

The European Role-playing Magazine

Vision statement

We are proud of what we do, and what we see others do around us, in the multitude of role-playing communities. People are doing interesting things with their play and their games; strange, new, sexy, arty things. We want to show these things to the world, by documenting and discussing them in a magazine.

We will make these things accessible to as many people as possible, also those who aren't members of our communities, by writing in a clear, open and engaging fashion. Content is key.

We will follow our own tastes and desires. We trust that what we find interesting, others will find interesting, too.

Finding hidden gems is part of what we do. Whether these gems are hidden because of gender or power structures, bad marketing or communication, barriers of language or culture – we will actively seek them out.

Some concrete guidelines based on the vision statement

Everyone involved will follow their own tastes, as long as the central vision isn't compromised. All editors will have their voices heard and their influence felt.

We want good journalism. Do not write about your own thing, but go check out someone else's thing, and write about it.

Women are sometimes overlooked, as designers and participants. We will be conscious of this, and write about women who play and design in every issue.

In each issue, we want one feature article in each of these categories:

Weird: Things that are on the fringe of what we do. Things that will seem strange to «outsiders». Things that are hard to understand.

Examples: Performance art reviews. Strange manifestos.

Sexy: Human relationships. Love. Sex. Erotic matters.

Examples: The Ars Amandi technique. Falling in love in character. Making and breaking real-life relationships through larp.

Art/design: New games. New forms. Theory and practice of design.

Examples: Printing a full game in the magazine. Documenting experiments with multiform.

The publishing model

We will print four issues a year. The first two issues, our funding will be based on public money. Later, we hope to move to sponsors and subscribers as our main source of income.

The roles involved

Chief editor. Is responsible for the magazine, and for keeping the vision intact. Has final say in what goes in the magazine, and approves it before it goes to print.

Project group. There is one central project group. They meet as required. They deal with funding, accounting, formal organisation. They organise quarterly meetings for all editors.

Marketing and distribution group. They are responsible for getting the magazine out to subscribers, conventions, stores and other sales channels. They will make and execute marketing plans.

Editors. Each country has an editing staff composed of at least two people. They are responsible for getting a certain amount of pages/ words for each issue. Editors will be in constant contact with writers; they will solicit, facilitate, edit and proofread articles. They are not supposed to write this material themselves.

Designers / art directors. There is one central design group. They deal with all matters of layout and art direction. They will design the magazine, working closely with the editors. The designers solicit work from illustrators and photographers. They have a large degree of freedom and personal initiative. The designers will send the finished files directly to the printer, after final approval.

The people involved

Chief editor:
Matthijs Holter

Project group:
Irene Tanke
Martin Nielsen
Erlend Bruer

Marketing and distribution:
Katrine Sveta
Frida Sofie Jansen

Editors(Norway):
Anders Nygaard
Even Tømte

Design:
Li Xin
Håken Lid
Thomas Sørle Hansen

Other:
Erlend Eidsem Hansen