

DRAGNET #10
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23 MAR 89

Welcome to yet another (almost) timely, fun-filled issue of the zine with very few games. It would have been three weeks more timely, but for what I hope is obvious and aesthetically pleasing (okay, so it's not -- I've been trying and crying, but I can't get this God-forsaken program to print what I've laid out, so...). I know I shouldn't have done it (and now, there's absolutely no doubt in my mind -- or what's left of it!@##%*%##\$), but when I found out I was going to get my hands on a desk-top publishing program, I lost control and gave in to my desire to publish a nicer looking rag. Soon, this zine will have a new name, an expanded subscription list, an even better look, game maps, full-color layouts, professional printing, slick paper, an international flavor, and a staff slightly larger than Time. Let me stress: I'm not out to compete with Diplomacy World; I'm out to bury it (Easy Larry-- April Fool's!).

I've been pleased/shocked by the response to my pleas for replacement/standby players. I'd like to heartily thank Bruce Linsey, John Daly, and Mike Gonsalves. If I've missed anyone, let me know so I can give you the credit you deserve. I'd also like to thank David Hood for his help and suggestions. Jimmy Williams is the only person I've known in the hobby who sends in more sets of orders for one game than Melinda Holley does for all of hers. Hmm, is this giving the other players too much info? HE'S NOT GOING TO NMR!

President's Day weekend, I attended Orocon, a wargame convention run 3 times a year by DTI (now a subsidiary of World Wide Wargames). The Diplomacy event was the smallest ever -- only 28 players. Fortunately, when the event judge failed to show up, one of the area's strongest players, Tim Moore, offered to step in and run the event.

Normally, our events are scored based on the final results of games (i.e. centers, place, etc.). However, Tim did not disclose his scoring system until after the first round. This discouraged the all too frequent practise of "helping" a player (i.e. caving in, and giving centers to aid him/her in the standings). Once the scoring system had been (more or less) revealed, we found out that it rewarded quick elimination of players, rapid growth, and (!) final position, with a bonus for being part of a "winning" (defined as 22 centers) alliance.

Unfortunately, the "mystery scoring system" had a negative impact on my first game. I was Russia and one of L.A.'s finest players, Randy Goldring, was Turkey. Randy and I allied and eliminated Austria by Spring '03, utilizing the finest in espionage techniques. We were cruising toward an automatic 2-way draw (Tim stopped games when an "alliance" reached 22 centers and -- this kind of sucks -- would not declare an intention to stab when Tim asked). However, Randy was confused by this "automatic draw" stuff and thought he had a chance for an 18 center win -- by stabbing me!

I knew the possibility was there, I just didn't want to believe he'd do it. A draw would put us both in the final. A win in the opening round is usually the kiss of death at these tournaments, so why worry? One good reason is that Randy is not only good, he's also extremely nervous and given to leaving the tournament (but not games!) early to go out with his current flame.

He stabbed and told me that he was sure he'd win. I managed to rally the rest of the board (even got England to back off and rush into the Ned) and

we stopped him at 16 centers. After a bit of coercing, Randy granted me a two-way draw -- even though England had one more center than I did.

It was an impromptu "move" that really saved my butt in this game, and it had nothing to do with Turkey (Hold it! Do I really want all of you to know what a sleazeball I can be? Well, given the fact that I'm a bit behind schedule, I figure you all deserve a piece of my hide -- I offer this instead).

In the Fall '02 turn, I had dislodged the English fleet in Sweden. At the same time, he moved into St. Petersburg, forcing my army to flee. I had 3 possible retreats (Mos, Lvn, Fin) and he had just two (Fin and Bal). I knew that he did not want to retreat to the Baltic for two reasons: 1) it took a bit of pressure off of me; and 2) because his German ally wouldn't appreciate it a whole lot. I also figured that he wouldn't think I'd have the guts to retreat to Finland. So, naturally, I retreated to Fin, he retreated to Fin, and I got to rebuild the army in Moscow -- which is where I wanted it all along. ~~DOFS!~~ No, truthfully, I didn't have the guts to retreat to Fin, so I wrote "A STP r to MOS". However, just as he announced his retreat to Fin, I shouted, "Bingo!", and tossed both pieces into the box. There was so much commotion that no one saw me change my retreat order. That's my confession -- my first (and last) ever cheat during a game of Diplomacy.

Following the first round, Tim announced that the final round would be a start from scratch, no time limit, winner take all (\$50 in game credit) affair. Again, I drew Russia and was fortunate enough to win a concession. The last turn was great -- after fending off an attempted stab by Turkey and forcing him to puppet for me, I stabbed England just as he stabbed France. But the game had been so tumultuous, I was more than pleased to accept the tournament win as proposed by England.

I passed out flyers for DipCon and DixieCon at Orecon. Everyone seemed fascinated by the idea of going to Chapel Hill, but money may stand in the way (as it will for me -- unless I win the Lottery between now and then).

I cannot possibly overstate the truth of this statement: DipCon will be fun, and everyone who can, ought to come out. I'm sure we'll get 50-75 players from the L.A. area alone. I'm going to try to organize a team entry -- it sounds like a fun idea. For those of you who have yet to meet Larry Peery (the host and also editor of Diplomacy World) -- the man is fascinating. He has met more famous and influential people than you can read about in a year's worth of Newsweek or Time. He plays an unfathomable style of Dip, and has a good time doing it. If any of you are wavering, call me (collect) or write -- I'll answer any of your questions/concerns.

I've got a new computer game, Wayne Gretzky Hockey. As a recent convert to the sport of about two years, I am very pleased with this game. The graphics are great, the action is good -- particularly the digitized fight scenes and the instant replay mode. Overall, this game is a similar treatment of hockey as Earl Weaver Baseball was of the American pasttime.

