006, episode of the CBS soap opera Guiding Light, titled "She's a Marvel", featured the character Harley Davidson Cooper (played by Beth Ehlers) as superheroine named the Guiding Light.[94] The character's story continued on page backdoor feature, "A New Light", that appeared in several Marvel titles published November 2 and 8.[95] Also that year, Marvel created an ad on its Web site.[96] Marvel Comics logo introduced in 2008 In late 2007 the company launched Marvel Digital Comics Unlimited, a digital archive of over 2,500 back issues available for viewing, for a monthly or annual subscription fee.[97] At the December 2007 New York Anime Fest, the company announcement that Del Rey Manga would published two original English language Marvel manga books featuring the X-Men and Wolverine to hit the stands in spring 2009.[98] In 2009 Marvel Comics closed its Open Submissions Policy, in which the company had accepted unsolicited samples from aspiring comic book artists, saying the time-consuming review process had produced no suitably professional work.[99] The same year, the company commemorated its 70th anniversary, dating to its inception as Timely Comics, by issuing the one-shot Marvel Mystery Comics 70th Anniversary Special #1 and a variety of other special issues.[100][101] Writers of Marvel titles in the 2010s include (seated left to right) Ed Brubaker, Christos Gage, Matt Fraction, and Brian Michael Bendis. On August 31, 2009, The Walt Disney Company announced it would acquire Marvel Comics' parent corporation, Marvel Entertainment, for a cash and stock deal worth approximately \$4 billion, which if necessary would be adjusted at closing, giving Marvel shareholders \$30 and 0.745 Disney shares for each share of Marvel they owned.[102][103] As of 2008, Marvel and its major competitor DC Comics shared over 80% of the American comic-book market.[104] As of September 2010, Marvel switched its bookstore distribution company from Diamond Book Distributors to Hachette Distribution Services.[105] Marvel moved its office to the Sports Illustrated Building in October 2010.[106] Marvel relaunched the CrossGen imprint, owned by Disney Publishing Worldwide, in March 2011.[107] Marvel and Disney Publishing began jointly publishing Disney/Pixar Presents magazine that May.[108] Marvel discontinued its Marvel Adventures imprint in March 2012,[109] and replaced them with a line of two titles connected to the Marvel Universe TV Block.[110] Also in March, Marvel announced its Marvel ReEvolution initiative that included Infinite Comics[111] a line of 16 digital comics, Marvel AR, a software application that provides augmented reality experience to readers, and Marvel NOW!, a relaunch of almost of the company's major titles with new creative teams.[112][113] Marvel NOW! also saw the debut of new flagship titles including Uncanny Avengers and All-New X-Men.[114] In April 2013, Marvel and other Disney conglomerate components began announcing joint projects. With ABC, a Once Upon a Time graphic novel was announced for publication in September.[115] With Disney, Marvel announced in October 2013 that in January 2014 it would release its first title under their joint "Disney Kingdoms" imprint "Seekers of the Weird", a five-issue miniseries.[116] On January 3, 2014, fellow Disney subsidiary Lucasfilm Announced that as of 2015, Star Wars comics would once again be published by Marvel.[117] Following the events of the company-wide crossover "Secret Wars" in 2015, a relaunched Marvel universe began in September 2015, called the All-New, All-Different Marvel.[118] Marvel Legacy was the company's Fall 2017 relaunch branding, which began that September. Books released as part of that initiative featured lenticular variant covers that required comic book stores to double their regular issue order to be able to order the variants. The owner of two Comix Experience stores complained about requiring retailers to purchase an excess of copies featuring the regular cover, which they would not be able to sell in order to acquire the more sought-after variant. Marvel responded to these complaints by rescinding these ordering requirements on newer series, but maintained it on more long-running titles like Invincible Iron Man. As a result, MyComicShop.com and at least 70 other comic book stores boycotted these variant covers.