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t's a truism that all editors complain about the difficulty of their jobs. Personally, I've never been wild about truisms. But boy, is my job difficult! ©

Some readers may be wondering what happened to <u>Interregnum</u> #6. Here's the story: the issue came together as expected. The initial print run went smoothly;

copies were mailed to all subscribers and contributors. About 90 promotional copies were produced for distribution in the greater Boston area.

When the time came to print the promotional copies for distribution elsewhere in the US, in Canada, and the UK disaster struck. Normally I do all the production myself; I copy, collate, hand-staple, box, and mail all 400 or so copies personally. The first weekend I had the help of **Gil Pili...**thanks, Gil! But unfortunately all but one of the smallest copiers were broken that day. Gil and I were only able to produce about 90 copies in five or six hours of work.

The next weekend, the machines were once again broken. I wasn't happy about it, but there was little I could do.

On weekend #3 the machines...yes, you guessed it: broken. I began to suspect that the promotional distribution of IR #6 was not to be. Had one of our contributors unwittingly offended the gods?

I played it smart the next Thursday. In a quiet moment I ran off 300 copies of the front and back covers; cover stock is one of the more mechanically challenging parts of <u>IR</u> production, and since the cover is the first thing people see it's vital that the covers be printed on the best machine available. If the copier choked at that point I could have it repaired the next day. However the covers ran without a hitch. I'd go in on Sunday to run off the contents and put it all together.

But when I got there on Sunday the biggest machine was occupied, unavailable for the day. At that point I realized that with <u>Interregnum</u> #7 due out the next week, there was no way to get the extra copies of #6 done.

And that's the story. Let me make it clear that contributors and subscribers will <u>always</u> receive their copies; that's a small job compared to the promotional run. But 300-odd copies are simply too large a job to be done with ease. I suspect that this sort of thing will probably happen again in the future. In any case the cost of bulk-mailing copies to distributors has been adding up, and will eventually have to be curtailed.

All of which is to say that the supply of promotional copies will be somewhat iffy in the future. Subscribers are assured of their issues, but others are up in the air.

Hint, hint.  $8^>$ 

# Topic #8: Haiku

It's not a misprint: the topic for <u>Interregnum</u> #8 is really haiku, Japanese 17-syllable poetry. Really, it's not hard at all once you catch the trick of it. And haiku can be a lot of fun. Here's a non-gaming example I came up with recently:

Mighty Godzilla, joining battle with Mothra steps on two small girls...

© I'm working on a series of roleplaying haiku for the next issue. You Have Been Warned. ©

I've already been informed by some contributors that haiku are not something they want to do. No problem; I have two alternative subjects. Eurocentric poets may chose instead to write a limerick (and if anyone chooses to write <u>both</u> a haiku and a limerick they'll receive my undying respect). Alternatively, consider poetry itself as a subject. Roleplaying is, after all, an art form expressed primarily by words, and poetry can apparently be found in pretty much any combination of words imaginable (as many academic

poetry journals show 8^>} ). How has poetry surfaced in your roleplaying experience, if at all?

As always, contributors are free to ignore the topics entirely.

I should mention that I'll probably be experimenting with odd and unusual topics more often in the future. For example, one likely topic will be a request for each contributor to create a plot hook for a specific genre. Just another way I hope to jog the APA format a little...

#### Con Game

A couple of conventions are coming up in January (experience with <u>Interregnum</u> deadlines has taught me that it's never too early to plan ahead). I'd like to get special promotional issues of <u>IR</u> made up for both. One is **Arisia**, being held at the Boston Park Plaza on Martin Luther King weekend January 13, 14, and 15; I've already made arrangements to attend, and will host an <u>Interregnum</u> party of some kind.

The other convention is **RuneQuest Con 2**, in California. It pains me more than I can say that RQ-Con 2 is *also* being held on January 13, 14, and 15. What can I do? Since I can't be there myself, I'll have to do the next best thing and send copies of <u>Interregnum</u>. If any <u>IR</u> reader is going to RQ-Con 2 and is willing to distribute issues (put them on a table or whatever) please drop me a line. If possible I'd like to make up a RuneQuest-special issue of <u>IR</u> for the Con. It wouldn't be 100% RQ material of course, but any non-RQ articles would need to be of use to the RQ player/GM. I'll be contacting contributors in the next couple of months about this project.

### Freedom of Information?

A contributor has asked me for a copy of the <u>Interregnum</u> paper mailing list. If any contributor or subscriber would object to having their name or address given out, please let me know. I should say here that such information will not be given out to any non-subscriber in any case.

### **Old Story**

As always in the days before we go to press, it seems likely that this will be the shortest issue of <a href="Interregnum">Interregnum</a> ever. This time, however, it's probably true. We should manage a respectable fifty pages or so, but that's a considerable reduction on the 90+ pages of IR #6. However, I sympathize with the contributors who couldn't get a zine in for this issue. There are times when a once-a-month schedule is pretty hard to keep up with.

But bimonthly distribution (the only obvious alternative) is simply too infrequent to maintain any sort of continuity. So I'll have to satisfy myself by reminding contributors now that the deadline for <u>Interregnum</u> #8 is November 3rd. With any luck, it just might be our biggest issue ever—maybe? 8^>}

# A Party! A Party!



The party will start at 5:00; it'll be one of my infamous barbecues, so please drop me a line at least a couple of days in advance to let me know how much food to have on hand. The fare will be burgers and hot dogs. As a teetotaler I don't know what sort of alcoholic beverages to buy, so the affair will be BYOB (there'll be soft drinks in generous supply, of course).

And if anyone feels like bringing some Call of Cthulhu material along perhaps we can do some scary gaming. ©