



Spring has come, giving me yet another season-related opening for an Interregnum editorial. ☺

I neglected to explain the new mailing labels in the last issue; overwork is a poor excuse, but it's all I can offer. In any case, here's the story about the labels.

Each mailing label lists the amount of money left in the recipient's account on the lower right-hand corner, bracketed and in small type like so: [\$29.95]

The listed amount is up-to-date with one exception: the price of postage for that issue itself. The labels are printed before the issues are collated and mailed (obviously), and I don't know beforehand how much the postage will be.

Negative amounts are listed with a minus sign in front of them. Accounts that have gone negative will eventually stop receiving IR. However, it would pain me greatly to lose any contributor or reader, and so I hope that the occasion will never rise. I'll mail an additional issue or two at least before closing an account. The account will then have to be raised to a positive amount before receiving new issues of IR.

If I *am* (reluctantly) about to stop mailing issues to an address, a ☹ will appear on the mailing label.

Some mailing labels have no amount listed on them; these are either gift subscriptions, trades, or complementary issues.

## Lucky Topic #13

The topic for Interregnum #13 is **Plot Hooks**. Actually, the topic isn't plot hooks in general; instead, I'd like each contributor to write about an interesting plot hook that they've seen or created. A simple write-up would be fine. We'll discuss the general *topic* of plot hooks in some future issue.

## Interregnum Awards?

If I remember correctly, it was during a conversation with long-standing IR contributor **Virgil Greene** that the idea of Interregnum awards came up. It's a fascinating idea: a chance to recognize the best (and worst?) in the science fiction and gaming fields. It's true that there's no shortage of SF awards. However, almost all of these are for *new* works. I'd like a chance to recognize some of the great books and supplements of the past, stuff that many younger readers (and some older ones) may not know about.

Not that new works wouldn't be eligible too. Any number of categories are possible. SF TV...fantasy novel...stupidest line of dialogue...best and worst special effects...best and worst episode of your favorite SFTV show...best RPG supplement...there are a lot of possibilities. Why not write and suggest some?

## Interregnum On Campus

Not long ago I had the opportunity to show copies of the Sampler to some college students. They were quite enthusiastic, and took several to pass around. That reminded me that I'd planned to distribute copies of IR at colleges and universities. Ideally that could be done through student RPG organizations. If anyone knows of an appropriate organization for any school, I'd appreciate it if you'd drop me a line and tell me about it.

And that should pretty much cover it for this issue. See you all next time!

—>Pete