



PRESS RELEASE

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Bondesque Magazine #13 now available to order

30 September 2026 – The latest edition of Bondesque Magazine, issue 13, is now available to order via the Bondesque Magazine website. Once again, this edition brings together a wide range of stories, from Amsterdam to GoldenEye, and from the first Bond video games to lost designs.

No compromises when it comes to great stories

In his editorial, editor-in-chief and author Merlijn Kuiper reflects on the space a good story needs. At a time when content is becoming increasingly shorter and faster, he believes that the details that give a story colour and depth are often the very things that disappear. For issue 13, it was therefore a conscious decision to publish three articles in their entirety: *The Dutch Connection*, *The Silver Beast* and *Inada Studios & 007*.

According to Kuiper, memories, anecdotes and small details can transport a reader to another time and place. *"A good article should engage the reader, a story should have somewhere to go, and every paragraph should add something. But when a subject deserves greater depth, I also want to give it the space it needs."*

Contents of Bondesque Magazine #13:

The Dutch Connection – Amsterdam as the setting for Diamonds Are Forever

In the summer of 1971, the production of *Diamonds Are Forever* came to Amsterdam, with Sean Connery as James Bond. What was initially intended to be an extended stay was ultimately reduced to a short weekend. On 3 July, filming took place at locations including the Magere Brug and the Reguliersgracht. Dutch newspapers reveal how the original plans changed during production.

The Silver Beast – The ordinary Bond car with gadgets

When John Gardner brought James Bond into the modern era in 1981, he replaced the Bentley with a Swedish hatchback. Thanks to Gardner's passion for cars and the expertise of technical specialists, the Saab evolved into a distinctive literary Bond car. The article follows the development of the Silver Beast, from *Licence Renewed* and *For Special Services* to *Icebreaker*, including its gadgets, rallying influences and promotional appearances.

Inada Studios & 007 – The lost concepts of James Bond

In the early 2000s, Inada Studio developed a new visual identity for James Bond, beginning with the campaign for *Die Another Day*. Posters, advertisements, digital applications and a striking campaign around Shibuya Station followed. MGM Home Entertainment and EON Productions became interested, leading to the development of concepts including a twenty-disc DVD collection and the 007 Insignia Project. The plans were never fully released.

Saltzman and the FBI – How the government tried to gain control of Goldfinger

In 1964, producer Harry Saltzman hoped to collaborate with the US government and the FBI on *Goldfinger*. FBI Director J. Edgar Hoover rejected the proposal. The FBI did, however, monitor the production and compiled files on, among others, Saltzman, Fleming and EON Productions. Hoover also objected to references to the FBI. Ultimately, the Bureau remained largely behind the scenes.

From Ballet to Bond – An interview with Andreas Wisniewski

Andreas Wisniewski became known worldwide as Necros in *The Living Daylights*. In an in-depth interview, the German actor and former ballet dancer talks about his casting, fight choreography and working with Timothy Dalton and director John Glen. He also recalls filming in Morocco and Vienna, as well as the spectacular aeroplane sequence, during which he spent hours suspended in a net.

Licence to Game – James Bond's first digital adventures

With *Licence to Game*, a new series about James Bond as a video game hero begins. Long before *GoldenEye 007*, Bond had already appeared on home computers and games consoles. From *Shaken But Not Stirred* in 1982, the first officially licensed Bond game, to *Licence to Kill* in 1989, the series explores how developers attempted to translate the world of 007 into interactive adventures.

Fleming's Inspiration – From Russia, with Love

From Russia, with Love is one of Ian Fleming's best-known Bond novels and introduces a more vulnerable James Bond. The article explores how Fleming incorporated his experiences in Istanbul, his background in British intelligence and his encounters with various individuals into the story. It also examines the Orient Express, Soviet espionage and cryptography, as well as the way reality and fiction came together in Fleming's work.

GoldenEye 1989 – A time capsule from the world of James Bond

In October 1989, young Bond fan Kevin Koltz visited Goldeneye in Jamaica with friends, the former home of Ian Fleming. There were no smartphones, internet or digital cameras, and Goldeneye had yet to become a luxury resort. Koltz documented his visit through photographs and memories, visiting several

Bond locations along the way. More than thirty years later, these images form a remarkable time capsule.

Now available to pre-order

Bondesque Magazine #13 is now available to pre-order via the Bondesque Magazine webshop. The magazine contains 64 pages and is available to order in both Dutch and English, with worldwide shipping. The cover price is €11.95, excluding shipping costs. Shipping costs vary depending on the number of copies ordered and the destination country. Delivery is expected to take place at the end of October.

About Bondesque Magazine

Bondesque Magazine is an educational, non-profit magazine dedicated to the world of James Bond. It was founded in 2011 with the aim of informing and connecting James Bond enthusiasts around the world. Bondesque Magazine is an independent publication and is in no way affiliated with, endorsed by or supervised by the official rights holders of the James Bond franchise.

Although *Bondesque Magazine* originated in the Netherlands and was initially published in Dutch, its readership now extends far beyond the country's borders with the introduction of a separate English-language edition. The magazine is read by Bond enthusiasts all over the world. As a result, the original idea of sharing knowledge and stories about James Bond with fellow enthusiasts has gained a much greater international reach than could have been anticipated when the magazine was founded.

The content of *Bondesque Magazine* is not limited to the films. The books, history, locations, actors and many other aspects of the world of 007 also receive attention. What began as an idea on paper has grown into an independent magazine with an international readership, created for James Bond enthusiasts.

The magazine is led by Merlijn Kuiper, with Gosse Drent serving as creative consultant.

EDITORIAL NOTE - NOT FOR PUBLICATION

Images for editorial use

Editorial images for Bondesque Magazine #13 can be found at the link below:

<https://bondesque-magazine.com/pers/bondesque-magazine-13>

Review copies

A limited number of review copies are available. For more information, please contact info@bondesque-magazine.com.

