

Transcript of the Life After Bay Podcast Episode 14 Fan Fictions with Haveaseat_Pete from 29.1.2023 with Malina aka Haveaseat_Pete and Martin aka ItsMeMaxine. © Martin Herbst 2023
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=== Intro music ===

=== Welcome (english) ===

welcome to life after bay

the podcast for all life and love forms of acardia bay and beyond.

I am your host martin aka itsmemaxine

This is a special episode as i will do the interview in german with my guest Malina aka haveaseat_piete. i will provide a transkript in german and english and probably subs for youtube also.

Malina is relatively new to the LiS fandom but is already famous for her wonderful AO3 fan fictions! We talk about a lot of stuff covering Life is strange 2, personal experiences she shared on ao3 and an encounter with hannah telle on instagram ;) i am looking forward to a lot of new Lis stories from her!

i have to admit that i anticipated that episode as it was for me much more easier and less stress to just talk in my mother tongue german :)

for the next time i have a special guest which is already a long time on my wish list and now i finally feel emotionally stable enough to talk to her: its Cristina Hawke aka as Riley Hawke or Hawke Music famous for her Life Is Strange inspired music also featuring in this podcast tnx to her generosity!

btw: Kudos again to Cristina aka Riley Hawke for letting me use her life is strange inspired music for the podcast, mukh_r3 for the podcast cover and Olya-Roo for the old cover.

oh and i made again after a long time a small news snippet at the end of the episode which as always has an extra chapter mark and can be separately listened to in your favourite podcast app or on youtube :)

Now to the interview with Malina aka Haveaseat_Pete!

=== Interview with Malina aka Haveaseat_Pete (german) ===

Exactly today I have a very special guest namely very special setting we record this episode on german. And this time I probably have a second special feature probably I have the first guest or the first guest who is the shortest in the Life is strange universe which also has something good, because she will probably be able to tell us what she has discovered, which we have long forgotten again. That's exactly what is Haveaseat_Pete and welcome in the podcast and yes like to introduce yourself briefly.

Yes, thanks for the introduction. I'm Malina aka Haveseat_Pete. And yes, I haven't been in fandom that long. Accordingly, you might be right. I'm currently mainly active in fan fiction. I'm 25, studying, working towards my PhD. Writing and reading as a hobby are definitely part of it, but I also like to be outdoors so gardening. I have 4 sheep that I take care of.

Ah, cool, ok.

So compensatory I try to do a lot outside.

Yes, that's cool, but I always like to be outside a lot I always sit at the computer I work in IT, and then I always like to be outside, but sheep sounds exciting.

Yes, yes it is.

As you said, you write fan fictions exactly and of course we want to know how you got into the Life is Strange universe, exactly what is your story, how did you come across Life is Strange?

Yes, that's still relatively fresh in my memory, I always look back on the year, so that was in it this year. June last year.

Ok.

When I stumbled across Let's Play on Twitch, I had previously seen excerpts from Lets Plays of Life Strange, the first part, but that didn't really captivate me, they were mostly excerpts of what can you say? So teenage drama moderate. And uh, little time travel. Little that makes up the essence of the story. And at the Let's Play I saw a few excerpts that aroused my interest.

Okay.

Yes, I'm the kind of person who watches a Lets Play and then decides ok I want to play this game. So I already knew what was happening when I played it.

Oh so okay, yes, that's not bad.

No, I, I always annoy myself because I would have liked to play it without prior knowledge.

Oh so ok full spoiler, Ok, Mhm.

Yes, but I had June off, I had just handed in my master's thesis. Thought I have time now. Actually, I was waiting for other things in the media sector.

Okay.

New season of the Orwell and something like that everything that didn't come out. Then I dedicated myself to Life is strange.

Ah ok. By the way, a little anecdote, I don't know probably, I'll tell you and what you've probably already heard, the anecdote with me is Life Strange. That my son, when we wanted to play, is also in the autism spectrum and he said to me then quite cool, so dad, you know by the way at the end, ne so there then Chloe dies or you have to decide dies or not? I'm like, yes, thank you. But that wasn't really so bad so I didn't think it was so bad, some then threw up their hands over their heads and so God with your son what's going on? And so. I so yes I already know that, he did not mean that badly so to speak. Just said what's going on, so to speak. And I did, so it was more of an advantage for me, because I knew what I could get myself into, i.e. what I could prepare for. In this respect, it was not so bad. But yes, of course, it is already clear if you know beforehand, yes yes.

Yes, well, then I have to decide anyway. That doesn't necessarily make it any easier.

I wanted to say degree, exactly. The decision still remains, exactly. When playing itself or when did you notice so to speak or then somehow noticed as I said, now that was OK, that's somehow no idea now, what did you find very special or what stood out?

In any case, it was fully convincing in its entirety I think this moment where I realized Ok, you can't get away from this game for a while. That was I think I was sitting at 02:00 at night because I woke up in my room. And I started writing some songs about Life is Strange. Which I will not share.

Okay, too bad.

Okay, now, now it's time now I have to dedicate myself to it.

So cool so you make music I accept or play an instrument?

Not professional at all. I jingle on the guitar, and I sing terribly.

