



ometimes you roll the dice, and you get three ones. Or in percentile-based games, you get nothing but the high nineties (a *bad* result, for those who aren't familiar with such games). And sometimes...maybe sometimes, you *deserve* what you get. ☺



THE EDITOR WHO CRIED WOLF

I've found myself playing Chicken Little before almost every issue. As each deadline comes near, I've looked at a woefully-slender stack of zines and wondered if I'd dare to send out an issue that would be thinner than the covers that surround it.

Always in the past a few "zine angels" would turn up at the last minute (or a little *after* the last minute ☺). The time I'd spent worrying turned out to be wasted effort, completely unnecessary. In time, it almost became a ritual.

Not this time, unfortunately. I'm writing this several days before the deadline, but I've received enough notices from regulars who can't put a zine together for #21 to make it clear that this will, indeed, be what I've feared for a long time: the shortest Interregnum ever. I'm writing a large zine myself to fill out the issue somewhat (I was overdue to do a decent-size zine anyway), but that won't be enough to make the difference.

I debated whether it would be better to wait for a while, even skip this deadline and publish #21 in June...but that's a slippery path to dissolution. The demise of The Wild Hunt made that clear. This issue is going out on schedule, or as close to it as possible.

The situation isn't completely bleak, though. The contributors who didn't make this issue were mostly hit with unexpected circumstances, which aren't likely to crop up again; there's no reason for #22 not to be a decent-sized issue. We're welcoming Tara Glover back with her first solo zine (I think). Yahoo, a large index on the World Wide Web, has finally listed the Interregnum home page on their site after months of work on my part (and I *still* don't know why it took so long, or why they finally listed us). The Interregnum home page has had more than 3,000 hits, and the rate of visits has shot up markedly in the past few weeks.



In other words, we're having a slowdown. But there's no reason to expect it to last. On the other hand, if anyone has any suggestions on ways to get more new contributors to participate, you know where I am!



TIME FLIES CAUGHT IN THE WEB

The Interregnum World Wide Web home page is starting to show its age. As I mentioned above, we've finally been listed with Yahoo; we also have a link from The Dominion, the home page of the Sci-Fi Channel. Hits on the page have picked up considerably.

This makes the need to modernize even greater. The page looked fine when I first published it six months ago, but there have been a lot of changes since then. JAVA has rewritten the face of the Web, and if you don't have vivid color, fancy backgrounds, scrolling marquees and animations you're old hat. I haven't gotten around to teaching myself JAVA (maybe I should; might be a good field to work in), so any tips or suggestions on ways to improve the page would be great. It doesn't take deep knowledge of HTML and JAVA to create something neat on the Web, either; the creator of the Punch Rush page created an absolutely hysterical experience just by overlaying doctored pictures of Limbaugh's smug face. A little cleverness can go a long way.



TOPIC #22: A DANGEROUS LINE

The topic for issue #22 is *The Line*. You know the line I mean: it's one we've all had experience with in some way. It's the line between fantasy and reality. The line that some gamers slip across and get lost behind while others come and go at will, always sure of where they are. Does The Line have good as well as bad points? What is it, exactly? Have you ever faced it? I'm sure that we all have stories about fellow gamers who go over that edge...

I held off using this topic for a long time; it's not the sort of thing that *helps* the image of RPGs, after all, and the last thing we need is to give more ammunition to the kooks and censors out there. But now that promotional copies of IR aren't being distributed in game stores there's no fear that it might fall into the wrong hands. And there's something terribly fascinating about The Line...I look forward to see what everyone does with it!



Stay cool, and take care!

—>Pete