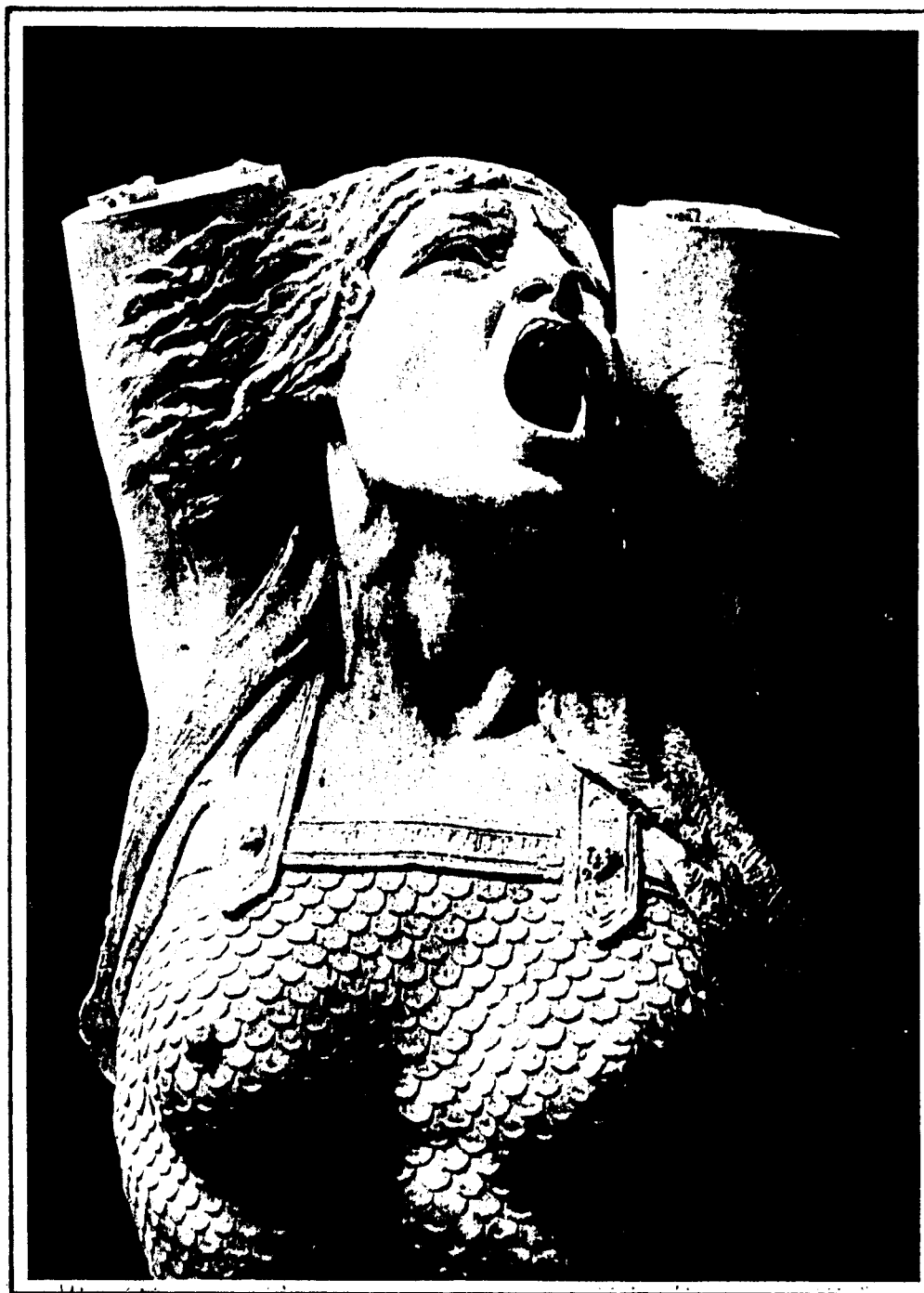


# REBUS SIC STANTIBUS

VOLUME 1 NUMBER 2

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**The Call to Arms**

REBUS SIC STANTIBUS

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PUBLIC OFFICERS

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# GRAND TOURNAMENT DIPLOMACY

## THE GAME SITUATION

The game is filling slowly but steadily. At the time this issue goes to press, sixteen players have signed up for the game. The last entry came in on Monday.