Hockey prediction: the Kings will defeat both Edmonton and (gasp!) Calgary to reach the semi-finals of the Stanley Cup playoffs.

College basketball: the winner of the West regional will take it all (I'm pulling for the Hoosiers). Of course, now that the Final Four are set (yes, the damn desktop program has delayed me that long), I like Duke -- I'm flexible!

Tim Minnig has forced me to identify him as the second place winner in the Dip Tourney at Orecon. He's turned into an outstanding mediocre player.

On BOP, David Hood suggests that it's much easier to succeed as the Soviet player.

On other games, played my first game of Kremlin at the Con. It's a great deal of fun. We only played the basic game, as none of us had any

BENEDICT ARNOLD 87AP SUPPLY CENTERS

Austria: Home, Bul, Ser, RUM, CON = 7, build two
England: Home, NWY = 4, build one
France: Home, Bel, Por, Spa = 6, even
Germany: Home, Hol, Den, SWE = 6, build one
Italy: Home, Gre, Tun = 5, even
Russia: Home, Rum, Nwy, Swe = 4, remove three
Turkey: Smy, Ank, Con = 2, remove one

SIR OMAR 87E SUPPLY CENTERS

England: Home, Bel, Bre, Par, Nwy = 7
France: Por = 1
Germany: Home, Den, Hol, Stp, Swe = 7
Italy: Home, Bud, Bul, Gre, Mar, Rum, Ser, Tri, Tun, Vie, Spa, Sev = 14
Russia: War, Mos = 2
Turkey: Home = 3

DEADLINES: For both games will be April 30, 1989 at 1200 PST. I
really do appreciate your help--mail early and often!

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THIS IS
ALL THAT
WOULD PRINT

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experience with it. It's a challenging game, with a lot of fun and just a bit o' luck involved. A hint: don't underestimate the KGB. Last week, I got my first win in an 1830 game against some expert opponents, in spite of the fact that I had to spend \$660 out of my pocket to buy a diesel for my railroad: the B&D. The key was stock value -- I had \$1200 more in stock than anyone else. I don't begin to claim competency in this game, but I do know that my opponents have played this thing at least twice a week for two years and are still trying out new strategies. If there's a game that can compete with Dip, this is it.

It's Runestone Poll time again. All the controversy of the past few years doesn't mean a whole lot to me. Vote if you want, otherwise don't vote. Vote on my 'zine if you want...I can take the beating--I deserve it. The good thing is that I know your opinion will be substantially different a year from now. If there's not a form included, it was for postage reasons.

87AP BENEDICT ARNOLD
F '07

Aus (Kremer): A BUD S A Rum, A SER S A Rum, F Bul-CON, A SIL-Gal, A RUM H (unordered).
 Eng (Crosby): F NWS ret Edi, A LPL S F Edi, F EDI H, F Nwy H
 Fra (Hood): F Spa-MID, A BEL-Ruh, A BUR S A Bre-Bel, A BRE-Bel, F ENG C A Bre-Bel, F Iri-NAT
 Ger (Botimer): A Ber-SIL, A MUN S A Ber-Sil, A HOL-Ruh, F Den-SWE, F NTH S F Cly-Edi
 Ita (Gonsalves): A TYL H, A GRE H, F Tyh-ION, F EAS-Smy, F AEG S F Bul(sc)-Con
 Rus (Holley): A GAL-Rum, A UKR S A Gal-Rum, F SEV S A Gal-Rum, A WAR S A Ber-Sil, F ~~Bar-STP(mo)~~, ~~F CLY-Edi~~, ~~F NWS-Nwy~~
 Tur (Minnig): A Con-Bul (d,ann), A ANK S F Smy, F SMY H

GAMENOTES: Would John Daly please takeover the French position (which David never wanted in the first place--he was just trying to keep the game moving)?

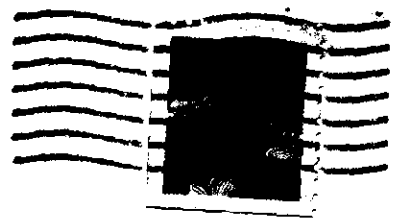
87E Sir Omar
W '07/S '08

Ger (Williams): Build A Kie. A SIL S A Mun, A BER S A Mun, A MUN S A Sil, A Stp-LVN, F Hel-DEN, F BAL C A Kie-PRU, A Kie-PRU
 Eng (Fisher): Build F Lpl. A Spa r to Gas. F Lpl-IRI, F BRE-MAD, F ENG S A Bre-MAD, A GAS S A Bur-Mar, A BUR-Mar, F Bel-NTH, F Nth-NWS
 Fra (Lutterbie): F POR S F Naf-Mid
 Tur (Linsey): A Con-SMY, A ARM S A Con-Smy, F Bla-CON
 Ita (Hood): Build A Ven. A Ven-PIE, A MAR S A Spa, A SPA S A Mar, F Mid-NAT, F WES S F Naf-Mid, F Naf-MID, A TYL S A Boh, A BOH S A Gal-Sil, A Gal-SIL, A RUM S A Ser-Bul, A Ser-BUL, A SEV S A Mos, F Bul(sc)-AEG, F Aeg-EAS
 Rus (Crosby): A War-UKR, A MOS S A War-Ukr

PRESS

Germany to World: "Early to stab and early to agrandize, makes a power healthy, wealthy and bigger in size" -- Benjamin Franklin Calhauer
 SM to Germany: Looks like one of your opponents is familiar with the concept!

on results
nd = Tim Mianig
nd = Nick Beliaeff
more inside!



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