



So much to do, so little time...there are times when I wish that there were two of me. It's not just Interregnum that keeps me busy, but it does seem as if *everything* is making more and more demands on my time these days. I only wish that everything else was as much fun to work on as IR.

Still More Art

Call me a sucker, but I've picked up another 15 CD-ROMs of high-quality clip-art: about 100,000 images, bringing my total to over 135,000 pieces of electronic art (and perhaps 25,000 on paper). Some of this new collection duplicates my collection of Dover books, but much of it is new. And of course it's very convenient to avoid the need to scan and clean up images from the books.

This huge catalog of art is at the service of IR contributors. I know how difficult it can be to get good clip-art, and would be very glad to uuencode and email art to anyone who needs it. It would also be no problem at all to stick a bunch of art on a floppy disk and mail it out. It's all copyright-free, high-resolution material; it's also well indexed, and so it would be no problem to search for art on specific topics. Of course there are certain gaps in the collection (still almost no science fiction, for example), but in most areas I have so much art that I could never even look at it all.

On Odd Backs

Since there's such a huge surplus of art in the Interregnum stockpile, I may as well start finding new uses for it. One thing I'll be starting this issue. In the past zines with an odd number of pages have been printed with a blank back page; from now on I'll fill up that dead white space with a picture or two. If for some reason a contributor *prefers* to have a blank back, let me know.

Up and Running

The Interregnum Web Page is now a going concern. Publicity and press releases have been sent to the appropriate places, and the hit counter is steadily moving upward. As I've written before, I'd very much like to make the Web page a growing entity; I'd also like to get participation from as many IR contributors and readers as possible. So please, if you have any ideas for expansion or changes, write, call, or email me. I have 10 megabytes of storage on the host server, and the present files take up less than a tenth of that.

There's one point on which I need help rather desperately. Most of the images in the Web page are transparent GIFs, converted using the GIFTRANS program. Apparently these are unreadable by the newest version of Netscape for some reason; it may have nothing to do with the transparency, but rather with the age of my graphic programs. If anyone out there knows more about this sort of thing than I do (which wouldn't be difficult), I'd be grateful for any help.

My Last Warning

I forgot to include **Elizabeth McCoy's** zine for IR #15, and so owe her my deepest apologies—particularly since this is the second time this has happened. Ironically, the reason that I forgot is that she sent in her zine in electronic form many weeks before the deadline. In the interim I simply forgot about her zine altogether. It's particularly unfortunate since any addition would have been helpful to flesh out #15.

I don't want this to happen again to anyone. So for those who



send zines in electronic form, please: remind me of your zine a week or so before the deadline! Assume that I'm in a senile fog up till then. ☺

Just to reassure paper contributors: all *paper* zines that I receive are placed in the Interregnum drawer in my desk immediately, and stay there. It's a very safe drawer.

Topic #17

The topic for Interregnum #17 is *Settings*. This is another useful topic, like "Plot Hooks" and "NPCs" in the past. Describe a setting that you've created or encountered in a roleplaying game. An interesting city, a house, a woody glen...the setting can be anywhere that was interesting or evocative. If there are scenario hooks associated with the setting, so much the better! An unusual world could be an interesting setting, too.

We'll get off the practical topics for issue #18. The topic for that will be *Predictions*: not prophecy in roleplaying (though come to think of it, that would be rather interesting), but *your* predictions about what will happen to the roleplaying hobby in the years to come.

Happy Halloween, everyone!

—>Pete