1. John Kador
2. Dennis Klien
3. William McDonough Jr.
4. Don Rittel
5. Lee Kendter
6. Dennis Nagle
7. Philip McGee
8. Vincent Tsao
9. Jim Diehl
10. Robert Sergeant
11. George Lyon
12. Gary Carson
13. Nina Pawlak
14. Charles Doehrer
15. John Arbogast
16. Robert Sacks

It would be helpful if you players would spread the word about the game to other Diplomacy players. The Mailing list used to send out the first issue is about a year old. Quite a number of copies were returned in the mail and we can assume that many were lost. Your help in enlisting players would be greatly appreciated.

## AN INQUIRY ABOUT THE RULES

One player writes--

Under the "Powers of the Kings, Grand Dukes and Princes", it states that Grand Dukes and Princes cannot make builds. Is this to say that a Prince can never build, regardless of how many centers he occupies? What then is the inducement for forming a Principality? And, though I realize that a Grand Duke may strive for recognition, it appears unfair that a Principality cannot also aspire to any higher position. And again, if a Grand Duchy conquers two centers using units from country "x" and "y", do the respective kings of "x" and "y" still name the commanders of the units thus created?

The author of the rules responds--

To clarify any confusion, a principality cannot build new units, ever. A Principality is like a regular Diplomacy country that has lost all its home centers. No matter how many centers such country has it cannot raise new units.

The principality is designed to be a temporary thing. It is a way for a player and his unit to escape the purge of a king or to abandon a country that is about to suffer removals without the difficulties involved in the formation of a grand duchy or in defecting to another country. Think of countries as teams and of the prince as a "free agent". The game is designed with the idea that in each country the players should participate in both domestic and inter-country politics.

If the principalities were allowed to build they would dominate the game. They would be single player countries, often beginning with five or more units, with no fear of the disloyalty or disunity of the troops. Possibly the game would degenerate to the level of a regular diplomacy game.

The prince has the option to participate in the later formation of a grand duchy or to defect to another country.

If a grand duchy conquers two centers, or any number of centers, no new units are built. The grand duchy is a country, a team, an entity apart from any other country. It has units of its own. A grand duchy does not have the power to make builds or to recognize countries, but it can conquer territory and does so in its own right. The fact that units of a grand duchy may have come from country "x" or "y" is of no consequence.

Note that it is not the players but the units that declare the independence of the grand duchy, though, of course, it is the players who order the units to make such declarations. Every unit that makes such a declaration, if successful in establishing a grand duchy, becomes a unit of the new country and is no longer a unit of its previous country.

#### A NOTE ABOUT RULE CLARIFICATIONS

All inquiries about the rules will be answered by Drew McGee. Since the question that a player asks may reveal his intentions in upcoming moves, his name will not be printed unless he specifically so allows. Since rule clarifications are of interest to all players, the question and answer will be printed unless the inquiring player specifically requests that the question not be published, in which case it will be answered in a private letter and will be published later at a time when the inquiring player will not be compromised.

#### COUNTRY PREFERENCE LISTS

Players are reminded that they may submit lists of countries in the order in which they would prefer to play those positions.

## REGULAR DIPLOMACY

To date only three people have signed up for regular diplomacy.

1. Gerald Rogowski
2. Jim Diehl
3. Robert Sergeant

Other publishers have informed us that they plan to give us good plugs and we can expect that the game will fill by the next issue.

# HOUSERULES INQUIRY

Since no games have been filled, houserules will not be published until the game begins. This is fortunate because it enables us to obtain your opinions concerning the rules we will use. We would appreciate it if you would send in your suggestions for rules. Please do so as soon as possible.

In particular, we would like your opinions on the following proposals:

1. In Grand Tournament Diplomacy, no two players from the same telephone code area will be assigned to the same country in the initial position assignments.
2. In regular Diplomacy, no two players from the same telephone code area will be assigned to the same game.
3. In all games, the players may submit to the Gamemaster a set of standing orders. In the event a player misses a move, the Gamemaster will make orders for him after consulting the standing orders. Such moves will be final.

