

THE POCKET LAWYER FOR COMIC BOOK CREATORS

THE LEGAL TOOLKIT
FOR COMIC BOOK
ARTISTS AND WRITERS



THOMAS A. CROWELL, ESQ.



The Pocket Lawyer for Comic Book Creators

**A Legal Toolkit for
Indie Comic Book Artists
and Writers**

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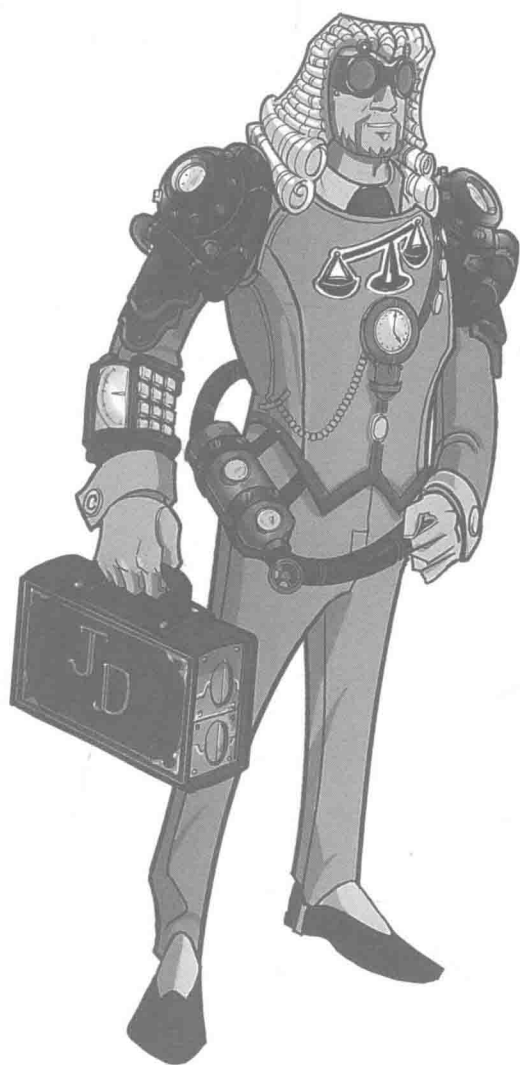
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The Pocket Lawyer
for
Comic Book Creators



*To my wife, Natali; my sons, Connor and Xander,
my parents, Caleb and Sheila,
and to frustrated comic book creators everywhere.*

DISCLAIMER

This is a book written by a lawyer, so *of course* it has to open with a disclaimer. Here goes:

As you will note by its rectangular shape and paper pages, this is a book and not an attorney. Nothing in this book is intended as legal advice or to substitute for the personalized advice of a lawyer. Only your lawyer can tell you which laws apply to your particular situation. Laws change all the time and may be subject to numerous exceptions that are not covered by this book. There are no guarantees as to the accuracy or applicability of the information presented herein.

Any names I've made up for this book, whether character names or otherwise, are purely fictitious and any similarity to actual people, living or dead, or actual companies is purely coincidental. I have also used some real trademarked and copyrighted characters, properties, and business names to illustrate certain legal issues. The use of these names and marks does not imply any approval, sponsorship, endorsement by, or affiliation with the owners of these trademarks and copyrights. All views expressed are mine and do not necessarily reflect those of either the publisher or anyone I consulted while writing this book.

I have also included the URLs of websites that you may find useful. They were current to best of my knowledge at the time of writing, but may no longer be current or may refer to different material than that which I have discussed. Furthermore, in the interest of space, I have not gone into detail about all of the contract clauses that may impact your particular situation. In fact, were I to sit down with you as your attorney, they would be numerous places in virtually every contract I've included that warrant further thought on your part as to the potential liability to which you could be exposed.

The point is this: this book may only get you part of the way, I am not providing you with a complete interpretation as to the key points of every agreement. Hopefully, however, I am providing you with the tools you need to be able to read and understand many of the key issues for yourself. And beyond that—you may want to seek the advice of an attorney before entering into any agreement, whether signed in your own hands, or clicked through on a website.





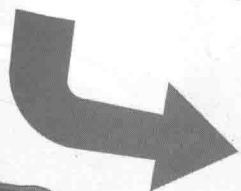
ACTIVATE:
>QUICKSTART

INITIALIZATION
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>BEGIN

CHAMBER DOOR:
>UNLOCK

HELLO JD,

>THIS WAY TO
>FAQ



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GETTING STARTED

Introduction

Superman creators, Siegel & Shuster; Capt. America's Creators Joe Simon, & Jack Kirby; the creators and contributors of Batman, Capt. Marvel, and Spawn—all have something in common with their comic book characters: they've all fought mighty battles against tough odds to decide the fate of their heroes.

But unlike their ink and newsprint heroes, these comic book artists were often defeated by the most powerful adversary any creator can face: the gavel-wielding legal system and its labyrinth of precarious contract and copyright laws. One false step and your rights are doomed!

Yes, the history of the comic book is littered with the broken bodies of artists who've lost the rights to their creations: artists who have died virtually penniless either because they never owned their creations, or because they sold off their heroes too cheaply.

... And I don't want that to happen to you.

There are a lot of books that that will show you how to create wonderful comics; there are even plenty of books that recount, in great and glorious detail, the myriad legal battles that shaped the comic book industry.

This ain't one of those books.

No, this book has one simple purpose: *and that is to help you protect and profit from your work as a comic book creator.*