



GUEST OF HONOR SPOTLIGHT

MATT FORBECK BLACK LIBRARY GUEST OF HONOR

NOTED AUTHOR AND GAME DESIGNER MATT FORBECK WILL BE OUR BLACK LIBRARY GUEST OF HONOR AT ADEPTICON 2007. MATT HAS WORKED FOR AN AMAZING NUMBER OF COMPANIES IN THE GAMING INDUSTRY, INCLUDING, OF COURSE, GAMES WORKSHOP. MOST RECENTLY, HE'S WRITTEN THREE BLOOD BOWL NOVELS FOR GAMES WORKSHOP'S BLACK LIBRARY IMPRINT: BLOOD BOWL, DEATH MATCH, AND DEAD BALL.

WE RECENTLY GOT A CHANCE TO INTERVIEW HIM AND ASK HIM A FEW QUESTIONS ABOUT HIMSELF, HIS WORK, AND OTHER RANDOM THINGS.

Q1 – What's your history with Games Workshop?

Matt: In 1989, I went to England on a student work visa and bludgeoned my way into the GW Design Studio to beg for an editing job.

While at GW, I worked on the *Deathwing* and *Genestealer* expansions for *Space Hulk*, as well as a slew of things for *White Dwarf*. My first freelance assignment once I got back to America was developing the *Blood Bowl Player's Companion*.

When I started writing novels for Wizards, Marco at the Black Library asked me to pitch him some ideas for novels. I sent him a dozen, and he picked the *Blood Bowl* pitch out of that. It surprised me as much as anyone, but I chased that opportunity down and speared it into the dirt.

Q2 – So how did an American come to work for GW?

Matt: I wanted to visit a friend in Spain, but I didn't have any money at all when I graduated college. Spain didn't have a visa program for students, but the next closest country featuring a language I spoke did.

I landed in London without knowing a soul in the entire country. I had \$600 in



my pocket, and it was going fast. I called the Design Studio and asked about a job, and they had me come in for an interview. I showed up in a suit and tie, which made me more than a little overdressed.

The managing editor, Simon Forrest, gave me an editing test to take home and sent me away for the weekend. I showed up on Monday with everything I owned in a pair of duffel bags on my back. I said, "You're either hiring me today or I'm going to Oxford where a friend of a friend of my dad may have a shot at a bartending job for me." Thankfully, I got the job.

I ended up staying with Simon for a couple weeks while I worked out a place to live. In the end, I wound up sharing a two-bedroom flat in the Meadows with William King, who's written some of the Black Library's best books. Bill and I became the best of friends then and have stayed that way since.

Q3 – Assuming that you've played Blood Bowl, what teams are your favorite?

Matt: I love them all. Actually, the halflings and dwarves are mostly only good for comic relief for me, but that's one of the best parts



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of the game. I usually stick with human teams when I play, but I'm up for anything really.

Q4 – Do you still play?

Matt: It's been a while. I'd love to, but work and my family keep me too busy to play as much as I'd wish

Q5 – You live in Wisconsin now...should I assume you're a Packers fan, or do you root for another team?

Matt: I was born in Wisconsin, and I've been a Packer fan since birth. For college ball, I root for my alma mater, the University of Michigan Wolverines.

Q5 – Any news on upcoming novels?

Matt: I'm working on a fourth Blood Bowl novel, and I've been pitching around a few other ideas with the Black Library editors. Nothing else is firm yet though.

I can reveal that you'll see many of the characters you know and love, but in a different world--so to speak.

Q6 – You're also a freelance game designer. Any projects you're especially proud of?

Matt: It's impossible to choose a favorite. However, I'm most fond of Brave New World, Marvel Heroes Battle Dice, Deathwing, Redhurst Academy of Magic, and much of the work I did in my stint as president of Pinnacle on Deadlands and The Great Rail Wars.

Q8 – When did you know you wanted to become a writer?

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Matt: I always loved reading and writing. I was an early reader, and I burned through every book I could get my hands on. I won an essay contest in fourth grade, and I think that gave me the first spark of the notion that I could write for a living.

Q9 – What writers do you consider your great influences?

Matt: Everything I read, see, or hear influences my writing, hopefully to the good. That said, my favorite writers include Ernest Hemingway, Dan Simmons, James Ellroy, J.R.R. Tolkein, and Douglas Adams.

Q10 – For those who haven't read any of your novels, which one would you recommend as an introduction to Matt Forbeck?

Matt: It depends on who you are. I've written three different series, and they're each for a different audience.

If you're a younger reader, age eight and up, pick up Secret of the Spiritkeeper, the first in the Knights of the Silver Dragon series. If you enjoy epic fantasy, look for Marked for Death, the first in the Lost Mark Trilogy. If you enjoy sports, humor, and fantasy in an edgy, oddball mix, pick up Blood Bowl, the first in the series I've written based on the game of the same name.

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