[119] Despite the release of Guardians of the Galaxy Vol. 2, Logan, Thor: Ragnarok, and Spider-Man: Homecoming in theaters, none of those characters' titles featured in the top 10 sales and the Guardians of the Galaxy comic book series was canceled.[120] Conan Properties International announced on January 12, 2018, that Conan would return to Marvel in early 2019.[47] On March 1, 2019, Serial Box, a digital book platform, announced a partnership with Marvel, in which they would publish new and original stories tied to a number of Marvel's popular franchises.[121] In the wake of the COVID-19 pandemic from March to May 2020, Marvel and its distributor Diamond Comic Distributors stopped producing and releasing new comic books.[122][123][124] On March 25, 2021, Marvel Comics announced that they planned to shift the direct market distribution for monthly comics and graphic novels from Diamond Comic Distributors to Penguin Random House. The change was scheduled to start on October 1, 2021, in a multi-year partnership. The arrangement would still allow stores the option to order comics from Diamond, but Diamond would be acting as a wholesaler rather than distributor.[11] On March 29, 2023, as a part of a corporate restructuring to fold Marvel Entertainment into The Walt Disney Company, Marvel Comics was transferred to Disney Publishing Worldwide.[125][126] In June 2024, Marvel unveiled a new logo for Marvel Comics, similar in style to the logos for Marvel Studios and Marvel Studios Animation. This logo was meant to be used for more "corporate" purposes and on new social media channels for Marvel Comics, and would not appear on comics themselves.[127][128] Michael T. Hobson, executive vice president,[129] Marvel Comics group vice-president (1986)[130] Stan Lee, chairman and publisher (1986)[130] Joseph Calamari, executive vice president (1986)[130] Jim Shooter, vice president and editor-in-chief (1986)[130] (Abraham Goodman, 1939(6) Martin Goodman, 1939-1972[45] Charles "Chip" Goodman, 1972[45] Stan Lee, 1972 - October 1996[45][46][129] Shirrel Rhoades, October 1996 - October 1998 [129] Winston Fowlkes, February 1998 - November 1999[129] Bill Jemas, February 2000 - 2003[129] Dan Buckley, 2003[131] - January 2017[132][133] John New, January 2018 - present[132] Marvel's chief editor originally held the title of "editor". This head editor's title later became "editor-in-chief". Joe Simon was the company's first true chief-editor, with publisher Martin Goodman, who had served as titular editor only and outsourced editorial operations. In 1994 Marvel briefly abolished the position of editor-in-chief, replacing Tom DeFalco with five group editors-in-chief. As Carl Potts described the 1990s editorial arrangement: In the early 1990s, Marvel had so many titles that there were three Executive Editors, each overseeing approximately one-third of the line. Bob Budiansky was the third Executive Editor following the previously promoted Mark Gruenwald and Potts. We all answered to Editor-in-Chief Tom DeFalco and Publisher Mike Hobson. All three Executive Editors decided not to add our names to the already crowded credits on the Marvel titles. Therefore it wasn't easy for readers to tell which titles were produced by which Executive Editor ... In late '94, Marvel reorganized into a number of different publishing divisions, each with its own Editor-in-Chief.[134] Marvel reinstated the overall editor-in-chief position in 1995 with Bob Harras. Editor Martin Goodman (1939-1941; titular only)[6] Joe Simon (1939-1941) Stan Lee (1941-1942) Vincent Fago (acting editor during Lee's military service) (1942-1945) Stan Lee (1945-1972) Roy Thomas (1972-1974) Len Wein (1974-1975) Mary Wolfman (black-and-white magazines 1974-1975, entire line 1975-1976) Gerry Conway (1976) Archie Goodwin (1976-1978) Editor-in-chief Jim Shooter (1978-1987) Tom DeFalco (1987-1994) No overall; separate group editors-in-chief (1994-1995) Bob Budiansky, Spider-Man Group Bobbie Chase, Marvel Editor Mark Gruenwald, Marvel Universe (Avengers & Cosmic) Bob Harras, X-Men Group Carl Potts, Marvel Comics (licensed property titles only)[134] Bob Harras (1995-2000) Joe