Yes, all good. Don't worry, you don't have to show anything or anything.

You've noticed that I like to write poems like this and this and that, that I really enjoy playing with words like that. Songs fall into the category.

You always say that, and some people say that they experienced it, but did you also have such a decisive moment or you say your life has totally changed because of Life Strange?

I think I discovered the game in such a time where I had an incredible amount of time for myself, as I said master's thesis. I just had time until I started the job. At that time I just thought a lot about myself, what I actually want from life and this and. Since Life is Strange has found fertile ground, so to speak, or vice versa no idea in any case it fits quite well and I just had a lot of time to think about the game and draw insights from it. Very interesting things came out of it.

At some point we probably wouldn't have met or or you somehow came across the fan community of Life is Strange and that means that probably started relatively shortly afterwards, right? How was that with you?

Then somehow the first thing I usually do is voice actor background, when a medium appeals to me properly and then I came across Hannah Tell and her music. From there to Fan Music, especially Koethe and from him a song Better Then and before there to Fan Fiction Better Then. so I would never really be interested in fan fiction, as far as other stories from other media are concerned. With Life Strange, it just makes sense, we have these time travels, we have different realities that we see ourselves in the games, then the hurdle for me was not so big at all ok, I'll take a look at the fan fiction now I felt like I read it through within 24 hours. That's how I got into fan fiction, because at some point my brain itself started spinning stories. And from there then also into the community so you have it in the comments on AO3 or that's exactly where I decided to go up to the Discord server.

Ok. And what did you like the most, the most? So in the sense of the fandom itself, probably you already have some experience, maybe already.

That's just the reach that this game has, I think. The most different people somehow come together and as soon as you talk, you somehow find similarities, of course the game itself, but also overarching and everyone seems to be very open and open-hearted, so yes.

Mhm and you already have AO3 Archive of our own, so to speak, the fan fiction platform and Discord. are you anywhere else on any platforms?

No, so I don't have that many social media.

Is also an advantage! Yes, I also have to say I'm extremely rarely there, because it totally overwhelms me. And exactly so I was on Twitter all the time and got to know many, many people and also I follow many people there who make fanart there. But it was cool, but otherwise? I'm just kind of there every x months. And that's exactly enough. But it's always enough, I'm not the big writer, I'm also more of the lurking in the background. I am then someone who looks, ne so exactly, reads a bit and maybe something answers. is there anything you say that interests you so from the Fan Arts so apart from the stories, music, something, cosplay interests you that or something else?

I would say that fan fiction and music are definitely the two favorites. I don't want to say that I can't do anything with the others, but yes, having less to do with it is just the way it is. Music can be played nicely in the background and yes, I just study literature sciences, occupational disease, that I then deal with stories.

Yes, all good, yes, I have to say the funny thing was, I had nothing to do with fanfiction, that was also the first time I came across it. And I have to say I find cosplay totally fascinating, although I think I would never dare to do that myself so I've tried a bit, but I yes so, I think I would say eg with my daughter or so then yes but it was then also so. I really think going out like that, I don't know yet, so maybe that will come someday?

So dress up in the house this is It is within the bounds of possibility.

Yes, that's exactly what is still possible, exactly. Let's move on to fan fictions. You're kind of active there, so to speak, you write some yourself and exactly, but you said you came up with fan fictions about Life is strange, so to speak, but how did you come up with writing?

Oh yes that, that was there before.

Yes okay, all right, I would have said funny even now but also funny I always write like that. I thought Oh yes, so I'm completely jealous when I read this.

Yes. Even as a child, I always made up stories and this and that. Then, as soon as I could write, I started writing stories, but they weren't in the sense of fan fiction, that was always original, so as soon as you're original as a child. but yes now is so in recent years that is a bit flattened. I have never aspired to publish something, but always so beautifully written in front of me in a quiet room.

Accordingly, fan fiction is already something else, but the exercise was there. I've been doing that for years.

Mhm, yes, cool you don't have to publish is also completely ok exactly. Then you apparently decided to publish at some point there was some reason to do so or did you say there was somehow a story or someone who wrote, right?

Well, so as I said In the last few years I haven't written so many originals fantasy or science fiction or something like that and then Mhm yes, after I had read Better then And stop with Life is Strange in my head I thought I'd give it a try. As I said, I had these months off and had decided to experiment a bit. Getting out of your comfort zone, and that was one of the things.

Ah, a cool project! I haven't read everything, it's always related to what I've probably said that sometimes I don't get along so well with the hard topics of Life Strange. That's why I didn't read some of your stories. I don't even know what you started with, what were your projects over time?

The first was, how could it be otherwise, inspired by Better then, so for me that was for a while really more the Canon ending than now The game itself. Simply because I think that's the case for many fans, which is why fan fictions are written is simply that these endings, one is unsatisfactory, the other is open. Then you just have to rhyme something together, but I just started with "erased" I think which is based on "better then". I think I wrote that when I had covid or something.

Oh, you also had covid? Ok, yes then hopefully well cured again.

No, I didn't have that bad, that's good.

Ok.

