

The only 'zign made behind the

REWOOD CURTAIN

"Civilization is a stream with banks. Historians concentrate on the stream which is filled with blood from killing people, stealing, shouting. Unnoticed are the banks where people build homes, make love, raise children, sing songs, write poetry, and whittle statues." Will Durant

Jan. '85

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Sub fee: 25 cents per issue.

Game Openings: 3 week game - \$5.00 2 week game - \$8.00 game fee.

Here it is, the first issue of RC and I'm not pleading for players because (ta da!) we have a gamestart.

85?? OZ PAY NO ATTENTION TO THAT MAN BEHIND THE CURTAIN

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a * means I need a game fee from you, a + means I need a sub fee.
Deadline for Spring '01 is Feb. 7, '85. That's a Thursday. I'll take phone orders up until Feb, 6, at 10pm. I coach a women's rowing team and will always be out of the house from 4-7:30pm Mon-Fri, so don't call then.
Oh yes, (707)826-0512. Read the houserules! Have fun.

I'd like to thank all the people who plugged this game opening as well as my new 'zign (did you expect normal spelling from someone living in the North Coast?). I'll return those plugs (hey Gardner, your's was a bit large for my tub) in a future issue when I have more subbers. In the meantime, let's read a few reviews of Redwood Curtain.

"Just when you thought the world of Dipdom was a safe place. . ." Mark Luedi

"Billy Bob says check it out." Greg Ellis

"Tell him his Austrian ally in 84G sent you." Keith Sherwood
((If you had, you aren't reading this.))

"If it's a warehouse, it'll be the cutest warehouse around." Mark Luedi

"I'm signed up, are you?" Paul Gardner ((You bet!))

Unlike the current trend of offering Brownie Kisses, Nonoo points, and Fairy Winks I am not offering Redwood Chips or Humboldt Buds to people who submit articles and letters, and what I consider to be witty press. If you do send something in all you get is a nice warm feeling inside. And what's wrong with that?!

In making my houserules I was greatly influenced (stole from) by Scott "Scooter" Hanson, Keith "Tro" Sherwood, and Jim "Gerbil" Meinel. Thanks.

As you will notice, I am not bothered by white space at all.

". . . how much would you like to bet that this will be more than a warehouse 'zine within the first few issues?"

Rod Walker

Like anyone else, I hate to prove Walker right, especially with the first issue, but I know I'll feel strange just sending out game reports. Luckily, I've found something I can type up early and insert in RC as a semi-regular feature. And naturally, if anyone would like to contribute an article or a letter (no vowels, please) to RC, please feel free to do so. All I request is that if you send in anything over half a page long that it be typed up and ready to copy, otherwise it may never make the zine.

I promise that this zine will never be held up for lack of filler, nor will it become a 4 week publication. I'll fold before I offer four week games. (I can see Sherwood cutting out this last paragraph and saving it in the hopes of rubbing it in my nose should I falter. Good old Keith.)

A MENTAL MAP OF CALIFORNIA

How would you describe your state to an outsider who is thinking of moving there? You would suggest nice places to settle and you would tell them about parts of the state to avoid. Naturally, your description would be very exact about your local area and other areas you frequently visit. And you would make generalizations about the parts you've never seen or have only driven through. By your description you would be drawing a mental map of your state for this outsider.

As a native Californian (and as a graduate in geography), I've been interested in how Californians view their own state. While attending Humboldt State (Zone 1) I've had a chance to talk with people who've lived all over the state, and I have a good idea of what their mental maps look like. The map (below) is a composite I've made of all these differing views. Now I doubt if any single Californian sees the state as nine different areas, but if there is such a thing as an average Californian (probably living in Yuba City - Zone 4), he or she would view the state in such a fashion.

