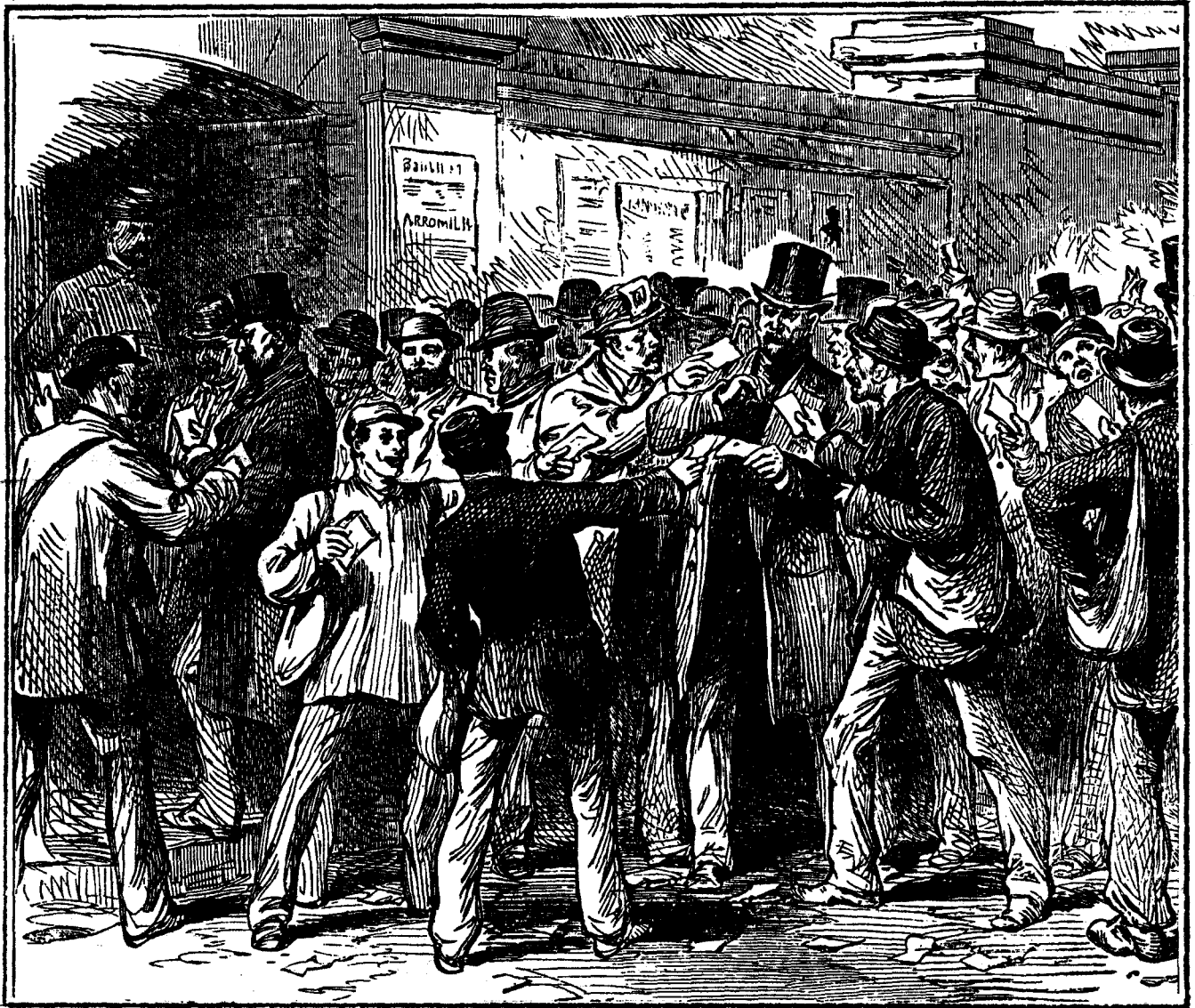


REBUS SIC STANTIBUS

VOLUME 1 NUMBER 3

FEBRUARY 1976

TWO GAMES BEGIN



**GRAND TOURNAMENT PLAYERS
CALLED TO ELECT KINGS**

REBUS SIC STANTIBUS

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Publisher, Editor Drew McGee
Gamemaster. Christopher McLenoan
Print Manager Arne Eastman

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GRAND TOURNAMENT DIPLOMACY

THE GAME SITUATION

The game is now filled. We have an opening quorum of twenty-two players and a number of standby players. Here are the players and their addresses. They are grouped in the various countries to which they have been assigned.