Yes, I sat outside in the heat and wrote the and relatively quickly, then also said OK I'll do that now I publish this. And then I actually thought I was done with it. My brain thought otherwise. What I'm still writing about at the moment is "the other weekend", which started as "other week", but because I got through the scenes so slowly And that's now at the weekend at least that's how planned it's just Post Bae continued. And that's also experimental in the sense that I didn't plan a plot for it, but go to each chapter anew and see where writing takes me. I always make sure that I have fun with the project and just randomly write any scenes that fit together halfway.

So I think it's great, so no question. Exactly to a special fan fiction we come later also "somewhere beneath the lies". Don't know, there are people who do this way accept commissions. Most of the time it's kind of drawings or something else, so do you do something like that or do you say somehow or would you do something like that and according to the motto If someone would come and say, I have an idea, you could write a fan fiction? Could you imagine that, right?

I can imagine it, but time technically, I mean, I hardly have enough time to put my own ideas on paper so it would be So it would be Such a kind of writing prompt, then as a little writing exercise, I could imagine the good that you just get such an idea I think, that's also available on AO3 or something. I think a few of the other writers actually do that, that you can write to them somehow no, if you then say, for example, a ship, Once a topic and then they write five hundred words about it or something.

When I see it that way, I think there are just many who also draw or So you don't get rich now from or so ne, because they improve here in quotation marks their pocket money or depending on how old they are, then also their salary. Yes, but I think it's also difficult when writing, because I don't know exactly how people in quotation marks, that sounds mean, because that's also underestimated. Well, I had that at the very beginning: according to the motto you have to draw a picture. Oh super and that's full of complicated and background and this and that and that. But how much work goes into stories, I don't think a lot of people understand or I can't understand at all. Well, I also thought so: oh come on, then you write something down there and then? Are you done? But that's already the case, how often you correct it again and do it again, no idea. I don't know about you, but it's already work.

Yes, there are definitely projects that are more complex and others are not. But of course there is work behind it. Anyone can put a few words on paper, but what comes out of it is so...

Exactly that this then becomes a story, which then becomes somewhat exciting, is somehow still comprehensible, and and...

Yes, I don't want to say that I'm outstanding in it now, but it takes practice, you have to research, you have to sit down and write.

No, all good.

And then just revise it.

I think that's why, I mean, that's why I think it was the case with me that I always said: oh fan fiction, that's somehow, So oh no idea, that has such a bad aftertaste, but such a bad status somehow ne so, that's somehow real, that's a total pity, somehow ne. How many years I somehow didn't lose there in quotation marks of it, but no idea. So that's so many things out there that are really great.

Yes no, I feel the same way. The quality behind it for many fan fiction. I've only read some about Life is Strange, but that's impressive what people put on paper.

Yes. Tell me you said that earlier, I think you have more ideas, don't you? Is there anything like that, where you say ok, this is somehow such a dream of mine or what I could imagine now somehow what I wanted to do somehow, is there something?

So basically there are ideas like sand on the sea. So what I have now published the last 2 days, that was just also, because I have the idea on Thursday, which is really not appropriate in the home office to have ideas, no. Then I sat down and wrote. Yes, there is definitely no lack of ideas. So dreamlike: I had this November for Nanowrimo - as you said - a science fiction Pricefield Story at the start.

Aha, okay.

So I have a bit higher demands, so I'll definitely have to sit down again and?

Oha well, then we have a lot to look forward to. That's very cool.

Yes, as I said. Writing is not the problem for me, it works by itself.

Ok, that's good.

Revising is so...

Exactly, I said, I left that out, so I can say the question we like again, I always ask them, that, I think, is also difficult. Are there any limitations or anything where you say somehow such no-gos for you when you write a story? Because the usual people always say, no, sure, you know from the other episodes, of course somehow still that. Is there anything for you?

Then always come, that depends on how something is written and not what is necessarily written now. So when it comes to difficult topics. Mhm I think there are definitely topics that I won't touch.

Mhm, yes, sure.

Yes, e.g. rape. I don't have to write about it. I mean, it's just topics, it's topics, it's taboo topics that shouldn't be hushed up, but there are topics that I prefer to leave to other people.

Yes, I also believe such a thin line, so, exactly, I think it is a thin line and is also difficult. Ne so you can see that partly with other Life is Strange fanartists who also write fan fiction, you realize that they partly I think they have experienced it themselves.

Mhm and.

And I think that's pretty hard. So about that, so I think it's good, I think it's admirable to write about it. So also about others, so to speak that maybe somehow in quotation marks somehow the topic so that appears, so to speak. But I think that's also super hard, so I think, if that doesn't somehow trigger you or

tear you down again, I don't think it's without.

Yes, honestly, I also find it very admirable. So that some people dare to write about their own traumas and I think it can definitely help, but then also to have the courage to give that to the public. Although I myself find that I can learn a lot from it. As far as perspectives are concerned, which I cannot take myself.

Mhm, Mhm. So exactly one, of course you have already said yourself, a big fan story of yours is somewhere beneath the lies, that's a story that was a bit inspired by Escherlat's story, I think I think, in the 19th century in the Victorian age ne, exactly. That's exactly where your vein for the lyrical stuff comes into play. How did you come up with the story? Pure now about those about Escherlat, or how did you get into it?