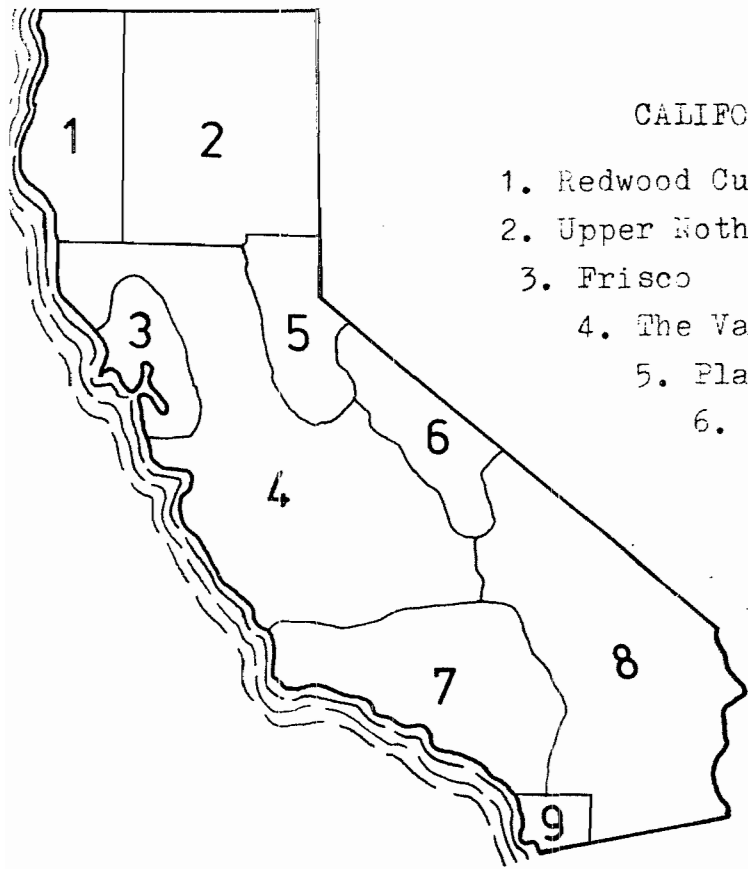
I can hear chortling (chortle, chortle) from all you people living back East, because you already know that California is nothing but beaches, air-heads, blonde hair, and red sports cars. But actually, you're describing L.A. (Zone 7), the rest of the state doesn't resemble L.A. at all. Well, San Diego (Zone 9) does come close.

None of these zones are self-contained, there is always some form of interaction. Frisco gets most of it's water from Playland (Zone 5). L.A. virtually owns all of the land in Lakes (Zone 6). The Valley's farms & ranches feed the entire state as well as the rest of the world. And tourism provides a lot of the income in the Redwood Curtain and Playland.

In future issues of RC I'll describe each zone, how it views the state and how the rest of Calif. views it. Till then, I've made a brief list of the things that make each zone unique placed just below the map (located on the next page if you haven't found it yet).

Anyone who would like to contribute to this topic, be it other Californians or out of staters (such as a Michigander's view of Calif. or some other state) please feel welcome. Again, you'll have a better chance of publication if your article is typed on 8½x11 paper and ready to copy.





CALIFORNIA'S ZONES

- 1. Redwood Curtain
- 2. Upper Nothing
- 3. Frisco
- 4. The Valley (lower nothing)
- 5. Playland
- 6. Lakes
- 7. L.A.
- 8. Desert
- 9. San Diego

ZONE	CHARACTERISTICS
1.	Redwood forests, undammed rivers, rain, marijuana farms.
2.	Forest land, lava beds, no people.
3.	Earthquakes, Bay Bridge, homosexuals, wine country, Silicon Valley.
4.	Central Valley farms, Sacramento, Monterey, illegal aliens.
5.	Tahoe, Yosemite.
6.	Mono lake, Owens lake.
7.	People, Disneyland, Hollywood, beaches, foreign cars, and lots more people
8.	Highest and lowest point in Continental US, gateway to Las Vegas.
9.	Navy base, Tijuana.

REDWOOD CURTAIN HOUSERULES

A. Read the Rule Book.

B. Read the Rule Book.

1. Countries will be assigned by preference list or by lot for those who don't care.

2. Orders should be on a single sheet of paper and include game name, country, game date, and signature. No signature - no accept.

3. Phone orders accepted on night before deadline from 7-10pm, but I may not be home. Housemates will not take your orders.

4. NMR insurance is available for 2 week games only. Send phone number and \$3.00 deposit. I'll call you on deadline night and subtract call from your deposit. Whatever deposit is left will be returned when you leave game.

5. An NMR in Spring '01 will result in expulsion from game and forfeiting of your game fee. Standby will be given position and game will start in the following issue.

6. Standby called after first NMR and will replace player after 2nd consecutive NMR.

7. Do not list a province or sea as "Nor", ever! Unit will hold.

8. Games are DIAS - Draws Include All Survivors. But if all 7 players want it different, I'll change it. Draw votes remain secret.

9. Seasons will be separated if half of the players agree to it, or as GM sees fit. This includes Winter 01. Conditional orders accepted.

10. Very grey press - can be datelined from anywhere except another player's home centers. Datelines GM, RC, Arcata, and Humboldt are mine. Press will be censored only for lack of space.

11. Errors not brought to my attention by following deadline will hold.

12. Do not deceive the GM. Anyone who does will be tossed out of the game and zine. A thousand curses will be put on your head and will follow you for the rest of your unnatural life. Strangers will frequently point to you and laugh. You will rot in hell.

13. Any questions?