



Welcome to Interregnum Lite: The Summer Edition. ☺

The July heat wave seems to have affected the normally-nimble fingers of our usual contributors. As of this writing very few of the usual suspects have weighed in, scant days before we go to press.

Fortunately two new contributors have stepped into the breach. Welcome, **Dale** and **Andy**! It also seems likely that a few more zines will show up before all is said and done. Still, it seems that this may be one of the smaller issues so far. Let's hope that August is temperate and comfortable, inspiring a host of zines for Interregnum #6.

* On other fronts: we've come a long way in four issues. The copy count for Interregnum #1 was 60; it's now 330 and rising. Much of that is promotional issues, of course, but subscriptions have been steadily rising too.

In fact, we're already approaching the maximum number of promotional issues that can be produced. Since subscriptions have priority, at some point soon the number of promotional issues distributed will inevitably have to go down. That's unfortunate, since demand is high; copies of IR #4 flew off the shelves at an unprecedented rate this month, disappearing in just a few days.

As the total number of sites carrying promotional issues increases, each site will receive fewer copies. That should help IR reach a maximum geographical distribution, which is the preferable goal.

* As was mentioned several issues ago, there's a possibility that Interregnum may become affiliated in some way with one or two game-related organizations. The entire matter is up in the air at the moment; as details become available they will be announced here and on the Interregnum Internet discussion list. In any case Interregnum will retain the essential independence and freedom of expression which is, I believe, vital to a healthy APA.

* Late bulletin: One of the two organizations is the **Strategy Gaming Society**, a national organization not to be confused with the MIT Strategic Gaming Society. An SGS flyer has been included in this issue.

* I should take a moment here to thank **Doug Jorenby** for doing a fine job in moderating and encouraging activity on the Interregnum Internet mailing list while I was away on vacation. The discussions on the Net were illuminating—I may reprint sections of them here in future issues—and we have Doug to thank for that.

On the main subject of the discussion itself: my remarks about comments in IR last month were not intended as a final decree, but merely as an opening question. Comments will *not* be eliminated from Interregnum, as someone pointed out, not only are comments an important reason that contributors write zines, but they are also a unique part of APA heritage and are often of interest to readers. We'll retain the practice of commenting on zines. However, a few steps might be recommended to keep the comments interesting and meaningful to the readership at large:

- 1) Comments should be properly referenced if possible, giving at least a basic idea of what's being talked about.
- 2) Long comments should be expanded into articles, or separated out and put in the main body of the zine.
- 3) If possible, authors should consider printing comments using a smaller (but still readable) font size than the rest of the zine.

Any other suggestions will be welcomed. And of course none of the above is mandatory—King Log speaks, not King Stork.

* Another bit of news: Copies of IR #1-4 were recently mailed to Shadis, a roleplaying magazine that reviews small press publications. They have a pretty big backlog of material to read, so the review may not surface for some time. However, that's something to keep an eye out for in the future.

Incidentally, if anyone knows of any other good places to get Interregnum some exposure please drop me a line any time.

Here's hoping the zines for IR #6 are already in the works...

—>Pete