Quesada (2000-2011) Axel Alonso (2011-2017) C. B. Cebulski (2017-present)[135] Originally called associate editor when Marvel's chief editor just carried the title of editor, the title of the second-highest editorial position became executive editor under the chief editor title of editor-in-chief. The title of associate editor later was revived under the editor-in-chief as an editorial position in charge of fees for readers to tell which titles were produced by which Executive Editor ... Associate Editor Jim Shooter, January 5, 1976 - January 2, 1978[136] Executive Editor Tom DeFalco, 1983-1987 Mark Gruenwald, 1987-1991; Senior Executive Editor: 1991-1995 Carl Potts, Epic Comics Executive Editor: 1989-1995[134] Bob Budiansky, Special Projects Executive Editor, 1991-1995[134] Bobbie Chase, 1995-2001 Tom Brevort, 2007-2011[37] Axel Alonso, 2010 - January 2011[138] Martin Goodman (1939-1968) Parent corporation Magazine Management Co. (1968-1973) Cadence Industries (1973-1986) Marvel Entertainment Group (1986-1998) Marvel Enterprises, Inc. (1998-2005) Marvel Entertainment, Inc. (2005-2023), a wholly owned subsidiary of The Walt Disney Company) Disney Publishing Worldwide (2023-present) Located in New York City, Marvel has had successive headquarters in the McGraw-Hill Building [6] where it originated as Timely Comics in 1939[139] in suite 1401 of the Empire State Building [39] at 635 Madison Avenue (the actual location, though the comic books' indicia listed the parent publishing-company's address of 625 Madison Ave.[139] 575 Madison Avenue.[139] 387 Park Avenue South[139] 10 East 40th Street[139] 417 Fifth Avenue[139] a 60,000-square-foot (5,600 m²) space in the Sports Illustrated Building at 135 W. 50th Street (October 2010-106)[140] present) Animated Series Aired Production Distributor Network Episodes The Marvel Super Heroes 1966 Grantay-Lawrence Animation / Marvel Comics Group Krantz Films ABC 65 Fantastic Four 1967-68 Hanna-Barbera Productions / Marvel Comics Group Taft Broadcasting 20 Spider-Man 1967-70 Grantnay-Lawrence Animation / Krantz Films / Marvel Comics Group 52 The New Fantastic Four 1978 DePatie-Freleng Enterprises / Marvel Comics Animation Marvel Entertainment NBC 13 Fred and Barney Meet the Thing 1979 Hanna-Barbera Productions / Marvel Comics Group Taft Broadcasting 13 (26 segments of The Thing) Spider-Woman 1979-80 DePatie-Freleng Enterprises / Marvel Comics Animation Marvel Entertainment ABC 16 This section appears to be slanted towards recent events. Please try to keep recent events in historical perspective and add more content related to non-recent events. [July 2017] In 2017, Marvel held a 38.30% share of the comics market, compared to its competitor DC Comics' 33.93%.[141] By comparison, the companies respectively held 33.50% and 30.33% shares in 2013, and 40.81% and 29.94% shares in 2008.[142] Marvel characters and stories have been adapted to multiple media platforms. Some of these adaptations were produced by Marvel Comics and its sister company, Marvel Studios, while others were produced by companies licensing Marvel material. In June 1998, Marvel issued its collectible caps for milk caps game under the Hero caps brand [143] In 2014, the Marvel Disk Wars: The Avengers Japanese TV series was launched together with a collectible game called Bachiombat, a game similar to the Hero caps game, by Bandai.[144] The RPG industry largely followed the development of the collectible card game (CCG) in the early 1990s which there were some Marvel characters were featured in CCG of their own starting in 1995 with Fleer's OverPower (1995-1999). Later collectible card game were: Marvel Superstars (2010-?) Upper Deck Company RchARGE Collectible Card Game (2001-?) Marvel Vs. System (2004-2009, 2014-) Upper Deck Company X-Men Trading Card Game (2000-?) Wizards of the Coast Marvel Champions: The Card Game (2019-present) Fantasy Flight Games, a Living Card Game[145] Marvel Crisis Protocol (Fall 2019-) Atomic Mass Games[146] Hero-Click, WizKids Main article: List of Marvel RPG supplements TSR published the pen-and-paper role-playing game Marvel Super Heroes in 1984. TSR then released in 1998 the Marvel Super Heroes Adventure Game which used a different system, the card-based SAGA system, than their first game. In 2003 Marvel Publishing published its own role-playing game, the Marvel Universe Roleplaying Game, that used a diceless stone pool system.