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fter the feast, the famine...or so it seems. Interregnum #14 was our largest issue ever; #15 will almost certainly be our smallest. It seems as if I say that about almost every issue, but this time it's likely to be true. So it goes! I myself didn't do much to help the

situation, as can be seen by the size of my zine this month. Perhaps it's the weather. In any case, here's hoping that IR #16 will show a return to the usual size range.



## New Blood for Old

The Chaosium game company is sending new material in for review by the writers of Interregnum (they're not the first; we've received a few things from White Wolf in the past, and some card games as well). Since the total amount of stuff coming in seems to be increasing, it seems appropriate to set some sort of policy to distribute material fairly and effectively.

Since most IR contributors are reachable via the Internet, I'll announce the arrival of review material via the IR email list as it comes in. Those who are interested should send email to let me know what items they want. The postage to mail the materials to them will be deducted from their personal account.

If more than one person wants a particular item, I'll notify everyone involved and let them work it out between them. On the other hand, I have no problem with multiple reviews of the same product; if several people figure out a way to pass around an item, more power to them! The person who ultimately retains the material will be the one whose account is billed for my postage cost, even if I didn't mail it to them originally (in other words, if I mail a supplement to Bob, and Bob mails it to Janet after reviewing it, Janet's account will be charged for the postage I spent to mail the item to Bob—assuming Janet keeps the item).

Of course, I wouldn't want to shortchange the few IR writers who aren't on the Net. I'll try to phone and give them a shot at the new products that come in; but since that could increase my phone bill alarmingly, it would be helpful if non-Net-connected contributors could manage to send me a list of topics or systems that they're most interested in. I'll do my best to be fair.

Incidentally, on the advice of A&E editor Lee Gold I'll be sending occasional complimentary copies of IR to various game companies in the future. If anyone out there has a favorite company to recommend as a recipient of IR, please drop me a line!

## Interregnum Online

The Web project has been coming along rapidly. I've acquired SLIP access to the Net, and have been teaching myself HyperText Markup Language; it's surprisingly easy to pick up. The page isn't actually available online yet, but it should be up by the time the next issue of IR comes out. I've assembled an image of the main IR page as it stands (note that this was a cut-and-paste job; the scroll bars aren't shown properly). Most of the sub-pages are also done. However, there are a few sections for which I need help:

○ List of Contributors—I'd like this to list all regular contributors to IR (and anyone who has written for us even once is welcome to be listed). Short biographies would be a nice touch. Clickable email addresses for Net-connected folk would be easy to arrange, as would links to home pages. I'm not sure how many IR writers *have* home pages, but I'm sure that number will increase over time.

So, I'd appreciate biographical information (not more than forty or fifty words, preferably) along with any contact information you'd like. Of course no one will be required to be listed at all! Privacy is still a preeminent concern for me, in part because I see it violated so often on the Net. No one will be listed without their permission.

○ Back issues/Selected articles—This will almost certainly be divided into two separate sections. At



present the plan is for Back Issues to list topics and TOCs; I'd like to include short descriptions of every zine in each issue, but I realize that that is a mammoth task, even if each contributor writes their own. For the moment the TOCs and topics will do. But if anyone wants to mail their synopses to me, I'll gladly use them.

As for the Selected Articles section: while I already have a number of sample articles, I'd like to have at least one from each regular contributor. I should note here that I don't intend to reproduce Interregnum online in its entirety—not at all! There simply wouldn't be enough space on my host system for that, and in any case I prefer the paper medium. The IR home page will serve as a promotional and support adjunct to the publication, no more.

○ Other roleplaying resources—Obviously the more relevant links we have, the better. But I don't want to be limited to online RPG information. Any information will be of value, so if you have a suggestion please send it in.

I may eventually set up an "SF resources" page as well, but the sheer volume of material available on that subject is so daunting that it seems wisest to put that idea on the back burner for now.

○ "The F5 Fracas" may be dumped entirely—I'm open to suggestions on that one, too.

In the meantime, I'll keep working on the pages. Any help or advice on layout or design will be much appreciated, as always.

## New Sampler

Yep, the time is coming around quickly for another Interregnum sampler. This one should include only material from issues #10+. There are a few months to go before I'll actually begin production, but it would be nice if contributors could start thinking about getting a small special issue together now...

Speaking of Samplers, I still have quite a lot left. If you're going to a con, or know a store or club that might be able to use some copies, please do let me know.

I hope September is a busy and productive month for everyone—take care!

—>Pete

INTERREGNUM Roleplaying/Science Fantasy Magazine

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Our Unofficial Mascot

"Skippy"

### The Interregnum Home Page

Interregnum is an APA/magazine: an amateur press association that covers roleplaying games from an adult (though not necessarily sexual) viewpoint. It also covers the fields of science fiction and fantasy in general. Each issue is made up of ten or more "zines" which are written and designed by different authors. Issues are published eight times per year.

Interregnum (called "IR" for short) regularly publishes original roleplaying game material, original fiction, LARPs, reviews of science fiction and fantasy books, television, movies, and RPG supplements, and anything else contributors decide to discuss. An optional topic for each issue provides a focus for conversation, but contributors enjoy a maximum of freedom. Literally anything can be discussed in Interregnum. The average issue is between 60 and 100 pages long.

Interregnum is not a commercial publication -- it does not make a profit. The costs are scaled to cover the cost of production and no more. We publish IR for fun, not money.

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Found an error in an Interregnum WWW page? Please email and let us know! The first three correspondents to note a new problem will receive a free copy of the Interregnum Sampler via 1st class mail (NO case required). ->PM  
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