So that was a combination. As I said, I never read Escherlat's married. You get through relatively well, I think it was about 10,000 words at the time, which means I read it sometime tomorrow and then I noticed that I actually don't know that much about the 19th century. Except for what I had in my studies, which is Scandinavian literature in the 19th century. And yes, there is this play *Et dukkehjem* or a dolls house in English, a doll's house in German.

Okay.

It struck me that the constellation of figures is relatively interesting. And my brain just combined Life is Strange with it, I don't know how it does that, but and yes changed a few little things. Accordingly, it was not a project that caused the huge amount of work. I think that happened relatively quickly, especially like this. That's fascinating in the first act, if you put it next to the original then most of the parts are really taken from the original. So I can't take originality for myself, but.

All good, Mhm.

Accordingly, it all fit together wonderfully. Except Chloe. Chloe, your character in the original play is totally the opposite. So a prudish widowed woman who does not somehow incite the main character to leave, but rather says the opposite.

Ok. OK. Yes, did you rip that out. OK.

As I said, I think fan fiction is great to experiment a bit with literature and that was definitely a project where I had a lot of fun. This was also not planned that several endings are available for it. That was.

Yes, cool, yes, I thought that was great, yes.

Yes, I think I actually wrote the Pricemarshfield ending first. And then I thought it was pretty humorous, so a bit so slapstick moderate in some places. Thought it might not quite correspond to what I wrote before. I think then I wrote Pricefield at the end and then Marshfield at the end. But, it wasn't planned that way, but it happens more often.

Well, I thought it was so cool. Well, that's often the problem, so in quotation marks it's always so static or I'll say somehow only sequentially, so somehow according to the motto there are no branches like in the computer game or what do I know, the medium is static in quotation marks somehow. Ne exactly, so I found it quite funny somehow. I don't think you have it that often, I think.

That's just quite funny, because the original play also has 2 endings. Well, it is just the one end, which has totally caused the scandal in some countries by the fact that yes yes that, the housewife leaves her husband and her children in the end to find herself somehow. So then in the original all alone. So now without lovers and that went so far that some, that the author Ibsen has written a second ending so that his play could be performed in some countries. Where she then decides, where she decides to stay.

Oh, yes ok. That's bitter, yes. Yes, cool, I had completely forgotten, this is such a cross fan fiction, right between the two Life is Strange and a Doll House, exactly, right. That means the poetry is partial, so these poems are partly by you, or were now?

No, they are all mine. So, as I said, I took some dialogues from the original, but so off, so mainly for the first act and then such key scenes. But not everything is taken over, so there are some scenes inside, for example Max and Chloe walking in the snow. This is not in the original. It's mixed together, just as it fit.

Hats off for the lyrics, Well, I, I don't even know how to write it, so supi so even if I probably can't appreciate it enough, but in any case that was very appropriate.

Thank you, thank you. So as I said is again an experiment, so I tried the Chloe in the story of this, well what is it called Polari, so this slang that existed in the 19th and 20th century, that she uses it partly and then to write a poem from it was already a challenge.

Oh, I see. Yes really, but seems somehow coherent so even if I don't know that at all, but that's exactly what seemed very authentic, then yes.

Then I'm glad that it was convincing.

In any case, and if not, if not where else to try yourself? But it's already supi that you publish that, exactly. Exactly, speaking of publishing. You had too, I didn't even look at that, I have to say. I only saw now, when I somehow looked in your AO3 profile what you have stories for it. I had only seen that you have a story, which is not a story in that sense, but somehow a combination of your own experiences and feelings and history and in combination with what you have noticed in Life is Strange, so to speak. The story to one last(ing) friendship. Exactly, did you write that before or I didn't even look when you published it.

I think that was relatively early. As I said, that was this phase where I didn't work yet and then had a lot of time for self-reflection. And yes, I think what makes this game stop is make people appreciate friendship. Absolutely. As I said, I remembered friendships from childhood, the support I didn't maintain and then. Yes, so I just try to appreciate more what I have now in friendships and that was a bit of a self-reflection as I said with reference to Life is Strange, yes.

Yes, of course, I believe many people feel that way. Often just this, I say this friendship of Max and Chloe is also part of there are others. There is also a lot of discussion and then we do not have to discuss whether she has ghosted her or not, for whatever reason or whatever. So that she didn't contact Chloe, so to speak, these 4 or 5 years or how many there were here, didn't make it. Yes, you're right, exactly. So I became so aware. I didn't see this as the main part of Life is Strange, but where I read your story, so to speak, I noticed a lot again. And so I also had partly at the beginning of the podcast that I also had a friend and where it somehow also, whom I have not seen for decades. But, but also I believe, it is also both, so as you said, once that you appreciate it, but also I believe that you can let go, maybe there is also a lot to do with letting go or a lot with the fact that you are partly concerned with decisions. But it's also about letting go, that you say something like OK, maybe I don't have to run after people, or maybe I don't necessarily have to say "Oh God, maybe I would have had this boyfriend, or, whatever, this girlfriend". It is also good as good as it is now. So sometimes I think I also feel that I had to let go a little bit, sometimes. Yes, some friendships are easy, they just break up and that doesn't have to be a bad thing.

