

With this issue Interregnum is undergoing a major transformation. For previous issues copies were made at a local cheap copy shop at a cost of three cents per page-side. As of this issue, however, I can get copies at the cost of the paper alone: approximately half a cent per sheet. 

Therefore, the cost for contributors is now cut from \$2 per single-sided master page to \$1, and the cost for subscribers is being reduced from \$2 per issue plus postage to \$1 plus postage. In addition, the copy count is rising to 200. Many of these will be promotional copies, to be distributed at game shops and conventions.

I must emphasize here that I cannot guarantee that this “sweetheart” printing deal will last indefinitely. It should hold for at least the next five or six issues, but beyond that point it’s impossible to be sure. Should the deal lapse, it will be necessary to reduce or eliminate the production of promotional issues, and return to the previous rate of \$2 per zine page/\$2 per issue (plus postage). Of course, that price is still very competitive with other roleplaying APAs.

Also beginning with this issue Interregnum will be more widely distributed. A number of kindly volunteers will be leaving stacks of Interregnum #4 in salubrious places. These new areas of distribution may include Canada and the United Kingdom, if events go as planned. 

Any suggestions as to likely spots for promotional issues would be most welcome. Among the possibilities I’ve considered are college and university game or science-fiction clubs, various roleplaying organizations, science-fiction specialty stores, and perhaps comics shops.

I’d be remiss if I failed to thank Lois Folstein for coming up with a short and appropriate acronym for Interregnum: IR. The Wild Hunt is TWH, and Alarums and Excursions is A&E; now Interregnum has a short set of initials, too. What’s more, IR is appropriate to the Latin roots of the title. It’s purely coincidental that IR is shorter and easier to type than the other APA initials. 8^>}

A number of folk have commented to me about comments. Truth to tell, that subject has been on my mind for some time. The expanded distribution of Interregnum makes consideration of this point all the more important.

From now on the readership of Interregnum will far outnumber the contributors. While comments are valuable both as feedback and as acknowledgement, it’s important to make those comments meaningful and interesting to readers if at all possible. A magazine in which 15% or more of the contents are incomprehensible to a new reader is not likely to increase in circulation much, if at all.

What can be done to make comments interesting?

I’m open to suggestions. Some possibilities:

Comments should be properly referenced if possible, giving enough context so that those who haven’t read the previous issue will understand them.

If a comment on a subject becomes *very* long, perhaps it would be better to expand it into an article in the main body of the zine.

I had better acknowledge here that my own comments often fall short of this ideal. 8^>}

I’ve begun the creation of a glossary of terms for Interregnum, again with an eye to making the magazine more understandable for newcomers and even non-gamers. Any suggestions for the glossary will be gratefully received.

Until next time,

—>Pete