

REBUS SIC STANTIBUS

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REBUS SIC STANTIBUS

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sion of the publisher. Diplomacy is a board game invented by Alan B. Calhammer, and is now manufactured by the Avalon-Hill Company of Baltimore, Maryland.

FIRST REGULAR GAME

1976 BE

Spring 1914

WAR RAGES ON IN GALICIA, MEDITERRANEAN. AUSTRIANS NEARLY OUT-FLANKED.
FRENCH FAILING IN THE WESTERN MEDITERRANEAN. ENGLISH CONTROL OVER
FRANCE NOW COMPLETE.

<u>France</u>	<u>F Lyo-Tyr</u> (dislodged)
B. Normand	<u>F Wes-Tun</u>
	<u>A Boh-Gal</u>
	<u>F Pie-Lyo</u>
	<u>A War (S)</u> A Boh-Gal
	<u>A Mar-Spa</u>
	<u>F Naf (S)</u> F Wes-Tun

<u>Italy</u>	<u>A Ven-Pie</u>
J. Rogowski	<u>F Tyr (S)</u> F Tus-Lyo
	<u>F Tus-Lyo</u>
	<u>F Tun-Wes</u> (dislodged)
	<u>F Rom-Tus</u>

<u>England</u>	<u>A Lon-Den</u>
R. Kelly	<u>A Stp-Mos</u>
	<u>A Mun-Tyo</u>
	<u>A Sil (S)</u> French A Boh-Gal
	<u>A Mos-Ukr</u>
	<u>A Liv (S)</u> A Stp-Mos
	<u>A Pru (S)</u> French A War
	<u>F Nwg-NAO</u>
	<u>F Bal-Nap</u> (illegal)
	<u>F Bot-Stp</u> (sc)
	<u>F Nth (C)</u> A Lon-Den
	<u>A Ber-Mun</u>

<u>Austria</u>	<u>A Bud-Gal</u>
D. Malmquist	<u>A Vie (S)</u> A Gal-Boh
	<u>A Tyo (S)</u> A Gal-Boh
	<u>A Gal-Boh</u> (dislodged)
	<u>A Ukr (S)</u> A Bud-Gal
	<u>A Sev (S)</u> A Ukr
	<u>F Nap-Apu</u>
	<u>F Gre-Alb</u>

Press

(Vienna to all concerned) If my memory serves me correctly, this game has lasted almost three years. It reached a virtual stalemate at least a year and a half ago. On realizing the stalemate, the original English player dropped out of the game due to boredom. He was replaced by a fresh new English player who was content to grind it out and patiently wait for the NMRs from the other players.

The only treachery in the game occurred in the early going when the original English player was allied with Germany against

France and with France and Russia against Germany. A similar arrangement existed in the east, where Turkey was allied with Russia against Austria and with Austria against Russia. With the elimination of the stabee in the west and the stabbers in the east, the remaining alliances -- English-French and Austrian-Italian -- have been legitimate and have remained steadfast.

The only real movement in the game has occurred as a result of NMRs. The game, under these conditions should have been declared a four way draw by the GM a long time ago, and it's possible, even if it drags on another two years, that it will still end that way. Finally, without wishing to excuse myself or the others who have NMRed, it is understandable that some of us have become bored and failed to get moves in on time. But it won't happen again as far as Austria-Hungary is concerned.

Game Master's Reply

There is no provision in the 1971 Rulebook for a game to end by stalemate. Houserule number 1 provides that those rules are to apply. The Houserules themselves do not provide for a Game Master to halt a game on his own initiative in any event. There is no way I could, or can, or will call this game to an end unless one player meets the victory conditions or all active players agree to end the game.

There is no point in requesting that I call a halt to the game.

I also do not agree that the game is near deadlock. On the contrary the game is progressing to a conclusion. Unless the alliance pattern breaks soon, the English will win.

For the last three gameyears the English player has been able to add to his wealth.

Chart History

	00	01	02	03	04	05	06	07	08	09	10	11	12	13
Italy	3	4	5	6	7	7	8	8	6	7	7	7	6	5
Austria	3	5	6	6	7	9	7	10	11	9	9	9	10	10
Turkey	3	4	3	3	3	1	1	0	-	-	-	-	-	-
Russia	4	5	5	5	4	4	3	0	-	-	-	-	-	-
Germany	3	5	5	3	0	-	-	-	-	-	-	-	-	-
England	3	4	5	5	7	7	8	9	10	10	10	10	11	12
France	3	5	5	6	6	6	7	7	7	8	8	8	7	7
Neutral	12	2	0	-	-	-	-	-	-	-	-	-	-	-

I also do not at all understand why it is that the players are all so tied to the alliances. The only reason for these alliance patterns to remain solid is if one player has agreed to take a second place finish.

With four players still in the game, there is clearly no reason for any player to want second unless we have a cross-game alliance in this game.

Such an alliance is unsportsmanlike. Anyone doing so should

stop at once. While there is no specific prohibition against cross-game alliances, I will consider such to be a deception of the gamemaster.

Why so tough? Because a cross-game alliance prevents real diplomacy. It means that, from the outset some players are at a great disadvantage.

A cross-game alliance makes the game boring.

NOTE BENE

1. Deadline. The deadline for the game is August 15, 1979
2. Change of Address: David Malmquist
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