And.

Exactly, I think that's great, I had already written so exactly, but I think it's great that you have published what I think I would not dare now. I think I talked a bit about it on my podcast, I think 2 years ago when I started. But I think it's great that you did that. I don't think everyone does that.

Yes, so I think this anonymity helps a bit. I mean on the Internet it also causes damage, but I think it's not so bad for something like that.

I think it's already as you meant it with the - let's come to a moment - community, that I think a lot is helped there. No, so that, at least that's how I felt. Maybe, yes I don't know if I mentioned that in my podcast at all, I don't know exactly, that I also had someone I basically together with other people and the Life is Strange community, whom I really helped through hard times, so helped in quotation marks, ne. That also helps many to just know, well man, there are more people out there and I'm not alone now and exactly. That's really great, super important, I think. Exactly, you said exactly, you are a bit on Discord and just in the AO3 community. Exactly is there something, so are you in somewhere? There is also, for example, such a Discord there is also such a Discord with Life Is Strange people who write them, so to speak, so who write fan fiction. Are you somehow in there or are you alone in quotation marks for yourself with your stories, right?

So right now, I am, I'm working for myself. I just have a two people I write to, if I need feedback for a short time, but otherwise.

That's perfectly okay. What you read maybe or something you say, or something like that, are stories that you thought were really cool. Or or fan art?

As I said, I've also come to fan fictions about, uh, your interviews, so Escherlat and Rainboq are definitely part of it, but at the moment the new story of Clarks, the voodoo man, I'm really having fun, because all the hints so, there's so much detail in it to take it all apart. But yes, there are an incredible number of high-quality stories out there. Yes, I think I've already read some in half a year, but by no means all of them, then I'll still have a lot to do.

When it comes to the community, there is also some feedback or comments on the stories on AO3. Well, partly I have read them, partly I do not know the story or the comments of the stories. How did you feel about that? From the feedback, how did you feel about that?

The feedback was consistently positive. It's not like there are thousands of comments under my stories, but I think the people who like it say something about it, and people who don't like it click on it once and then click away again, which is perfectly legitimate. I also think, as you say, with this community, that's where I expect most constructive criticism. Of course, there are always black sheep, that's clear.

Yes of course.

I haven't seen much of that yet.

Mhm, that's supi. Exactly, with fan fiction, I think there is a hurdle, so that's very nerdy again, and this hurdle is relatively high to write something, because as you say yourself: Why should I write anything negative now, that's relatively unlikely, while now, if you're on Twitter or somehow in "social media", So the typical, then it's more likely that people somehow - even there it's relatively harmless, because the community is a very tight bubble. But already a bubble, where hardly anyone penetrates, except if somehow such things like 'How could a black person please cosplay an XY?' or something, or even the people where you think 'ei.' Yes, unfortunately there is still something like that, but I think that's really the exception that someone says, 'Oh God, I couldn't do anything with that.'

Yes, as I said, I'm not on these other social media that much. Among other things, there are reasons for this...

Be glad. Yes, sometimes I go through it a bit, like 'Everything is always so peace, joy, pancakes' at Life is Strange. Sure, Life is Strange addresses many topics, we had already said, many topics that are otherwise

hardly addressed, no matter in which media or in computer games specifically. That's supi too. And with Life is strange 2 and True Colors we have people of color as the main protagonists, and that's not so common in computer games. How do you think, or how did you feel about it or in retrospect again, is there anything where you say 'Man, there is something that is perhaps somehow either missing' or that could have been done better?

I think one of the incredible strengths of Life is Strange 1 and 2 as far as I've played. I finished episode 4 and actually I wanted to play episode 5 for today, but writing got in the way.

I am good.

I couldn't do anything.

Take your time.

So I think an incredible strength of these games is that they take up taboos, that they address what is otherwise not addressed in society. And in most cases, these games do that very cleverly, i.e. with different perspectives on a topic, not a predetermined solution to a problem, but freedom of choice and such. But there are also aspects where criticism could be made. I think one aspect that I would take as an example is that you already mentioned on Discord, and that is the indigenous population in the first part. I mean, I'm not an expert now, but I suppose in America the treatment of indigenous people is a taboo subject. You are proud of your country, which is perfectly legitimate, but you cannot be proud of what your ancestors did. To wipe the topic under the table, that's actually a bit sad. It wouldn't have taken much. Probably it would have been enough if Max just said 'That sounds utopian' or something like that in his mind and the taboo topic would have been looked at a bit more critically.

Mhm, that's very unfortunate, yes.

I think something like this happens to everyone, so you can't pay attention to everything, but in that sense I would say that the games do it really well to address these taboo topics and also diversity and stuff. For example, in the first part there are no people of color, but reality in such a small village or in a small town - I come from a city of 10000 inhabitants. I walk through the streets and don't see any people of color. It is so. Accordingly, I would say that -

Well, America is probably different.

Yes, that's right.

Yes, okay. I know what you mean.

It's different in America.

Well, I have no idea, I don't want to say anything about America, but I know what you mean.

