

y Bart G. Farkas

[10 issues or 8?](#)

Well, the verdict is in. As you might have already expected, IMG is going to be moving to an 8 issue year. After discussing the matter at length with all of the IMG staff and writers, and viewing many hundreds of email responses to the question posed in the last issue, the majority of folks agree that 8 issues is the way to go.

I know that many of you will no doubt be dissapointed in our attitude toward this, but a combination of lack of material, Apple's woes, and cost (in that order) have forced us to scale down by 2 issues per year. Those people that have subscribed for 10 or 20 issues will still get that number of issues, but as of January 15, 1998 all new subscriptions will be for 8 issues in 12 months.

On a positive note, IMG is still a money-making proposition and we anticipate that it'll be around long after 1998 has past. Our staff and writers are committed to giving our readers a quality product, and this year, in a more timely manner. In the past year, lack of games have forced us to hold issues too long, thus stretching out the production run of each issue. This year we are going to stick to an editorial calender (which will be posted on the web by the time you read this) so that no matter what, you can expect to get the next IMG.

We've also recently changed our distribution channels for IMG, which will hopefully speed up delivery, and added a new layer of service when readers get a cracked disk or are late recieving their issue. We're also looking at ways to improve our customer service by having a 24 hour service to answer the phones, deal with problems, and take subscriptions. Lastly, we're going to continue to try to keep our web site updated daily with fresh news and other content, making it one of the best sources for Mac gaming on the web.

I wish you the best in 1998!

[Haller Interview](#)

Once in a while a little mistake slips past us, and last month a nice piece of work was credited to the wrong person. James Hague deserves proper credit for his work on the Ben Haller interview. Sorry James!