

The following interview is an excerpt from Superhero Spectacular magazine, a print publication from Bauer Publishing that is currently in stores. SCIFI MEDIA ZONE: You've written in so many different mediums, and I'm wondering what's distinct about writing for video games.

MARV WOLFMAN: Writing a comic or a novel or animation or television or any of those other media, the writer is in control of everything. They control the pacing, they control what the story is going to be, how it's going to go. Every element of the story follows through on a very logical and linear basis. When you write a video game, the player is in charge, not the writer. So what you try to do is lead them in certain directions, try to convince them that there are things that are really valuable that they should check. You want to hint at possible solutions, but you don't want to

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