

From the SP site...

Well...

Wednesday November 20, 2002

I'm looking at Scrollworks Press' books and I'm seeing a 2002 loss of \$1,300...and the year ain't over yet. I'm projecting a total loss of \$1,500. Sales have slid since last summer and the remaining glimmer of hope rested with retail distribution.

In an earlier news bit I wrote about how I'd written to a 100 or so retailers, 'bout 30 distributors, and even a few fulfillment houses. Last week, I made one last stab at an operation friendly to small fries like myself. It went poorly. Scrollworks, due to its digest size, is not conducive to retail sales.

Folks, I just can't keep Scrollworks up. I am getting my butt kicked and some recent events beyond those mentioned above are making it clear that I need to step away. I need to focus more on my family's finances, I need take better care of the boy-child, and so on. But what does this mean to you? To answer, I'd like to talk a bit about where Scrollworks has been and where I'm going.

In 2000 (or so) I began a two page fanzine about GURPS. It was cheap and easy to produce. I called it Scrollworks after a wizard's workshop in one of my campaign worlds. The zine grew in page count and was full of all sorts of stuff I liked - articles about GURPS, Legos, weird art, and so on. It was a true fanzine. Around issue 12 I began to transition Scrollworks from a fanzine into an amateur publication. Not quite a professional magazine, no longer a fan rag. I've tried as best as I could to make Scrollworks profitable, or popular at the very least, but I'm going nowhere fast. Perhaps it was inevitable? Why should I succeed where Shadis, Autoduel Quarterly, Arcane, Inphobia, print Pyramid, Challenge, print JTAS, Role-player, and many, many others have failed?

Scrollworks Press will not go away, but I think it's time to cut my losses on the Journal. I have been doing some research and there may be hope in the area of supplements. I've approached a few companies regarding licensing, so who knows? As a magazine publisher, SP couldn't quite cut it. As a publisher of supplements? Maybe.

In the meantime, I will be getting back to my "roots." Expect a fanzine to reach your mailboxes within the next several weeks. The 'zine will not be an attempt to compete with other d20 publishers. It will not offer paid credits. It will simply be a print publication by and for folks who love DnD and various aspects of geek culture. The working title at the moment is "iron rations."

In the next few weeks I will process refunds for the current Scrollworks subscribers. Thanks for all the fish.