usy, busy, busy. It seems that the work of an editor is never done. ☺

Actually, there really *has* been a lot going on. Free copies of the Interregnum Sampler were offered on the Internet in late June; the response was surprisingly large. Not only did a number of people ask for printed paper issues, but many asked for ASCII text files as well. Anything to oblige potential readers! The first file has been made up, and is available via email.

Weave A Tangled Web

It looks as if IR will be getting involved with the Internet in other ways, too. A World Wide Web home page has been discussed; several contributors and subscribers are discussing the possibilities. I'd love to have something really different for a home page, but that's difficult because—believe it or not—I've never *seen* a home page. Yup, my access to the net is shell only. While the lynx program allows me to access the Web, it works in text mode only.
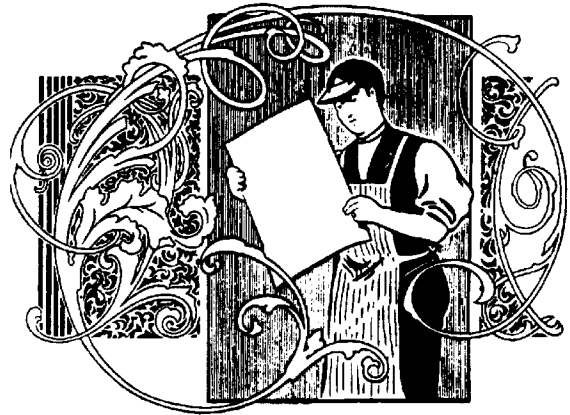
I'll be upgrading soon. In the meantime, I'd very much like to know what readers and contributors would like to see in an Interregnum home page. TOCs, of course. Perhaps short descriptions of each zine (if contributors will write them). Short biographies of regular contributors? Excerpts from various issues? Art? What do you think?

One thing that would be fun would be some sort of SoloQuest-like game, something that viewers could play. Ideally it would be something that could expand over time. Perhaps IR readers and contributors could add to it.

TOC of Ages

I've made up a complete Table of Contents for all 13 issues of Interregnum. It lists zines, authors, zine length, total number of pages per issue, the total number of pages produced through the entire print run (874 as of #13, though I think there is probably a small margin of error) and the topics. I'll print it in an upcoming issue, and it will be a regular thing once every year. In the meantime it's available in ASCII form over the Internet.

Art for All

I may not have emphasized this point in the last issue, so I'll repeat it again: I now have a huge quantity of good quality black & white clip art. I'd be glad to send some to any contributor, either over the Net, in hard copy, or on a floppy disk; it's really no problem. Please drop me a line and let me know what you'd like!

Roger Zelazny

I'd hoped it was just another Net lie. Hardly a day goes by without a false report of some famous person's death on the Net; and since Roger Zelazny was one of the younger SF authors (he was born in 1937) I was pretty sure that rumors of his death had been greatly exaggerated. I'm sorry to say that they weren't.

Roger Zelazny was unique, and without doubt one of the great writers of science fiction. I found his writing style uniquely protean; he had many "voices" and unlike many writers it was difficult to identify

him from his writing style in different books.

He'll be missed. And perhaps it's selfish of me, but I'm hoping very much that he had several completed manuscripts in the works. I've waited years for the third novel in the Madwand series...he can't leave us hanging like this.

My personal Zelazny favorite was Lord of Light. And as soon as this issue is published, I'm going to dig it out and read it again. Is it corny to say that authors die a little less completely than other people, because they leave their words behind? Perhaps. But I know that **Fredric Brown**, for example, feels a lot more like a living person to me than many folk I see every day.

Topic #15: The Horror...the Horror...

Here's yet another unusual topic: *Horror Stories.* I may have started that as a distinct subject in The Wild Hunt, though I was hardly the first to write about the bizarre experiences of roleplaying. GMs who make ridiculous and self-contradicting demands, players who take game events personally, petty jealousy and rage...all these things happen, and when they do some interesting stories can result. What are some of yours? What's the most ridiculous thing that ever happened to you in a game?

Don't Label Me

The labels for the last issue were incorrect; thanks to the crash of my PC (yet again), I was forced to chose between correcting the label file or mailing the issue at a ridiculously late date. The new labels show the correct amount left in the accounts.

Up Front

The front cover for this issue was drawn by **Scott Ruggels**, who often drew and wrote for The Wild Hunt. Thanks Scott! No title accompanied the art, though perhaps "Showdown" would be a good choice.
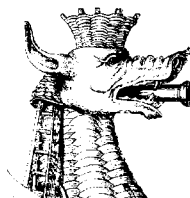
My Mistake! I Have Made My Mistake!

I must apologize to **Elizabeth McCoy**; she sent in her zine for IR #13 well in advance, but thanks to the hectic situation in the days before publication, I failed to include it in the issue. I only wish I could promise that this sort of thing will never happen again...maybe if I get a new system (I'm not holding my breath, though).
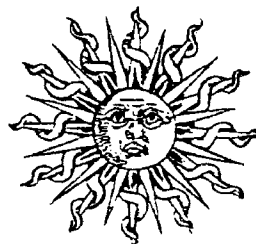
Breaking the Barrier

As you may be able to tell from the weight of this issue (and the cost of the postage) we've finally broken the 100 page mark—and done it with a vengeance. My quick count comes to 107 pages of text...congratulations to all!

Take care, everyone! And keep on writing. Our next goal is *200* pages...☺

—>Pete

Skippy says: "Avoid scaleburn   use sunblock, and wear a big crown for shade!"