

Issue Six | Winter 1996

Out of Charges

Don't you just hate it? "Leave those Qol to me!", you tell your companions. You pull out your favourite Eye of Raging Power, point, click, and blanch. The Eye has run out. So it is with this magazine.

You may have suspected that all was not well because of the lateness of this issue, which will probably be 9 months late by the time you read this. I must admit that I wasn't sure what I was letting myself in for when I took on the *Eye*. I have found that I simply don't have the time to devote to it. There's also been problems getting hold of material, which hasn't really flowed in at the rate that I'd hoped. I've not been able to find a replacement editor so the *Eye* will fold gracefully, I hope, with this Issue.

It's sad, as Tékumel gaming needs something like the *Eye*. Fortunately, there are two active groups on the Internet for such matters—the alt.games.frp.Tékumel newsgroup and the excellent Blue Room mailing list. It is even possible that the *Eye* itself may reappear in an electronic format, but don't hold your breath on it.

As this is my final Issue, I think it's time to say thanks to those whose hard work has made the *Eye* possible. My thanks go to Dave Morris for starting the whole thing off, Martin Helsdon for the excellent supply of artwork and to Professor M.A.R. Barker for creating Tékumel in the first place.

With this final Issue I'd also like to take the opportunity to introduce to you a new artist. You'll find a couple of excellent drawings in this Issue by Przemek Siepsiak of Lublin, Poland. I never knew that Tékumel—nor the *Eye*—had reached that country, but it's encouraging to see it generate such a positive response. If anyone else is working on Tékumel material and would like to see more of Przemek's artwork then write to me and I'll be happy to put him in touch with you.

It's also my privilege as outgoing editor to write some controversial stuff. Well, I've done that and, in this issue, you'll find my opinion as to why Tékumel gaming won't be around for much longer. I hope I'm wrong in this and what I'm proposing would certainly shake the Tékumel RPG scene up a little. I do believe that radical problems require radical solutions and am prepared to state publicly what I think the problems and solutions actually are.

It only remains for me now to say "Brumazíkh", and may your steel sword never rust!

[\[Return to Top\]](#)