Accordingly, I wouldn't necessarily see this as criticism for the first part, but you could do a few little things - they're not perfect games, but what's perfect? Accordingly, I would also say, to the question I wanted to combine with whether there are taboos in fandom. That's why I think that one of the strengths of fandom is to address taboos, for example in fan fictions.

Yes that's true. Exactly, although yes, I know what you mean. I don't know how you noticed. You are always in the bubble of the bubble. So what I find a bit problematic, or how can you say, that's just a feeling. Many say that's not true at all. I think it's true that Life is Strange, when I look at it - when I watch videos or cosplay or whatever, I really don't see any white person. This is really rare. You can also say, 'Yes, that

doesn't have to be, that's a high school, America, etc., and the stupid thing is always when Life is strange 2 is mentioned. Sure, the game, you can argue about that, but then it's often said 'No, Life is strange 2, I couldn't do anything with that, for different reasons, of course, but in my opinion I have the feeling that the main character is just - not only, there are also many other reasons, there are thousands of reasons - but also because you can't identify with it so well, so to speak. Then some people say, 'That's the way it is. Look, then it's a new experience.' That's what a computer game is for, among other things, or media itself. "Man, how do people feel who experience everyday racism and so on and so forth. That, I think, is, I don't want to talk it down or anything, but sometimes I have the feeling. 'Yes, there could be a little more, there is more room for improvement.'

Yes, well, I didn't perceive it that way, for example. I could identify well with Sean, definitely, especially in this role model function. I have 2 smaller brothers.

Ah, ok.

I mean, I've never been in an extreme situation, but especially those scenes with him and Daniel at home, I thought, 'Yes, I know that.' Well, I think it's sad when people now somehow see skin color as a barrier. It's not like people think differently than we do, so they shouldn't think differently. But through racism it can be natural.

No, of course. I don't think it's intentional, so I don't want to accuse people of that. I think it's just, how can you say, not disturbing, but according to the motto. Yes, but as I said, the funny thing is also when I think back to all the episodes, where I asked most people about it. In my podcast there were some people of color, who then rather say, 'No, why, and it's actually not like that.' I think, especially younger people, for them this is almost normal, so thank God that also in fandom, as you said, the fandom is super diverse.

Mhm and.

About trans people, about same-sex love, etc., everything is there, and I don't think that's such a topic for many people anymore. I'm always the slightly older one, who comes along a bit and then a bit too strict.

Yes, it's just in the generations.

Yes, probably, a lot has already happened, in that respect. That is, while we're at it, with True Colors, Alex, a woman of color, asian american, is the main protagonist. But you haven't played that yet, have you?

Well, I watched a let's play of it, actually, before I was somehow involved in fandom, so that must have been about a year ago.

Mhm yes, exactly, September '20 [!21]. When was that anyway? That's when it started.

Yes, I watched a Let's Play and then I thought to myself 'Oh Steph is cool and Alex is also very cool' and well, then I forgot about the topic again.

Oh, that means you don't know Before the Storm either?

So as I said, I like to watch Let's Plays.

Ok.

If I have time, not like this at the moment. I write too much for that.

It's mean too. I mean, I have to say that I got into the race late, but some people, of course, played

everything somehow. That costs time, so money of course and time and all that. That's why it's all good if you haven't played it yet. Some also say Before the Storm isn't necessarily the best part right now.

I can understand why, yes.

But then you've almost played through Life is strange. What was the difference, or what was it like, so to speak, when you say Sean and Max? What was it like to play that? Were there any differences?

That's a good question. So I just think that these 2 games, that the goals there are very different. So in the first part, the player is given a sense of security, because you can turn back time and make new decisions, and that this element of nostalgia is extremely strong and accordingly also these quiet moments and happy scenes with Max and Chloe, where the two just have fun. The second part is clearly more serious and really wants to be so uncomfortable. Accordingly, I understand the many - then the first would be the comfortable sofa, so to speak, and the second such a prison chair or something.

A bit uncomfortable, it's pressing, exactly.

I can't imagine that anything else besides this prison chair is the intention behind the second part, and they definitely got the feeling across well. So there are little moments that are cute and stuff like that.

Yes, exactly, I think that's one of the things, why then - many thought this would be the second part with Max and Chloe. And then, first of all, you don't have an agency, so you don't have your own as Sean and you have no control. On the contrary, you even have to take care of your little brother, who has a superpower. So Max: 'Supi, I can turn back time' and all sorts of things, you can do what you want, within the framework of the game, of course, what they have specified. But with Sean, 'Okay, I can draw, I can make a little decision, but if my brother gets going somehow, then yes.'

Yes that's true.

Many then also found him annoying. 'Ah, the little brother, he's annoying and oh no, and that reminds me of my own brother.' In this respect, I believe that a lot comes together where you can't just say it's because people are not white, but many other things are also coming together. I think you've summed it up quite well, this uncomfortable, exactly, that's so darker, darker.

So no, I had fun playing, but, as you say, in the first part you have control over whether you act morally. Max has the superpower. In the second part you have the indirect influence on Daniel and that makes it very interesting. So I definitely will - I haven't even finished it yet, but I think I'll play it again.

Multiple.

Yes, of course it builds on the mechanics of the first game, except now Time Travel, and the decisions are much more complex, so the consequences that can arise from it.

