



The Looking Glass Wars Trailer and Interview

Take a look at the teaser trailer for LGW + we sit down with Frank Beddor on the day his new book hits streets.

by **Steven Horn**

September 26, 2006 - *The Looking Glass Wars*, Frank Beddor's story of the real Wonderland, finally hits U.S. stores today. The book arrives on the heels of much anticipation, especially from fans of **Hatter Madigan**, the breakout character from the first novel now a successful comic series illustrated by Ben Templesmith.

Beddor has also delivered something extra cool. IGN is pleased to be a part of the simultaneous teaser trailer debut (for the book!) along with MySpace, Yahoo, AOL Red, YouTube, and iFilm. In the trailer, which you can see by clicking **here**, we get to see a scene featuring Doug "Robota" Chiang's interpretations of members of "The Cut," card soldiers in Queen Redd's army. **Check it out.**

Since IGN.com was the first news organization to feature a **book review** and **interview** with Beddor, we thought it would be cool to check in with him and get caught up now that the day when everyone can buy *The Looking Glass Wars* has arrived.

Steven Horn, IGN Comics: It has been almost 18 months since we first spoke, when *The Looking Glass Wars*' US publication date seemed so far away. Now it is upon us. How are you feeling? Nervous? Excited? Elated?

Frank Beddor: After living with this project for so many years and having it be part of my day to day reality it is somewhat surreal and strange to have it become so...public. So, I am nervous and hopeful and excited...elated? Not really. The elation came at the beginning when I first saw all the possibilities and set to work to realize them.

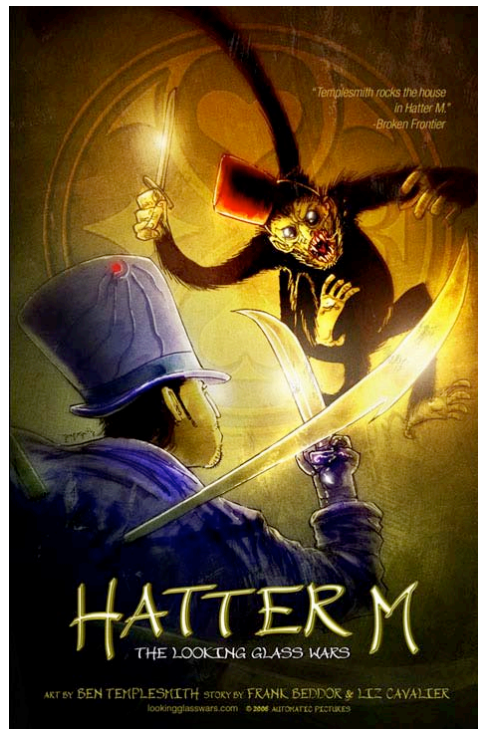
IGN Comics: What is your biggest hope for the book, specifically, what do you most want readers to find? Or is that even a question you can answer?

Beddor:My only hope at the moment is that the readers discover the world that I have been immersed in and enjoy the experience as much as I have.

IGN Comics: We have to talk about **Hatter M. Are you surprised at the reception he's been getting in comic shops and readers, even before the LGW book is widely available?**

Beddor: I had no absolutely idea what reception to expect so it isn't really a surprise - more like a sense of marvel. The surprise comes from the fact that this parallel story created after I wrote Book 1 is doing so much to drive readers to the book. Many of the

Hatter M fans didn't know that the character was from a novel and so this created a bit of mystery and intrigue and has raised a lot of interest in the book. Many comic book readers have bought the British edition of LGW and others tell me they can't wait for the book to come out in the US.



IGN Comics: Why was *Hatter M* the first breakout character?

Beddor: Book 1 of *The Looking Glass Wars* was first published in the UK in September 2004. I went on a tour to schools for the book and kept hearing from the kids how much they liked Hatter Madigan. There was all this interest and they wanted to know more about his weapons and his search. So through no real conscious choice on my part - Hatter M emerged as the first breakout character by popular demand.

IGN Comics: I've always really loved Hatter's dedication and single-minded purpose of tracking Alyss. I think I know the answer but I want to hear it straight from the horse's mouth: does he ever have moments of doubt and will we ever get to see them?

Beddor: The horse must answer with an emphatic "yes" to those two questions. Hatter is haunted by the darkness and doubt that follow him to our world. His failure to protect his Queen and the loss of the Princess are heavy issues to deal with. Issue #1 included some moments where he doubts his very existence... "a Hatter without a Hat...a Royal Bodyguard without his Princess"... how much darker does self doubt get than that? But like all heroes, Hatter must put aside his doubt and proceed.

IGN Comics: Issue 3 hit stores on September 20, 2006. I am told you had a very

specific emotional reaction to that book. Why?

Beddor: Issue #3 was very exciting for me because it was so exhilarating to see Ben illustrate characters and action directly from the novel. But my so-called 'specific emotional reaction' came when I finished writing the script for Issue #4 and connected really heavily with Hatter as he came to realize that his search for the lost princess was something bigger than he had originally foreseen. His search for Alyss is also his mission to protect Imagination from those who would wish to see it drained and darkened not only in Wonderland...but in this world as well. So by the end of the first comic mini-series, Hatter's martial perspective gets an adjustment and he sees just what 'Alyss' really represents and how important it is for everyone in every world that she be found.

