



January was the most eventful month yet for Interregnum—a great start to the new year. There’s news aplenty, so let me get straight to it:

The Sampler Project

The Interregnum Sampler has been completed, and about 350 copies were distributed at the Arisia convention in Boston and RuneQuest Con 2 in California. The issues were quickly snapped up by con-goers.

A new flyer was also made up and distributed at the cons. Roughly 500 fliers were picked up at the two cons. A copy of the flyer is included at the end of this issue. If you’d like to copy it, please do!

More issues of the Sampler are being made up. If any reader would like copies of the Sampler or the flyer to distribute at a convention or game store, drop me a line. The weight of the Samplers makes it necessary to ship them via slow mail, so please give me a few weeks warning if at all possible.

The Ranks In Review

The latest issue of Shadis magazine features a review of Interregnum. Here it is in its entirety:

Interregnum

Publisher: Peter Maranci
 Editor: Peter Maranci
 Frequency: Monthly

It took the longest to overview **Interregnum** because it’s an APA zine, meaning it’s huge. Good thing I took my time, because some of it is excellent. IR was originally intended as a temporary project, but developed its own stable of members and now comes out monthly.

Even though most of the members communicate via the Internet, IR does not exhibit the confrontational attitude so common there. Instead, it has lucid, intellectual writing. Some of the articles are astute, insightful views into role-playing.

I chuckle reading some of their opinions on science fiction TV shows. I read some of their fiction, which I normally avoid in game zines. (What’s more, I enjoyed it).

The down side of IR is the same with all APAs: they use lots of abbreviations (like “RAEBNC”), some authors write stream-of-consciousness, and there is almost no art. Most of these are minimal complaints, though, and to offset them, IR has superb layouts and smart articles. For a sample copy, write to: Peter Maranci, 81 Washington St. #2, Malden, MA 02148

Shadis #17 (January/February) p. 96

The cover of issue #5 is printed at the top of the column; the horned and clothed dinosaur. It reproduced extremely well, and is certainly the best-looking cover of the five zines pictured. I’ll admit that’s because the others were half-toned. ☺

A Letter At Last

Following is a letter that arrived a few days ago from a new subscriber—the first Letter to the Editor in IR.

I recently had my first encounter with Interregnum, having picked up a copy of #8 at The Wizard's Tower here in Nashua. What a great idea! While not all the zines included are to my liking, the package as a whole has considerable value. Gamers, especially roleplayers, are notoriously creative people. Your collection reflects this. It was a pleasure reading such a variety of styles, content, and opinions. And to think, this has been going on for so long! I feel left out.

No longer. Count me in. Enclosed you will find a check for \$XX. Please enter a subscription for me, starting with whatever issue is current. Also, please send me a copy of any and all back issues that you may have hanging around; it's rather maddening to enter into the midst of a conversation, and that's the way I feel in reading the references to earlier issues in #8. In order that I may catch up on the past, and to get a feel for who your contributors are, I wish to read everything that you have published under the IR banner.

You probably hear this all the time, but I am another potential contributor. I already publish, at irregular intervals, a newspaper for my AD&D group. Your readers would not be interested in that, as it is intimately tied to my campaign, but if I can find the time I think I should be able to produce work that fits your zine.

Thanks for your enormously interesting zine. I look forward to perusing the entire history of Interregnum, or at least as much of it as you can send me.

—Michael L., Nashua NH

Thank you, Michael—a positive letter is one of the better reasons I can think of to keep working on IR (not that I'm looking for reasons, mind you...☺). Your issues should be in your hands when you read this.

As for writing for IR, I think our readers would be interested in seeing some of your campaign newspapers; after all, many of us have done the same sort of thing for our own campaigns. It's always helpful to see how different gamers approach similar tasks. Of course, original material for IR would be great. Perhaps you could include some of the newspaper material as filler in an original zine.

New Schedule

Consultations with contributors on the Net have persuaded me to switch to a new publishing schedule for Interregnum: once every six weeks, eight times per year. I'm indebted to **George Phillis** for his extremely sensible suggestion of publishing issues on the 1st and 15th of alternating months—that's a clear and obvious way to have a standardized schedule that everyone can remember easily. Following that schedule, IR #11 will come out on March 1st. Succeeding issues will come out on April 15th, June 1st, July 15th, September 1st, October 15th, and December 1st. 1996 will start with an issue on January 15th, completing the circle.

I hope that the new schedule will be easier on contributors, and that future issues will be even thicker. Of course I'll continue to send out announcements and deadline reminders over the Internet.

1994 was a good year for Interregnum. Here's hoping that 1995 is even better—for all of us.



—>Pete