Yes, I think that's even harder for people to digest. There are 4 endings, so with lower ends, but that many people then say 'Oh no, that's a mess, why do I get this ending? That's the height!' With the other, you can say 'Chloe or Arcadia Bay'. And now it's like, 'Like now? That wasn't my decision, what kind of garbage is that?' That's really nasty, of course you can also say, 'No, I can't live with that now.' This is given even more out of hand. So you have even less freedom of choice.

Mhm and.

Yes, so Life is strange 2 is not without.

It's not without, but I found it really good so far. I think I found the 4th episode the weakest so far, maybe one reason why I haven't continued playing. That, I thought, slipped a bit into clichés, so this cult, the one with the church. I found the weakest episode so far, but the others - Karen, the mother, she got it out a bit, I found that very interesting. Yes, well, that was probably more of a plot point that you had to keep Daniel away from Sean. But the other episodes I found quite strong.

Yes, then have fun continuing to play.

Thank you.

Exactly, so I still have a few overarching questions, which are now very theoretical. I'm not a game studies person or somehow on the theoretical level, but I have to admit, I'm actually not a computer gamer at all, so I play extremely rarely. Life is strange was one of the first games I played in years. But do you think Life is Strange has had any influence on the gamer communities, on the gaming industry, or still has influence?

I'm not an expert either. I think it's falling back a bit. Well, there are other games that do this decision-based, these Telltale games, of which I have never played one.

Me neither.

I think Life Strange will probably still have a high meaning for a small circle, but so -

Yes, which I found quite funny - I listen to a lot of podcasts, I don't know if you know the podcast Behind the Screens?

No, not really.

Yes, these are 3 psychologists or psychologists, and they always look out of their glasses at games, from behind the screens, so to speak, through psychological glasses, and the funny thing is, when they address such topics as taboos, same-sex love, freedom of choice, etc., life is strange immediately comes first. And I think so, cool. Yes, it's a niche, but when it comes to certain topics, there just aren't that many games, and it's often mentioned as one of the first games. Sure, also with its disadvantages and what is behind it, but it is already quite high up, so several times I was amazed. In this respect, I think this sometimes has more influence than you think, so probably only to a certain extent.

Yes, I mean, the first part also addresses unpleasant topics, and especially Kate with bullying and suicide had, I think, an extreme reach. So as I said, I wasn't in fandom at the time, I can't say exactly, but from what I've heard.

Yes, of course, that's also nasty done. I must honestly admit, I was lucky. I just by chance and somehow no idea I saved Kate. I also don't know what I would have done if Kate had jumped. I've already heard stories, I even once watched live - back when I was still so full - I watched Twitch streams live. And there were really people where Kate jumped, and the people were really done. We really had to rebuild them so that they don't fall into a deep pit themselves, because depending on what kind of history you have, it's not without. If someone somehow commits suicide now, it's not so funny. So it's good that they attach something like that, but of course it's not without incorporating it into a game.

Yes, so Don'tNod really has his ways to get very uncomfortable, that's pretty crazy.

I believe so too. Has already been a relative novelty. Exactly, did you play the remaster version or did you play the original?

I probably have to say, unfortunately I bought and played the remaster version, so I was allowed to deal

with bugs. It was already out when I bought the game, so I thought, 'Remaster? I'll buy it.'

Oh, ah ok.

So let's put it this way, I won't let a few bugs ruin the game, but I probably think differently if I had played the original version.

That means you only know them through videos, through playthroughs.

I think the first playthrough I saw. So I thought, 'Is this because of the video editing or is the lip-sync so off?'

Oh, yes, that's one of the main topics, exactly, frequently mentioned things. Well, then we'll slowly come to an end. You mentioned it. You study and have enough to do, and exactly, you already have some ideas for more fan fiction stories. Some are in the making. What else would you like to share with us for future plans or projects?

As I said, the science fiction story that definitely.

Yes, ok is noted.

So 70000 words are written

Oh ok.

I'm trying - it will be a story that can't decide whether it wants to be dystopia or utopia.

Utopia! Utopia!

No, not really gloomy. It's just a Murder Mystery. So it's really easy for me to write scenes between Max and Chloe for example, that's easy peasy relationship stuff, ok, it's going to be denglich. But I would just like to build allusions with pure, so Battlestar Galactica and Star Trek. As I said, not so elements of it, but then All along the Watchtower plays in the bar or something. Something so funny.

Yes very likely. I know so little fan fiction, I think I somehow remember such a science fiction scenario, but rather dark, I don't know exactly.

Yes, there is so much outside.

Yes, there certainly already is. You don't have to make it so special, but everyone has to do their own.

Yes, I just make sure that I enjoy working with the topic and I have fun writing and then -

Yes, I think so, otherwise I think you will notice it.

Yes, otherwise the purpose of it is somehow a bit missed.

Yes, I just wanted to say, exactly. Yes, cool, so I'm definitely looking forward to it. If you don't publish that either, of course that's an open question, we don't want to anticipate you, but when it comes, I'm happy.

I also have to do something with pen and paper.

Oh, so play pen and paper yourself? Or what do you think?

A story about it.

Oh, like they play pen and paper themselves.