[147] In August 2011 Margaret Weis Productions announced it was developing a tabletop role-playing game based on the Marvel universe, set for release in February 2012 using its house Cortex Plus RPG system.[148] Main article: Marvel Games Video games based on Marvel characters go back to 1984 and the Atari 2600 game, Spider-Man. Since then several dozen video games have been released and all have been produced by outside licensees. In 2014, Disney Infinity 2.0: Marvel Super Heroes was released that brought Marvel characters to the existing Disney sandbox video game. Main articles: List of films based on Marvel Comics publications, Marvel Cinematic Universe, and List of Marvel Cinematic Universe films As of the start of September 2015, films based on Marvel's properties represent the highest-grossing U.S. franchise, having grossed over \$7.7 billion[149] as part of a worldwide gross of over \$18 billion. As of 2024, the Marvel Cinematic Universe (MCU) has grossed over \$32 billion. Spider-Man's Wedding (1987) Spider-Man On Stage (1999) Spider-Man Profit Show: A Stunt Spectacular (2002-2004) Spider-Man Live (2002-2003) The Marvel Experience Show Spider-Man: Turn Off the Dark (2011-2014) A Broadway musical Main articles: Marvel Comics and Marvel Press In 2014, Marvel first licensed two prose novels to Bantam Books who printed The Avengers: Battle the Earth Wrecker by Otto Binder (1967) and Captain America: The Great Gold Steal by Ted White (1968). Various publishers took up the licenses from 1978 to 2002. Also, with the various licenses films being released beginning in 1997, various publishers put out film novelizations [150] In 2003, following publication of the prose young adult novel Mary Jane, starring Mary Jane Watson from the Spider-Man mythos, Marvel announced the formation of the publishing imprint Marvel Press.[151] However, Marvel moved back to licensing with Pocket Books from 2005 to 2008.[150] With few books issued under the imprint, Marvel and Disney Books Group relaunched Marvel Press in 2011 with the Marvel Origin Storybooks line.[152] Main article: List of television series based on Marvel Comics publications Many television series, both live-action and animated, have based their productions on Marvel Comics characters. These include series for popular characters such as Spider-Man, Iron Man, the Hulk, the Avengers, the X-Men, Fantastic Four, the Guardians of the Galaxy, Daredevil, Jessica Jones, Luke Cage, Iron Fist, the Punisher, the Defenders, S.H.I.E.L.D., Agent Carter, Deadpool, Legion, and others. Additionally, a handful of television films, usually also pilots, based on Marvel Comics characters have been made. Marvel has licensed its characters for theme parks and attractions, including Marvel Super Hero Island at Universal Orlando's Islands of Adventure [153] in Orlando, Florida, which includes rides based on their iconic characters and costumed performers, as well as The Amazing Adventures of Spider-Man ride cloned from Islands of Adventure to Universal Studios Japan.[154] Years after Disney purchased Marvel in late 2009, Walt Disney Parks and Resorts plans on creating original Marvel attractions at their theme parks.[155][156] with Hong Kong Disneyland becoming the first Disney theme park to feature a Marvel attraction [157][158] Due to the licensing agreement with Universal Studios, signed prior to Disney's purchase of Marvel, Walt Disney World and Tokyo Disney Resort are barred from having Marvel characters in their parks.[159] However, this only includes characters that Universal is currently using in their "families" (X-Men, Avengers, Fantastic Four, etc.), and the villains associated with said characters [153] This clause has allowed Walt Disney World to have meet and greets, merchandise, attractions and more with other Marvel characters not associated with the characters at Islands of Adventures, such as Star-Lord and Gamora from Guardians of the Galaxy.