## AUNT VITKUNNA

### The Advice Column for Diplomacy Players

Dear Aunt Vitkunna,

A few weeks ago I played a most disturbing game of face to face Diplomacy. My friend Bill had organized the game and the players were to meet at his house. One jerk didn't show up. Bill's wife, Beatrice, volunteered to play in the game. She had never played and we weren't crazy about the idea of a man and wife team in the game, but it seemed rude to exclude her. We taught her the rules and she promised to play the game with Bill as if he were any other player.

Bill was playing England, Bea was playing France and, you guessed it, I took Germany. Things went badly right from the

Start. They both attacked me. I started to express some disgust at my plight. I had to break up that alliance. When Bea didn't want to come around to my way of thinking I told her that she wasn't playing the game fairly and accused her of just playing to help Bill. She denied it but I continued. I said that if she had been really playing to win and if she had been an experienced player she would not miss her then excellent chance to stab Bill. Finally I told her that Bill would understand and that that was how the game is played.

She did stab Bill. He didn't understand. He didn't take it in the spirit of the game at all. He screamed at her!. He accused the poor girl of deliber-

ately trying to embarrass him in front of his friends. Bea got mad too. She answered that Bill was just trying to take advantage of her and that it showed that he had no respect for her, etc.

With all the shouting going on, the players just stood there and then began to drift out of the house.

Bill and Bea are still fighting and I'm afraid that their marriage is in trouble. What should I do? I feel terrible.

Regretful Player

Dear Regret,

Come to New York. We have a brand new skyscraper here known as the World Trade Center. It has a spiffy new observation deck but hasn't had a jumper to christen it. You will do just fine. Wear good clothes. Your remains will make all the papers.

If you're going to blame yourself for failing of this heavenly alliance you are indeed the kind of sap who is bound to punish yourself.

Congratulate yourself! You played the game well and all has turned out for the best.

Bea is better off to be rid of a male chauvinist pig like Bill. It's jerks like him that make it so difficult for women to play Dippy. Some idiots just can't seem to think that a woman can play the game without having some kind of romantic attachment to one or another male player that would make her want to give up her game for his ego.

Aunt Vitkunna

If you have a problem, Aunt Vitkunna would like to help.

## HELP FIGHT P.D.!

ADMINISTRATIVE

The American Publisher's Disease Foundation

Publisher's Disease is a strange affliction suffered by people in the fourth estate who are involved in publishing results of silly little parlor games. It has many causes and is widely misunderstood by the vast majority of the public. It is our hope that this report will acquaint you with this affliction and the efforts to combat it.

PD has many forms, but in its early forms it attacks the eye and nervous system, producing strange blind spots on the retina, particularly devastating since the victim is often unaware of them. In the early stages the victims can often type mimeo stencils in a way just loaded with typos and be unable to spot them on the stencil no matter how carefully they proofread.

Those afflicted can often stare right at such outrages as "calnal", think that the word is "colonel" and not even notice the error until the pages are printed. The victims suffer resulting embarrassment as their readers wonder at the literacy of the writers.

A group of dedicated scientists in New York are working on the problem. So dedicated are they that they have even injected stencil correction fluid into their veins so that they might suffer and fully understand PD and fight for a cure.

Already some progress has been made. It has been discovered that French brandy will temporarily relieve the symptomatic depression that the victims suffer when collating pages that are filled with later spotted typos.

If you want to help with this great work you can. The publishers of Rebus Sic Stantibus are fully committed to the cause

and a portion of all money received for subscriptions will be used in the fight for a cure and to aid those suffering,

## THE MAN OF THE MONTH

The January "man of the month" is a woman, Roxelana. She was the Sultana of Sultan Suleiman I of Ottoman, who ruled from 1520 to 1566. She is interesting to us not only because of her style, but also because she helped shape the world of 1900.

