



EDITORIAL PAGE



irculation continues to increase slowly but steadily; quite a few correspondents have written to tell me that they plan to contribute to future issues. It's safe to say that Interregnum is fairly well established. I even have hopes that someday I won't have to wait in a panic until the last minute, fearing that the issue will be small. ☺

Cards and Letters

I've received a number of letters from readers of Interregnum over the last several months. Why haven't I published them? Actually, the reason is kind of stupid: I'm embarrassed. Almost every letter has been complimentary, **very** complimentary. And somehow I find it very difficult to include unabashed praise for Interregnum **i.e.** Interregnum. It seems boastful. ☺ Nonetheless, I'll look into publishing some of these letters in upcoming issues.



New Department

A new feature is debuting in this issue of IR: The Classifieds. The name pretty gives the picture, I suspect. The column will run in the editorial section, and will feature small personal announcements from gamers. The section will be free, and no commercial ads will be accepted; no game companies may advertise here. However, if you're looking to buy or sell rare or unusual game items, are looking for players or a game, or can think of some other announcement of interest you'd like to publish in IR, drop me a line. Obviously there are limitations of space, but I doubt that will be a problem for a while. ☺



Two items start off the Classifieds:

Chris W., an Interregnum reader, would much appreciate it if any contributor could email him ASCII text for their zines. He's disabled and has difficulty reading the paper version of IR. He'd also be interested in any other ASCII RPG material that anyone would care to send. His email address is chrisw@ace.com. This is an Argus address, so please allow some time for email to reach him -- it's a slow system.

A few months ago I was contacted a couple of times by a gamer in the local area; we discussed his plans to write a zine for IR. He planned modules, scenarios and maps; they sounded like just the sort of thing I like to run. Unfortunately the piece of paper with his name and phone number disappeared in a bizarre accident...well, the truth is I don't know *what* happened to it. In any case, if you're out there (Dennis?), I'm sorry -- please give me a call! I'll immediately enter your data into the computer, I promise. I'll even back it all up right away. ☺



Project Report

It's become imperative that we finish work on the special promotional issues of Interregnum for convention distribution soon. The special copy deal is likely to lapse in the near future; the special issues must be made up and printed before that happens, or else it simply won't be financially possible to do them.

Therefore, I'm setting a deadline: the end of the year. It shouldn't be to great a burden, for the most part: contributors should select some of the best of their work for inclusion. Use the original format, or redo the layout at your option. You can retain comments, or eliminate them if you wish. Retain the copyright, of course!



If you'd like to write new material, that's fine too. I'd like to feature scenarios and other "solid" fare, though opinion pieces and reviews are fine, too.

RuneQuest authors may want to include some RQ-specific material for the RQ-Con 2 issue. That issue will be substantially the same as the regular Con Sampler, but with a greater volume of RQ articles and such.

There will be no charge to appear in the Sampler. A copy of the Sampler will be sent to all contributors and subscribers.

—>Pete