[160][161] Marvel Comics Marvel Press joint imprint with Disney Books Group Icon Comics (creator owned) Infinite Comics (creator owned) MAX 20th Century Studios[162] Marvel Worldwide with Disney announced in October 2013 that in January 2014 it would release its first comic book title under their joint Disney Kingdoms imprint Seekers of the Weird, a five-issue miniseries inspired by a never built Disneyland attraction Museum of the Weird.[116] Marvel's Disney Kingdoms imprint has since released comic adaptations of Big Thunder Mountain Railroad,[163] Walt Disney's Enchanted Tiki Room,[164] The Haunted Mansion,[165] two series on Figment[166][167] based on Journey into Imagination. Almagam Comics CrossGen Curtis Magazines/Marvel Magazine Group Marvel Monsters Group Epic Comics (creator owned) (1982-2004) Malibu Comics (1994-1997) Marvel 099 (1992-1998) Marvel Absurd Marvel Age/Adventures Marvel Books Marvel Edge Marvel Knights Marvel Illustrated Marvel Mangaverse Marvel Music Marvel Next Marvel Noir Marvel UK Marvel Frontier MC2 New Universe Paramount Comics (co-owned with Viacom's Paramount Pictures) Razorline Star Comics Tsunami Ultimate Comics List of comics characters which originated in other media List of magazines released by Marvel Comics in the 1970s Lists of Marvel Comics characters List of current Marvel Comics publications List of Timely and Atlas Comics publications ^ Apocryphal legend has it that in 1961, either Jack Liebowitz or Irwin Donenfeld of DC Comics (then known as National Periodical Publications) bragged about DC's success with the Justice League (which had debuted in The Brave and the Bold #28 [February 1960] before going on to its own title) to publisher Martin Goodman (whose holdings included the nascent Marvel Comics) during a game of golf. However, publisher Goodman denied the claim, saying that he had never played golf with Goodman, so the story is untrue. I heard this story more than a couple of times while sitting in the lunchroom at 635 Madison Avenue and 75 Rockefeller Plaza office as Sol Harrison and [production chief] Jack Adler were schmoozing with some of us ... who worked for DC during our college summers. [The way I heard the story from Sol was that Goodman was playing with one of the heads of Independent News, not DC Comics (though DC owned Independent News) ... As the distributor of DC Comics, this man certainly knew all the sales figures and was in the best position to tell this tidbit to Goodman. ... Of course, Goodman would want to be playing golf with this fellow and be in his good graces ... So worked closely with Independent News' top management over the decades and would have gotten this story straight from the horse's mouth. Goodman, a publishing trend-follower aware of the JLA's strong sales, confirmably directed his comics editor, Stan Lee, to create a comic-book series about a team of superheroes. According to Lee in Origins of Marvel Comics (Simon and Schuster/Fireside Books, 1974), p. 16: "Martin mentioned that he had noticed one of the titles published by National Comics seemed to be selling better than mine. It was a book called The [sic] Justice League of America and it was composed of a team of superheroes. ... 'If the Justice League is selling', spoke he, 'why don't we put out a comic book that features a team of superheroes?' ... ^ a b Schedeen, Jesse (March 25, 2021). "Marvel Comics Shifts to New Distributor in Industry-Rattling Move - IGN". Archived from the original on March 25, 2021. Retrieved March 25, 2021. ^ "Hachette - Our Clients". Archived from the original on September 11, 2017. Retrieved September 17, 2017. ^ a b Daniels, Les (1991). Marvel: Five Fabulous Decades of the World's Greatest Comics. New York: Harry N. Abrams. pp. 27 & 32-33. ISBN 0-8109-3821-9. Timely Publications became the name under which Goodman first published a comic book line. He eventually created a number of companies to publish comics ... but Timely was the name by which Goodman's Golden Age comics were known ... Marvel wasn't always Marvel; in the early 1940s the company was known as Timely Comics, and some covers bore this shield." ^ Sanderson, Peter (November 20, 2007). The Marvel Comics Guide to New York City: Gallery Books. ^ a b c Postal indicia in issue, per Marvel Comics #1 [1st printing] (October 1939) Archived November 3, 2014, at the Wayback Machine at the Grand Comics Database. ^ No.1. MARVEL COMICS, Oct. 1939 Published monthly by Timely Publications, Art and editorial by Funnies Incorporated..." ^ a b c d e Per statement of ownership, dated October 2, 1939, published in Marvel Mystery Comics #4 (Feb. 1940), p. 40; reprinted in Marvel Masterworks: Golden Age Marvel Comics Volume 1 (Marvel Comics, 2004, ISBN 0-7851-1609-5), p. 239 ^ Bell, Blake; Vassallo, Michael J. (2013). The Secret History of Marvel Comics: Jack Kirby and the Moonlighting Artists at Martin Goodman's Empire. Fantagraphics Books. p. 299. ISBN 978-1-60689-552-5. ^ Writer-artist Bill Everett's sub-Mariner had actually been created for an undistributed movie-theater giveaway comic, Motion Picture Funnies Weekly, earlier that year, with the previously unseen, eight-page original story expanded by four pages for Marvel Comics' #1. ^ a b Per researcher Keif Fromm, Alter Ego #49, p. 4 (caption), Marvel Comics' #1, cover-dated October 1939, quickly sold out 80,000 copies, prompting Goodman to produce a second printing, cover-dated November 1939. The latter appears identical except for a black bar over the October date in the inside front cover indicia, and the November date added at the end. That sold approximately 800,000 copies—a large figure in the market of that time. Also per Fromm, the first issue of Captain America Comics sold nearly one million copies. ^ Goulart, Ron (2000). Comic book culture: an illustrated history. Collectors Press, Inc. p. 173. ISBN 978-1-888054-38-5. Preceding Captain America were MJL Comics' the Shield and Fawcett Comics' Minute-Man. ^ "Marvel : Timely Publications (Indicia Publications)" Archived January 28, 2012, at the Wayback Machine at the Grand Comics Database. ^ "This is the original business name under which Martin Goodman began publishing comics in 1939. It was used on all issues up to and including those cover-dated March 1941 or Winter 1940-1941, spanning the period from Marvel Comics' #1 to Captain America Comics' #1. It was replaced by Timely Comics, Inc. starting with all issues cover-dated April 1941 or Spring 1941." ^ "CGD - Story Search Results", comics.org, retrieved from the original on December 11, 2007. Retrieved April 4, 2007. ^ a b c d e Irwin said he never played golf with Goodman, so the story is untrue. 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The Secret History of Marvel Comics: Jack Kirby and the Moonlighting Artists at Martin Goodman's Empire. Fantagraphics Books. p. 299. ISBN 978-1-60689-552-5. ^ Writer-artist Bill Everett's sub-Mariner had actually been created for an undistributed movie-theater giveaway comic, Motion Picture Funnies Weekly, earlier that year, with the previously unseen, eight-page original story expanded by four pages for Marvel Comics' #1. ^ a b Per researcher Keif Fromm, Alter Ego #49, p. 4 (caption), Marvel Comics' #1, cover-dated October 1939, quickly sold out 80,000 copies, prompting Goodman to produce a second printing, cover-dated November 1939. The latter appears identical except for a black bar over the October date in the inside front cover indicia, and the November date added at the end. That sold approximately 800,000 copies—a large figure in the market of that time. Also per Fromm, the first issue of Captain America Comics sold nearly one million copies. ^ Goulart, Ron (2000). Comic book culture: an illustrated history. Collectors Press, Inc. p. 173. ISBN 978-1-888054-38-5. Preceding Captain America were MJL Comics' the Shield and Fawcett Comics' Minute-Man. ^ "Marvel : Timely Publications (Indicia Publications)" Archived January 28, 2012, at the Wayback Machine at the Grand Comics Database. ^ "This is the original business name under which Martin Goodman began publishing comics in 1939. It was used on all issues up to and including those cover-dated March 1941 or Winter 1940-1941, spanning the period from Marvel Comics' #1 to Captain America Comics' #1. It was replaced by Timely Comics, Inc. starting with all issues cover-dated April 1941 or Spring 1941." ^ "CGD - Story Search Results", comics.org, retrieved from the original on December 11, 2007. Retrieved April 4, 2007. ^ a b c d e Irwin said he never played golf with Goodman, so the story is untrue. 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