In sixteenth century Europe the Turks were greatly feared. Some historians account that at the time Turkey was the most powerful nation on earth. Suleiman was called "the Magnificent". He was a military adventurer of some success and a builder of great success. Suleiman, like other sultans, was a man of stupendous wealth and lived in the kind of luxury we can only dream about. He, of course, enjoyed a Harem of the kind we have heard so much about: literally hundreds of slave girls, all doing little else but waiting on his every fancy

With so many slave girls, the Sultans did not marry. Indeed every Sultan was the son of a slave. The Sultana was but the highest slave, the woman who had first provided the lord with a son. Suleiman's first Sultana was a woman called Gulbehar, her son was Mustafa. Things were very peaceful in the palace until 1523.

In that year the Sultan's best friend and Grand Vizier, Ibrahim, had launched a little war in Galicia. Nothing much was gained except a few Russian slave girls. One was so attractive and witty that she was sent to the Sultan as a gift. Because she was of Russian birth she was renamed Roxelana (which must sound something like Russian in Turkish).

A very clever girl, she attracted the Sultan's attention night after night. Soon she bore him a second son, and thus became second Sultana, second in prestige in the Harem. Knowing something about the outside

world, which the other slaves did not, she made friends with the Sultan's ministers. She was fascinated by court politics and in fact became a political advisor to Suleiman, something unbelievable at the time.

As soon as she was sure of her master's affection, she staged a catfight in the Harem with Gulbehar. Smartly enough, she "lost" the fight, showing that she was the more gentle. In this way she made herself first in the affection of the Sultan, above the first Sultana.

The Sultan's affection was power that had to be developed. When Mustafa grew to majority she persuaded Suleiman to send him to the provinces in a government post that would give him experience. With Mustafa went his mother, then entirely out of the way.

As the highest in the Harem, she arranged to get rid of the younger and prettier girls who might distract the Sultan.

Once she was without rival, Roxelana was able to demand and get marriage. For the first time in over a century, the Sultan of Ottoman took a bride. She, a slave, had the Sultan wrapped around her finger.

We must applaud her success, but must note what it all led to. The Harem had previously been a building separated in the palace from the government offices. Roxelana ordered the buildings connected and the nighttime intrigues of the Harem became confused with the real politics of the empire.

To make her son the next Sultan, she arranged an intricate scheme of lies to convince the Sultan that he had to execute both Mustafa and Ibrahim to save his own power.

After Suleiman's death, Roxelana's son, Selim, became Sultan. Selim was raised to be totally dependent on her. He never did a thing without consulting her.

Unfortunately for Turkey, after Roxel-  
ana, Harem women had tremendous influence in  
the government. But none had the ability of

our Foxy Roxy. The other "favored women"  
lived their entire lives in the palace.  
Turkey declined to be the "Sick Man of  
Europe".

## LETTERS

[Our Policy: Letters will be edited before  
printing. The parts that are of a business  
or personal nature will be deleted. Every  
effort will be made to keep the writer's  
comments in context. Of course, not every  
letter will be published]

Dear Drew,

The Man of the Month profile of  
Sosthenes Behn was great but you left out  
the conclusion. When Behn died, on June  
6, 1957, he was buried at Arlington  
National Cemetery. Isn't that where they  
bury all our national heroes?

Chuck Doehrer  
Satirist Press

[Thanks, Chuck. Incidentally, Strategic  
Satire is great. Box 1832, Chicago, Ill.  
60690]

Dear Drew,

'Ol' One Tit', huh? If you want to  
attract people older than 13 years of age,  
you'd do well to avoid such sophmoric  
name calling. Aside from the cruelty of the  
term, it's hard to run a 'zine without  
reliable and responsible subscribers and  
players. Players are looking for responsible  
(which usually means mature) GM&/or editors.  
Your 'zine really looks good. It's a shame  
that wretched choice of words had to be  
used. I hope it all goes well with RSS &  
that it exhibits a bit more compassion  
for the vagaries of human circumstance.

