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Number Two

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@@@@ Austerlitz has survived the supreme test for a Diplomacy zine--it has come out with a second issue! I am happy to say that as far as the future goes it appears that the zine with its current assets and costs, could run at least fifteen issues without going into the red--which is more than can be said for the government with a deficit of over fifteen billion this year. Assuming a run of between six and eight issues a year, the zine looks healthy for at least two years. This is assuming that costs will not rise; at any rate the zine will continue to be published as long as a game is in progress, no matter how many moves that game may take. Again I would like to take this opportunity to thank those of you who had the faith to trust me with your money so that I could realize this goal. Also this issue is of higher quality than last and is doubled in size; also with the single spacing in this issue, the output of the zine in terms of written matter is tripled. Expansion has begun!

@@@@ Anyone who believes he has an article of interest can submit said article to this magazine and it will probably be printed. In fact the only case of it not being printed would be either exhaustive length or questionable taste. However this magazine is aimed primarily at the diplomacy playing community and any article which would enhance that community is by all means welcome.

@@@@ As was promised earlier this magazine shall take no political views on anything(not even the weather); it is simply not worth the bickering; the zine is designed primarily to simply report to gamers on the success or failure of their moves; hence there is no separate subscription fee; the gaming fee covers receipt of the issue and participation in the games. But with this issue an attempt shall be made to provide various departments which may or may not appeal to many of you; hence they are tentative.

@@@@ WARGAME REVIEW

Avalon Hill has finally done it! They have come out with an innovative and complex game design all by themselves. By this I refer to their newest entry into the market, the World War II game, THE RISE AND DECLINE OF THE THIRD REICH. Of all the wargames I have ever played it is by and far the one with the most exhaustive set of rules ever written--the rulebook is 40+pages long. Yet the rules are understandable; in fact one can comprehend these rules far easier than the rules of 1914; that is not saying much, but in general, the experienced gamer should have no serious difficulties. Again take note of the term"experienced." This is definitely not a game to buy if it is only the third or fourth you will have ever played. If you are accustomed to playing games on the order of STALINGRAD then you will be in for a hell of a shock. Yet for the price of ten dollars it may be well worth buying if

only just to drool over. The mapboard is gigantic; nearly as large as a BLITZKRIEG board and the detail is superb; the color is pleasing and Avalon Hill has excelled in what it usually excels in--the graphics. The rules should be read twice through; but the major points of the game are not overly radical and can be learned by heart after a couple of games. On a scale of 1-10 (1-poor;10-great) I would give this game a rating of 9.4!

@@@@@ BOOK REVIEW

A book which I feel that most people interested in diplomacy would find fascinating is: A DIPLOMATIC HISTORY OF THE AMERICAN PEOPLE by Thomas A. Baily. It covers virtually every diplomatic maneuver ever used in the history of America and explains the causes and effects of such uses. Of particular interest is the section dealing with the Civil War and our attempts to keep England out of it. It makes fascinating reading and an older edition of the work can probably be had for a cheap price; I got mine for fifty cents from the bookstore. If you desire further info I would be glad to enquire at the bookstore for you.

@@@@@ PRESS RELEASES

Turkey: Turkey wishes to inform all interested parties that the Black Sea shall remain vacant.

France: We are not at war with anyone who isn't at war with us. We have only moved to protect our borders.

@@@@@ AUZ #1 Fall, 1901. (Moves which failed are underlined).

France: A Pied S Italian A Ven; A Gas-Spa; F MA-Port.

England: A Edi-Nor; F Nth-Bel; F Nwg C A Edi-Nor.

Turkey: A Bul-Gr; A Con-Bul; F Ank H.

Russia: F Sev-Rum; F Both-Swe; A StP-Nor; A Gal-War.

Germany: A Prussia-War; A Ruhr-Holl; F Den-Swe.

Aus-Hun: A Bud S Russian F Sev-Rum; F Alb-Gr; A Serb S F Alb-Gr.

@@@@@ BUILDS AND REMOVALS

France builds FMars; FBrest. England builds FLon. Turkey builds FSmyna. Germany builds FKiel; FBerlin. Austria builds ATriest; A Vienna. Russia builds FSev. Italy shows no change.

@@@@@ Since Austerlitz is now firmly established, it will attempt to expand to two games. The new game of Postal Diplomacy(regular) will begin on February 28 and all entry fees must be in by then. An attempt will be made to recruit new players, but people involved in game one may also play. The fees are: \$2.50 for newcomers and \$1.75 for those in #1(due to the fact that such people would not add any increase in postage for playing the game). Hopefully, by March 1 there will be about fifteen readers.

@@@@@ Deadline for moves in AUZ#1; Spring, 1902 is February 28. Include regular moves and possible/preferred retreats.

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