The Gamemaster

Drew McGee
65 Winter Avenue
Staten Island, N.Y. 10301

The English

John Kador
1220 East-West Highway, Apt. 1711-A
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2311 Badger Parkway, Apt. 2
Madison, Wisc. 53713

The Germans

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4347 Benner Street
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Bloomington, Minn. 55437

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51825 West 8 Mile Road
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Washington, D.C. 20007

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Charles Doehrer
Satirist Press, P.O. Box 1832
Chicago, Ill. 60690

Dennis P. Nagle
817 Independence Street
Elkhart, Ind. 46514

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119 Ely Drive South
Northville, Mich. 48167

The Turks

John E. Arbogast
1133 Cresthaven Lane
Virginia Beach, Va. 23462

George Lyon
2152 Evans Court, Apt. 303
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William McCullam
Fairmont Road
Newbury, Ohio 44065

The Standbys

Bob Normand
109 Regent Street
St. Lambert, Quebec
Canada J4R 2A6

Jim LaWhon
U.S.S. Deliver (A.R.S.-23)
Fleet Post Office
San Francisco, Calif. 96601

Rick Solomon
1180 Mississauga Valley Blvd, Unit #45
Mississauga, Ontario
Canada L5A 3M9

A FEW INQUIRIES ABOUT THE RULES

Question

In Grand Tournament Diplomacy, if a home center secedes to form part of a Grand Duchy or Principality, and is then remerged (voluntarily or by force) with the home country, is it still a home center? If not, wouldn't that mean some powers could have no home centers ever? (Unless the power were to secede from itself to form a Grand Duchy which is then recognized.)

Answer

Because of the rule for the establishing of new countries out of any three centers, one center has the potential to be a home center of more than one country, but, of course, not at the same time. If a home center of country A becomes a home center of a Grand Duchy or Principality, country B, it can become a home center of country A simply by the retaking of it by the forces of country A. The fact that such a center has become a home center of country B does not damage its potential as a home center of country A.

Question

A player can command more than five units, just not more than five units of a single country? Also can a king or grand duke command units of another power?

Answer

A player can command considerably more than five units, but not more than five of one country. Sure, a king or grand duke of one country can command units of another country.

Question

Could a person be a King or Grand Duke of more than one country?

Answer

Yes. A player can be at one time the king of a few countries, grand duke of some, and a prince once or twice, all at the same time. If the players of a country want to elect as king or grand duke, a player who is king or grand duke of another, country, that's up to them.

Question

Is there anything in the rules that prohibits a player from ordering different units under his command from forming different grand duchies.

Answer

There is no reason why a player must commit all his units to the cause of one country. Split loyalties are allowed.

Question

If a Grand Duchy has seceded but has not yet elected a grand duke, may other units in subsequent turns defect to this grand duchy without the declaration of acceptance mentioned in rule #23, since there is no one to issue such a declaration?

Answer

No. If there is no internal organization of a Grand Duchy there can be no defection. Were it to be otherwise the players in a new country just might find themselves visited with unwelcome guests.

Question

If a country is in a state of civil insurrection, may the king or grand duke issue declarations of acceptance of defecting units?

Answer

Nothing in the rules prevents this.

Question

May princes issue declarations of acceptance of defecting units? This is apt to arise if a prince controls units outside his principality and wishes to consolidate his holdings by defecting his other units to his principality.

Answer

There wouldn't be much point to it. If a prince wants to bring new units into his one man country, all he has to do is think up a new name and make another declaration of independence.

Question

May the players of a seceding grand duchy, of more than three centers, declare which centers they wish to be home centers, rather than rely on chance? This would be especially important if they had only one coastal center.