Duane Linstrom

Mr. Drew McGee

We find your political mentions a bit  
much. I would suppose that everyone has  
his opinion, and has his right to publish  
it, but to assume that all Diplomacy  
players as a class will or will not have  
a certain feeling about anything is pre-  
posterous. While it may very well be a  
dirty no-no to assassinate people, the  
Russians have done it and we may one day  
be in a position of not being able to afford  
the luxury of being more moral than the  
Soviets. Ask yourself this, would it have  
been moral to have assassinated Adolf Hitler  
in 1938? There was no war going on, but he  
did have a dictatorial system, oppressed  
minorities, sterilized lunatics and jews,  
and was building up a massive military  
system and rather obviously getting ready  
to do his neighbors dirty. Considering  
what he eventually did do, killing him  
would have been the best thing that ever  
happened to the human race. Is there a time  
when the possible death of millions is worth  
the death of one man? Can you say that you  
would have deplored the death of a Hitler  
when he had already killed thousands  
and was about to and soon would kill mil-  
lions? Let's face it folks, there are some  
people that should be killed. The only problem  
is that sort of thinking, however correct,  
could easily get carried away. But then, who  
is to play God? I would just as soon it be  
us instead of them. I'm sure they would  
rather it be them than us. Well, we didn't  
settle anything, but maybe we have given



you something to print in your editorial column,

Steve Cole

[The point of our editorial on the CIA was

not whether or not the CIA should or should not bump off its enemies. Certainly our readers will not all agree on either position. However, we feel there can be little doubt that the CIA has dealt in this kind of "dirty trick"]

## EDITORIALS

### ANGOLA

In the matter of Angola, as in most things, much of the public discussion has missed the point. There has been a great deal of moralizing about "standing up to the Russians" and "stopping the blood bath". Thinking should be done first.

Angola is not a nation. It is a place that used to be a Portuguese colony. There is no national identity and, at present, no central government. What the unfortunate people of that sad location have are rival "movements". Each one is armed to the teeth and ready to destroy the others. In an age when ideology was less important these groups would have the armies of the local warlords who are in a sadly real and bloody Diplomacy game for power. There is war because three military egotists have dreams about being called the father of their country.

The bloodbath is already inevitable. The rival groups are unwilling to compromise. Other conflicts and civil wars, especially in Africa, have shown that even if one side were to gain an advantage the other side's President/General would still be prepared to fight to the very bitterest end, to the last man, and get to Switzerland at the very last moment.

The strategic consequences are important to the government. If the Russians were to gain a naval base in the South Atlantic, the US supply line to the Middle East might be threatened. On the whole, Angola is probably worth all the money the Administration wants to spend.

But Angola is not worth another Vietnam! Almost nothing is. The damage Vietnam has done to the American State is incalculable.

Ford and Kissinger asked the Congress to leave the foreign policy to them and to do their job and come up with the money. The Congressmen balked and showed who had the brains in doing so.

The President and his party have simply not shown themselves to be so all knowing that they can not be required to do some explaining. Just what does the Executive plan to do to insure that Angola does not become another Viet-Nam?

Once the "commitment" has been made to "our" "good guy" faction of Angolans, where is the line to be drawn? Is the President willing to say to his boys, simply and clearly, "You get money, guns, CIA boys, maybe a few mercenaries, but that's it! If that's not enough, it's just too damn bad."? No indeed.

Instead we are haunted with another open ended commitment; enough to "win", like on the button.

First money will go to Angola, then some "advisors" (including a few CIA boys), then a "few" ground troops to protect the advisors. Eventually some Americans are killed so more "protectors" are needed. Eventually the American commitment has grown so big that it cannot be withdrawn without admitting a major defeat.

Somehow even after Viet-Nam, Ford and Kissinger don't seem to realize that they can be more like clowns than Gods. Sadly enough, we can't laugh. It is our lives that they play with.

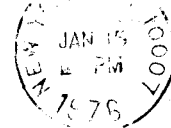
The deadline that was set in the last issue was eleven days prior to the scheduled date of publication on the fifteenth. That date was set with the Christmas mail delay in mind. Even with such a wide margin, some entries arrived this week.

The deadline for entry is now set at-

FEBRUARY 10, 1976

Players in Grand Tournament Diplomacy may subscribe at the rate of \$2.50 and can play in any number of our games. Those in regular games may subscribe for \$3.00 and will be charged a gamefee of \$1.00 for every game after the first one played in.

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