

Teilzeithelden: Who are the people working for Occult Moon?

Quinn Conklin: Occult Moon is mostly a one man shop with help from freelancers. Currently we have Shane Knysh doing artwork and Joy Conklin handling editing duties. The writing, formatting, publishing and promoting duties are handled by me.

Teilzeithelden: How and when did you start role playing?

Quinn Conklin: My introduction to role playing came when I was in 4th grade when my elementary school gave us a choice of elective activities we could participate in one afternoon a week. Some of the 6th grade guys talked the teachers into letting them teach people how to play role-playing games. I have been playing since then, which gives me over 30 years rolling dice and slaying dragons with my friends.

Teilzeithelden: How came you up with the idea of developing raw ideas for sandboxing games?

Quinn Conklin: A lot of little bits and piece came together to make the idea happen. One was the time my party killed my plot point "hook, line and sinker" in the first ten minutes of play after begging me to run a game for them. Another was "the good, the bad and the ugly" columns from gaming magazines I used to read which gave plot ideas and characters for GMs to use in their games. Then too there was the idea Michal Garcia had for a two-page-setting product when we first started putting Occult Moon together.

Teilzeithelden: "Toys for the sandbox" seems to be your main product line, Is this because most role-playing gamers prefer fantasy-settings?

Quinn Conklin: The real reason TftSb is our main line is because of the time it takes to produce a weekly product. At the moment, I do not have the time to add another line.

Teilzeithelden: What about the additional lines Captain's Logs and Apoc Toys? Will there be more support for them in the future?

Quinn Conklin: I would like to see three more issues of Captain's Logs. It was intended to be a ten issue run. Apoc Toys, on the other hand, is done. I am hoping to bring out another miniseries in the toys line this year, but am not ready to say more about that yet.

Teilzeithelden: The last post on your facebook-fanpage is from September '13. Do you intend to stop using facebook as a marketing tool and, if yes, why?

Quinn Conklin: Occult Moon was born on Google+ and that is where we have the largest following. About 75% of the people who follow the FB Fan page are personal friends of mine and the reach is small. We have over 10 times the reach on Google+.

Teilzeithelden: Will there be a true website in the future again?

Quinn Conklin: Probably. Websites are expected. My problem with them is how to make them be something functional and something that adds value for our readers. The way we were using the old website was just to post the same announcements about new issues and an occasional blog entry. Since we don't have any game lines of our own at the moment, there is no need to host character sheets for download and, until we need the functionality of a website, I would rather put that money into paying artists and editors.

Teilzeithelden: What are your future plans with Occult Moon?

Quinn Conklin: The big news for us is we are diving into the world of FATE with Strange Voyages. I could explain it but the authors, Emlyn Freeman and Jennifer Povey tell you a bit about it. "It describes the world of 1575, during the reign of Queen Elizabeth and the height of the Age of Exploration. It also describes the lands of myth and legend—Atlantis, Avalon, Anostos (and that's just the A's)—so that your crew of Renaissance explorers can adventure there."

As for TftSb we have started on our third year. I have a few ideas about what will happen with toys next year, but have not settled on a specific plan yet. I also want to continue work on bringing out print editions of toys collecting the last two years of stories and at some point I would like to publish a complete atlas of the world that has grown up over the years.