

Welcome to the first issue of Interregnum.

The topic of this issue is *Beginnings*, appropriately enough. It seems only proper, therefore, that I begin with a small explanation of what all this is about.

When I first started writing game material several years ago, there were very few commercial game magazines on the market: Dragon magazine and the newly-debuted White Wolf were pretty much it. It was a narrow selection, too narrow—most of the articles I wanted to write that would never fit into either magazine. But I had to write.

It was a lucky day for me when I discovered Amateur Publishing Associations. They offered a freedom unmatched by any commercial magazine: the freedom to write about anything, in whatever way I wanted. A forum to experiment with new styles, and new concepts. A place where I could display my best ideas, and—best of all!—a chance to get comments on my work from intelligent and perceptive gamers. It was a perfect fix for my writing habit.

And it still is. I continue to write about gaming in The Wild Hunt APA today. But my life has changed since I first began writing: I'm older, and even though I still love gaming and science-fiction/fantasy, the truth is that there's much more to my life than that. The same applies to many other gamers that I've talked to. We don't "grow out" of roleplaying, but we do develop other interests as well. This, then, is an APA for the whole gamer.

What does that mean? Put simply, any subject is acceptable in Interregnum. I ask that there be at least some roleplaying-related material in every zine, and that the contents of the zines be such that mailing them across state lines not be illegal—but beyond that every contributor is free within these pages to write as they wish. Subject, of course, to final editorial approval. A fable might best illustrate that editorial function:

The Kings of the Frogs, one of Aesop's Fables (from the very poor memory of the Editor, with apologies to Aesop)

Once upon a time long ago, a group of frogs lived in a pond. Though the pond was pleasant and offered all the frogs could want, they were dissatisfied. "We need a King," they said, "someone to inspire respect." Soon their complaints and prayers reached the ears of God, who took pity and sent down a log to be the King of the Frogs.

For a while the frogs were content, but in time they grew dissatisfied with King Log. "Give us, oh Lord, a new king, for this Log does nothing but lie in the sun." the frogs beseeched. And so God sent down King Stork, who gobbled the foolish frogs up.

Moral: Leave well enough alone.

Call me King Log. 8^>}

I believe that zines that cover all the issues in the lives of gamers will result in better and more meaningful game material, as well. Time will tell.

- I have a large supply of promotional flyers for Interregnum which I'll gladly mail to anyone who would like to distribute them at conventions or game stores. Please write or email me if you'd like to receive some flyers—let me know when you'll need them and how many you'd like.
- It has been suggested that a set of protocols be developed, non-binding recommendations on zine formatting and content. I'd like some feedback: would such things be helpful for new contributors, or a deterrent to individual style?
- Interregnum #2 will be collated on **Saturday, April 30th**. Zines must reach me by the 28th in order to be included in that issue. I must receive word of zines (via mail, phone, or email) by the 26th in order to include them in the Table of Contents.
- The suggested topic for Interregnum #2 is *Disbelief*. Is it a question of faith, or or nothing more than phenomenology? Does it only apply to **AD&D™**? Does anyone have any good stories about the use of disbelief?
- I almost forgot: my deepest thanks to all those who have sent in zines for this first issue.



→ Pete