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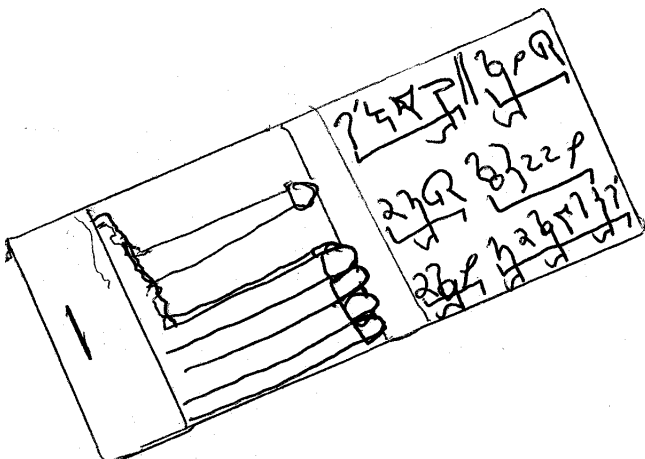


Ha... You don't get it that easy. This isn't like learning the Bodhran you know.

There's still more background to go. The reasons for using the language is as important as how it is written. Whatever the Hell that means.

The first manifestation of High Language (or "Revelanguage") was very tight. There was no room for spaces, capitals, periods or even proper spelling. Just the shortest way possible to communicate an idea, usually while inebriated. Actually, that explains a lot about how it looks. Part of the reason for the brevity was that we had to use whatever was laying around. This included match books, your hand, beer labels, etc.

In fact, this is a copy of the first message ever passed in Revelwood. The translation works out



to be "EXCUSE ME, BUT THE GENTLEMAN SITTING TO YOUR RIGHT IN THE RED TUNIC AND THE MAN SEATED ACROSS THE TABLE FROM YOU DRESSED IN THE BLUE CLOAK ARE UNDERCOVER AGENTS WORKING FOR THE FEDERAL GOVERNMENT"

The recipient of this message was saved from a horrible fate. However, right at that moment Stonewall showed up. But that's another story.

The messages were always short and right to the point, giving as much information as space allowed. Also, the information was always strategic in nature and we used it mostly at the War. Thus, the first application of Revelanguage came to be known as Battle Language." It was terse and to the point. No frills, no bullshit. "Keep alert. She is really a he."

The Battle Language was always urgent. It needed to be read immediately. In fact, no good ever came out of ignoring Battle Language.

The only person to ignore battle language was Olaf. And to be fair, the only reason was because he was blind from liquor. Some argued that even if his eyes did work, his brain was too pickled to make sense out of any visual signals anyway.

Be that as it may, the fact is that because of his ignoring the message, he was found standing out in that field with his pants in his hands, dancing in circles and screaming at the top of his lungs those immortal words "Whoowee Ish Shoooooper Dooooopell!" This later became known as "The Story of Olaf and the Keg of Doom."

The second manifestation came to be known as "Public Service Announcements" and grew directly out of the Battle Language. It differed in that the text was written on common signs, but described something completely different than the standard sign text itself. Usually it was added to the sign's regular message and instructed the Revelwooders how to interpret, ignore, manipulate or generally get around the sign's intent.

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