Answer

If the players of an extra large grand duchy are worried about chance, then they might be less greedy. Giant conglomerate grand duchies, considering papal recognition, are powerful enough without this. The rules clearly provide for chance to control unless the new country has but three centers.

Question

If a kingdom, through defeats, defections and secessions, loses all units but one, and that unit is controlled by a king, does the kingdom remain such for the purposes of builds, recognitions, etc., or is it reduced to a principality?

Answer

A Kingdom remains such no matter how decrepit.

Question

Shouldn't you indicate the exact chronological order of events in each turn, since the players can and will use each unit for more than one purpose? It can make a great deal of difference when the units defect, before of after elections, for instance.

Answer

You should consider all possible actions as taking place at the same time, as is the intention of the G.R.I. Diplomacy rules.

If a unit defects to a country in one season, its commander can participate

in elections in the receiving country in the same season.

The concept has complicated application to the diplomatic recognition of Grand Duchies. If, for example, there are in one season seven original countries and one Grand Duchy which has elected a Grand Duke, and which is not entitiled to papal recognition, and if in the same season a new country were to be established which elects a Grand Duke and receives papal recognition, if the first Grand Duchy only receives diplomatic recognition from four countries, it does not become a fully recognized country because a majority of the then Kings in office have not extended diplomatic recognition.

REGULAR DIPLOMACY

The first game is filled the players and thier assignments are;

The Gamemaster

Chris McLenoan
65 Winter Avenue
Staten Island, N.Y. 10301

Italy

Gerald Rogowski
22405 Foxcroft Street
Woodhaven, Mich. 48183

Germany

Jim Diehl
5008 Normandale Highlands Drive
Bloomington, Minn. 55437

Russia

Robert H. Sergeant
2902 St. Paul Street
Indianapolis, Ind. 46203

England

Don Rittel
2311 Badger Parkway, Apt. 2
Madison, Wisc. 53713

France

Bob Normand
109 Regent Street
St. Lambert, P.Q.
Canada J4R 2A6

Turkey

Richard Nelson
1608 Colonial Terrace
Arlington, Virginia 22209

Austria

David Malmquist
75 East Wayne Avenue
Silver Spring, Md. 20901

Players signed up for the second game are;

1. James Harper
2. John Machir

One good man is in for the last game;

Bruce Martin

PLAYER DIRECTORY

~~"We'd like to know a little bit about you for our files"~~

All too often when a Diplomacy game begins, the players get right down to politics and don't get much of a chance to get to know each other. At times a Diplomacy player can correspond with someone else in the game for years and know very little about the other fellow except his address.

People are understandably a bit shy about spouting off about themselves in a letter to someone they don't know.

We'd like to give the players a vehicle to get to know each other because we think you players might enjoy this. Everyone likes to read about himself in print. Knowing a bit more about your fellow players might help you plan your game and might make the game more friendly.

We would really appreciate it if you

would send in a short biography of yourself with your next orders.

Don't be modest! Everyone else will be writing in.

For starters- What are your other interests besides Diplomacy? What do you do for a living? Where did, or do, you go to school? Have you ever won a postal Diplomacy game.

Example:

Chris McLenoan

Chris is a librarian for the New York Public Library, who enjoys bicycling and radical politics in his spare time. He is a graduate of Curry College.

Chris is relatively new to postal Diplomacy, having only played in two games, and having never won.

HOUSE RULES

1. Applicability of the Rulebook.

All rules of the 1971 Diplomacy Rulebook, as published by Games Research, Inc., will apply unless obviously superseded by these rules.

2. Gamemaster Errors.

Errors in the adjudication of the players' orders will become final unless called to the attention of the Gamemaster before the following deadline date.

3. Player Placement.

(A) The Gamemaster will assign the players to the various opening positions in the games according to the preference lists submitted by the players. In the event that any player submits no preference list, the Gamemaster will select one for him by lot.

(B) No two players residing in the same telephone code area will be assigned to the same regular Diplomacy game or to the same initial country assignment in a Grand Tournament Diplomacy Game.