Yes, actually I had thought about rewriting a medieval Icelandic saga, but I think it fits much better if I interweave that with a pen and paper game. As I said, I have more than enough ideas.

Yes, I've heard that a lot from various people who have been on the podcast, who have written stories.

Yes yes, if you write like that then -

Like the stack of ideas -

Then it's not necessarily a choice, then the ideas come uninvited and then you have to move on.

Yes, and not only the stack of ideas, but also the started stack probably. So I could imagine, but I don't know about you.

Yes, I try to keep it under control somehow.

Ok, all right. This is good. I don't just imagine. Ih with my ADHD here and whatever, how I know myself then 'Oh yes, that sounds exciting and then you could actually do something ...' and then 5 minutes later so 'Oh no and everything is much too exhausting and no idea' and after 2 pages then forgotten again and at some point it lands on the pile.

Yes, of course, the ideas are written down and sometimes while cycling you think of a 'Oh yes, I could add that to the idea' or something like that.

Oh yes, I know that too, when I hike or something. Yes, I know that too, that then the ideas come. Yes, cool. Exactly, that's basically how we are at the end of the podcast. Is there anything else you would like to get rid of to the community, to the listeners, to other people who write fan fiction, something you would like to share. It doesn't have to be.

As I said, the community is, as far as I've seen so far, really great and I hope that somehow life stays in there. So I don't know, I assume it flattens out. It's not like I got to it when it all started. I think there was a lot more going on, but I find it fascinating that there are still a lot of people, especially when it comes to fan fiction. To the first game, which is much older.

Yes that's right.

Otherwise, yes, as far as writing is concerned. As I said, turn off the inner perfectionist or perfectionist, sit down and write. Which is simpler said than done. And hand things out.

I see yes.

Yes, people can't tear off more than one's head.

That's true, that you then publish it.

So as I said, I've done it for years in such a way that I wrote only for myself, and so for experiments fan fictions are really great. Or just to practice writing or something. There are many people who somehow want to become an author and this and that, and then they never get to write anything because they always sit in front of this empty page.

That's right, you said. I mean, I've already experienced that the feedback is very positive, so not necessarily, so exceptions confirm the rule, but that you don't have to be so afraid that people will attack you and tear you down or something, that is usually very positive the feedback, or very constructive.

Yes, so constructive. I don't think there are many people who are now cuddling on AO3 and doing literary criticism. I could be a candidate for that, but -

Yes, it is usually very positive, the feedback, and accurately, empowering.

Yes, I mean, if it's those stories that involve fandom, I think they belong there.

That's right, a good conclusion, I almost said. I mean, I haven't been in fandom that long and I didn't notice the initial hype. But I'm always amazed that I'm always adding new things, so that new people are always growing up. Sure, through True Colors, of course, that many people say 'Oh, now I'll play the original, I don't know that'. A lot of people who are much younger, I also had them in the podcast, and they say, 'Man, back then I was kind of 13 or something, maybe I didn't even really notice, now I'm somehow 17, 18, and now I play the old stuff too'. So I think a lot of people grow back. Sure, how you're right, no one knows what will happen in 20 years, but I think 10 years are almost soon reached. At least that the game was programmed. I think this year should be 10 years, in 2013, I think, it was started. So yes, let's see, ne? How it continues, how long I continue with the podcast. I already have a little bit. Through my own breaks I have already brought around 2 years, but exactly, that was a bit cheating.

Hey, if you need breaks.

Yes, it's true again. Exactly, then thank you for your input and for your openness.

Jo, thank you for letting me be here as a guest.

Well, then thank you very much and do it well.

Goodbye.

=== News section (english) ===

news:

Please check out these wolf brothers (@wolfbrosjourney) on instagram as they do a photo essay inspired by the wonderful life is strange! wolfbrosjourney on instagram.

<https://www.instagram.com/wolfbrosjourney/>

If you havent heard of the Wonder twins yet in the lis universe then its time now!

they did so many big wonderful creative unbelievable art projects covering interviews with hannah and rianna. look out for their new project the hope circle! on linktree as thewonderwins

<https://linktr.ee/thewondertwins>

update from the fan game life is strange aftermath (double featured on this podcast btw!):

chapter 2 arrived. gave them some love and coins if you can spare so that biscuit and the wonderful team of retrozone studios can finish the game with chapter 3 ahead!

<https://twitter.com/RZoneStudios/status/1613929345139249152?s=20>

John Soukoulis of Life is strange after the storm fame has posted some screenshots from his upcoming fangame which added to the hype as photomode showed some really cool possibilites. Also check him out on this podcast awhile ago and stay tuned for maybe coming episodes with him and a lot of updates!

john soukoulis after the storm on youtube

<https://twitter.com/giannisoukouli/status/1614320742568726528?s=20>

=== Goodbye (english) ===

This episode will come to an end now.

You can send in your questions you have via email or discord to me. Of course you can also send me wishes for future interviews and topics.

please notice that i have a separated twitter handle @LifeAfterBayPod for my podcast now :)

Thanks for listening to my podcast and spread the word!

See you soon in and around Arcadia bay , Puerto Lobos or Haven

Yours truly
Martin

=== Outro music ===