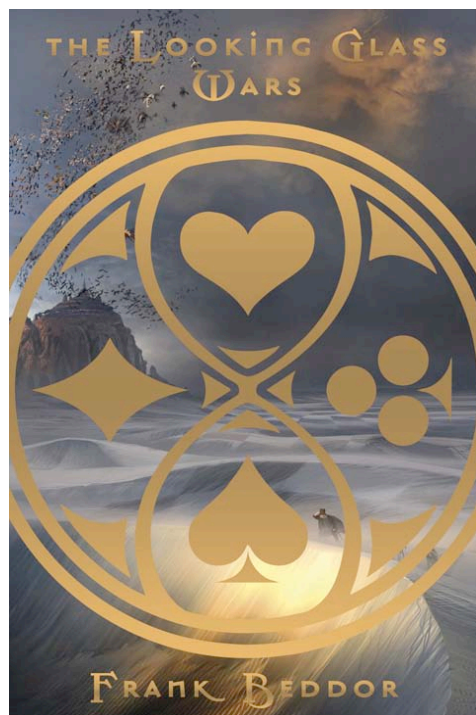
IGN Comics: Can you tell us a little bit about how you and Ben Templesmith work? What is he like as a collaborator?

Beddor: We write the scripts here in Los Angeles and email them to Ben in Australia. Sometimes he sends sketches for approval before painting or in the case of Issue #4 he sends the finished art. He occasionally asks for more description for some of the characters but in general he has an uncanny grasp of the look of each character based on the script. It's always exciting to receive the art and see how Ben takes the written word to another level and goes beyond the literal to instill something extra...something beyond...something personal to his own vision to what has been described. This makes the series an alchemical creation...not easily defined or literal.

IGN Comics: What's next for *Hatter M*?

Beddor: Issue #4 will arrive in stores in November 2006 to complete the first mini-series. We have plans for a trade paperback to be released in the Spring of 2007 and it should include more revelations from our next deep travel symposium and hopefully some new pages of art from Ben.

As for Hatter M's next geographical adventure, it is set to take place in America during the Civil War. Hatter arrives in San Francisco from the Orient in late 1863 following the trail of the 'Ghost Girl' - a phantom child reportedly seen on the battlefields of the south. The description of the young girl's unearthly 'glow' convinces Hatter it is the lost princess. But what Hatter also discovers is the widespread sniffing of Black Imagination by a confederate faction, a monstrous slave trader, a plot to assassinate President Lincoln and a hot Indian chick who is as comfortable in the unknown world as she is in the known. The series will be a panoramic whoooosh through weird old America as it confronts both White and Black Imagination and must battle for its soul during the Civil War.



IGN Comics: Have you written Book Two? What's it called? When can we see it? Can you give us any tastes?

Beddor: Book 2, I am very happy to say, is finished and with my editors to fix dangling participles etc. The title, *Seeing Redd*, should provide a hint of what's in store for readers as villainous Redd will be making a rather powerful re-appearance. Alyss at age 20 will be ruling Wonderland and find herself in a similar situation to that which her mother faced with regard to the Black Imagination of her aunt Redd. The neighboring realm of Boarderland ruled by the macho King Arch will play a big part in Alyss's Book 2 challenges and readers will get to know more about this land of nomadic tribes and their custom of violent non-stop gameplay. Alyss and Dodge - both strong, independent personalities - will try and find a way of being together and Homburg Molly will develop into one of Wonderland's more engaging characters.

IGN Comics: I have to ask, is there any news on a potential Looking Glass Wars film? Has that always been in the plan? Who would be your dream director?

Beddor: The most important thing to me is that the books stand on their own. If I can control the creative direction in various media then I will be happy to explore any and all. What I will not be doing is licensing off the rights, crossing my fingers and hoping it all turns out especially when it comes to a movie. At that level of expression I would be even more protective, sensitive and diligent about getting it right. Dream director? Someone who loves the story as much as I do and has the visual power and talent to manifest it on the screen.

IGN Comics: Has Hollywood changed significantly since you were actively producing films? What do you anticipate being the most challenging part of getting LGW (or any film based on this book) made?

Beddor: Nothing ever really changes in Hollywood. It's always about the MONEY.

IGN Comics: *Hatter M* is my favorite character, without a doubt. But I do also love Queen Redd. Are we going to get to see more of her? Maybe in a series like *Hatter M*?

Beddor: Of course Book 2, as I mentioned earlier, is titled *Seeing Redd* and our villainous hero has a lot of face time. Eventually, I would love to write Redd as a comic book hero since in her mind, as in the mind of all villains, she is the hero of her own story. I think it would be fun to take Redd's perspective as she goes about encountering challenges and obstacles, dreaming dreams, annihilating enemies and battling White Imagination. She is definitely her own fresh self.

IGN Comics: I checked out your SFX teaser trailer for your book (which IGN is **debuting today**), but got a tingle of deja vu when I saw the card soldiers which have a certain facial quality reminiscent of the droids in Lucas's Star Wars prequels. What's up with that?

Beddor: That "tingle" comes from the work of artist Doug Chiang who worked on both projects. His style is definitely recognizable and can be seen to full advantage in his book *Robota*. While I bow to a certain artistic visual similarity between Lucas's Droids and my Card Soldiers I must also point to the more pertinent facts of how they *differ*. While the Droids are well armed...the Card Soldiers **are** their own armaments. Were the Droids to face a completely dealt deck of the high ranking special card soldier force 'the Cut' there would be no question which army came from Wonderland.

IGN Comics: Cool. Your people told me you are doing a book tour for LGW. When and where can people see you?

Beddor: I'll mostly be going to schools around the country but there will be a few public events - the Southern Festival of Books October 13 & 14 in Memphis and the Texas Book Festival October 27 & 28 in Austin.

IGN Comics: Do you have anything you specifically want to say to the IGN audience?

Beddor: Thanks for visiting my booth at the many comic conventions, it's the one place I can hang with the readers of my stuff.