4. Written Orders.

(A) All written orders must be typed or legibly printed on standard size letter paper and must include; the calendar date when such orders were written, the game season of such orders, the player's country, the players name and signature, and the game Boardman or Miller number once assigned.

(B) Players participating in more than

one game will submit orders for each game on separate sheets of paper.

(C) The provinces of Livonia and Liverpool may be abbreviated as "Lvn" and "Lpl" respectively.

5. Deadlines.

(A) The deadline for the submission of orders will be posted on the last page of the newsletter.

(B) The Gamemaster will accept orders by telephone on the day of the deadline, but only during reasonable hours.

(C) Players may amend their orders at any time up to the day of the deadline. The last dated orders received by the Gamemaster will apply.

6. Unordered Units.

(A) Except in Grand Tournament Diplomacy games, in the event that a player fails to submit orders for the Spring 1901 Season, the following neutral moves will be used:

England: F Edi-Nwg, F Lon-Nth, A Lpl-Yor
France: A Par-Bur, A Mar (S) A Par-Bur,
F Bre-Mid
Germany: F Kie-Den, A Bre-Kie, A Mun-Ruh
Italy: F Nap-Ion, A Rom-Apu, A Ven H
Austria: F Tri-Alb, A Vie-Tri, A Bud-Ser
Russia: F Sev-Bla, A Mos-Ukr, A War-Gal,
F Stp-Bot
Turkey: F Ank-Bla, A Con-Bul, A Smy-Con

(B) In all other cases when orders are not received, or when orders received are illegible or illegal, the units concerned will be considered to have been ordered to hold. If dislodged, such units may retreat.

7. Retreats.

Retreat orders will be submitted immediately upon receipt of the game results. In the event that dislodged units are not ordered to retreat, or are ordered to retreat to a position not permitted by the rules, or if two units are ordered to retreat to the same position, such units will be removed.

8. Conditional Orders.

Players are encouraged to submit orders conditional upon the direction of retreating units.

9. Player Dropout.

Except in Grand Tournament Diplomacy Games, if a player fails to submit orders for two consecutive seasons, such player

will be removed from the game and will be replaced by a standby player. Except in exceptional circumstances, such a player will be removed from all other games published in the newsletter and will not be permitted in future games.

10. Player Resignation.

Except in Grand Tournament Diplomacy games, if a player resigns from a game he will be immediately replaced by a standby player. Such a player will not be subject to the provisions of rule 9.

11. Temporary Replacement.

Except in Grand Tournament Diplomacy games, with the consent of the Gamemaster, a player may be replaced temporarily, for a period of up to two gameyears, by a person selected by such player, if such person has not been a participant in the game concerned.

12. Deception of the Gamemaster.

Deception of the Gamemaster will result in removal from all games.

NOTA BENE

1. Publication Delay. We very much regret that this issue is being published so late, almost a week late. We recognize that we have an obligation to keep your games moving quickly and on time. We hope that you realize that the newsletter is published on a non-profit and non-professional basis.

2. Regular Diplomacy Games. We have made a change of plans that should not concern any players. We will publish three Regular games, instead of four.

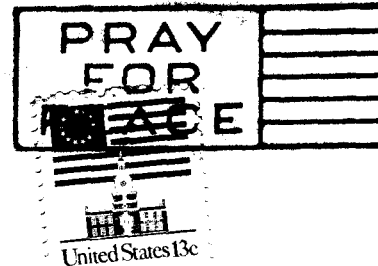
3. Press Deadlines. In the next issue, and in all future issues, please submit any press or articles you would like to have published at least **three days** before the game deadline.

4. The Game Deadline. In order to give the players **three weeks** to negotiate and send in their orders or ballots, the deadline for the next issue is;

MARCH 15, 1976

5. The name of this feature has been changed. Chris McLenoan can never show his face in St. Peter's High School again.

6. Due to our desire to get this issue out to you, the "Aunt Vitkunna" and "The Man of the Month" features had to be dropped. They will return next month. We would like to thank those players who have made contributions to our features. We urge that other players and subscribers do likewise.



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