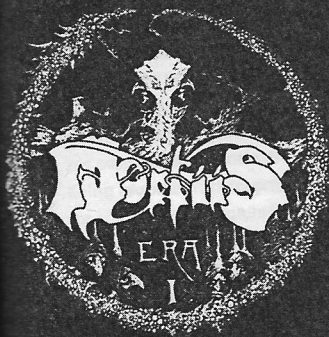


dungeon synth zine #3



do something more than just listen to the music. I guess that means something to them. So it's a great feeling for me. And I hope they keep doing it, man. It's just nice to see that people start making music, not just playing. So I totally appreciate that.

And I'm pretty sure that some people flood you with links to their projects on Facebook.

Am I right?

I get a few, yeah.

So how closely do you watch the scene?

More now, I think, than I used to. I do go on at least on the two main forums like Dungeon Synth Cult. I go there, I scroll down to see what people are writing about. But there's a lot, man. Don't expect me to remember all the names. I occasionally even click links to see what stuff sounds like. I'm interested to see where the scene is going. I guess I'm a little confused about all the video game stuff.

Why confused?

I don't know, I'm just not sure if I see why that's a big thing. It's just my personal experience with that. When I started out, and I'm not telling people to follow my rules, because that's how music works. It's supposed to evolve, but video games had nothing to do with any of it. It was all still about black metal darkness. I don't quite understand the fascination with video

games and I get the impression that some people are more interested in video games than music.

Well, the answer, I would say, is nostalgia. Your music is nostalgic about the dark romanticism of the past. Some people are nostalgic about video games.

I get it. And they're allowed to do that. I'm just not sure if I connect with it personally. I suppose that's a branch that dungeon synth took. I don't really see what's so great about it.

Does it ever happen that somebody tells you that you were his big inspiration, and then you play their music, and you cannot find any link between the two?

Well, I would say that probably goes back to what I said about video games, I don't see the link between what I did and those video games. But maybe there's not supposed to be a link there. Maybe that's just what they do. I don't know if the question was that or if somebody sent me music and told me, like, hey, I was really inspired by you and it doesn't sound like me.

That's right.

I can't remember exactly the day that it happened. When people send me these links and go like: "Hey man, I was really inspired", usually I can hear some elements and I can

understand. I think you've been listening to my first album here, or the second one. So normally, thankfully, I can recognize some elements of what they're talking about. It would be weird for someone to go like, "Hey man, I was a big fan of your four first albums, like everything you did in the 90's. And here's my music. And I was super inspired." And then it's industrial noise. Thank God that never happened yet because what am I supposed to tell the guy?

So now everybody knows how to troll you.

Oh God, that's so annoying. I hate when people do that.

And speaking about your latest album, "The Spirit of Rebellion", why did you decide to remake "Änden..." instead of making something completely new?

I was invited to do the show in Stockholm, Cold Meat Industry's 30th anniversary show. The whole idea that the whole festival had this retro throwback vibe to it. So it was never really the idea to play anything new there. Everybody came to that show to get this flashback experience, which I think is cool. It's all about that pure nostalgia and I really appreciate it. I felt that doing the second album would probably be the most representative of the stuff that I was doing back in the 90's. It still has some of the elements of