KOVAL PUBLICATION NUMBER 24

MEMBER OF TDA, IDA, DNYMPA, AND MITSGS

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A tetracuspid is the graph of an equation of the form x ** (2/3) + y ** (2/3) = a. The TETRACUSPID is a Diplomacy* oriented zine published on the last Friday of every month by Richard Kovalcik, Jr., Room 101, Bexley Hall, 52 Massachusetts Ave., Cambridge, MA 02139 who may occasionally be reached by calling (617) 253 1000 any day of the week between noon and midnight and asking for dormline 5-9611.

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Subscriptions are available at the rate of 1¢ per page plus postage. When subscribing please specify how you want me to mail your issues to you (ie. First Class, Airmail, Printed Matter, or Third Class) and send a lump sum of at least \$2.00. Please make all checks payable to me. Send cash at you own risk.

All trades are quite welcome.

There are currently no gameopenings available although one game with a quest GM may open soon.

Standbies are needed for 1974FQ. To be eligible to standby the only requirement is that you regulary receive the TETRACUSPID. If you're interested in standbying please let me know.

Anyone writing an article which is published herein will receive two cents of credit per line used toward anyone's account. Hence a trader who writes an article can use the money he makes from the article to provide a subscription for someone else. However, this money may not be refunded.

I am a member of DNYMPA. This means that should I be forced to fold (which is extremly unlikely) the games contained herein will be rescued by the other members of DNYMPA.

*Diplomacy is the registered trademark for the game invented by Allan B. Calhamer and manufactured by Avalon Hill, Inc.

RANDOM RAMBLINGS

- (1) This issue is four weeks late. I'm sorry about this but things will probably stay like this until finals are over (around the last week of May). Pages 5 & 6 were mailed out to the players in 1974FQ four weeks ago. The players in 1974FQ will probably find the Fall 1905 adjudications attached.
- (2) Circulation for this issue is 30 ± 2 .
- (3) Houserules will be out soon. They will appear in either issue 11 or 12. I have a draft Copy made up which I have sent out for comment to several other publishers.
- (4) The Dewey Games will probably not reappear until the May issue.
- (5) As I said above Issue 11 will probably be late. There's really nothing I can do about this. There's just a lot of schoolwork I have to get done.
- (6) When I say an issue of the $\overline{\text{TETRACUSPID}}$ is late I mean in respect to the set schedule of one a month. This issue is not really late in respect to the last issue however.
- (7) I am cutting trades with a couple of people this issue because I haven't heard from them in a while. If the appropriate space is checked on the last page our trade is cut unless I hear from you soon.
- (8) If anyone out there is interested in taking over an orphan game please let me know as I may have orphan games to transfer from time to time. In case you don't know I'm the Games Compensation Officer for THE DIPLOMACY ASSOCIATION.
- (9) THE SUMMER PLANS: This summer I will in all probability be working at MIT doing Computer Graphics. This will be a full time job (ie. 35 to 40 hours a week) so I still wow! have all the free time I'd like to have. There is a large probability that I will be going to Dipcon in Baltimore. If I go I will probably take Amtrack to New York on Thursday and then take Amtrack or go with Birsan's group (if he forms one) on Friday to Baltimore. On Sunday I will return to either Philadelphia or New York and then take a bus to my family's summer home in Pennsylvania. I will probably return to Cambridge late that week. I will also be going home for Memorial Day, Independence Day, and possibly Later Day. However, the only communications problem will probably be around Dipcon. I will probably have a COA for that week to Pennsylvania.
- (10) Rod Walker (1273 Crest Drive, Encintas, CA 92024) informs me that he has 7 gameopenings available in Regular Diplomacy in his zine EREWHON. These will probably be the last gameopenings he has available for some time. The gamefee is \$8.50 flat. (Opps, I just violated one of my rules: don't quote prices in plugs.) This I believe includes the receipt of EREWHON until your game ends even if you are eliminated before then.

[Editor's Note: The following is the third of a series of articles on life in my dorm at MIT, Bexley Hall. The stories told in these articles are, to the best of my knowledge, true although some names have been changed to protect the guilty.]

MAX'S STEREO IS GONE

by Richard Kovalcik, Jr.

It was about 4 PM on Thursday March 18th. The next day was the last day of classes before spring vacations. Everyone was getting a mild case of spring fever. I was just leaving my room to go check the mail when I bumped into a friend who I shall call Jerry. He seemed to be quite disturbed. I asked him what was the matter and he said that he had just found out the Max's stereo had just been stolen. (Max was my roommate last semester.) Jerry had just bumped into Max's new roommate Tom on the stairs.

According to Tom what happened is the following. Tom was sleeping off the effects of a high (make that "trying to sleep off the effects of a high") on the top of Max's loft. The stereo was turned on and Tom was aware that it was turned on. Someone came into the room by the front door which was unlocked. This person then turned off the stereo. According to Tom this person had gone out the back door with the amp and turntable before he knew what was going on. Tom then stumbled down the stairs and bumped into Jerry.

Jerry was on his way to see if Max was in a friend's room (we will call this friend Alex) so I went with him. Max wasn't there but Alex was. When Alex heard what had happened he decided to come with us to see what could be done.

First we told Tom to go tell the housemaster that there had been a theft. He didn't. So Jerry and I went over to the housemaster's to report what had happened. While we were over there we called the Campus Police to report the theft and one of the house tutors to tell him to put out an alarm for outsiders. Jerry and I then went back to find Alex and Tom. We then realized that the Campus Police would want to see the room. Unfortunately Max and Tom had certain items in the room which the Campus Police shouldn't see. So we told Tom to go hide the stuff. He didn't. Instead he ran off in the opposite direction. So Alex ran off after him and grabbed his keys. Alex, Jerry, and I then went upstairs and hid all the stuff that had to be hid. We then went down the basement to see if anyone had seen any outsiders. None of the people the tutor had sent out had seen anyone or found anything. About this time the Campus Police came. (Actually then sent one female officer This officer took Tom's statement and left. By this time the people the tutor had sent down had given up and left. Alex, Jerry, and I then went back up to Max's room to make sure that the

 stereo was really gone. (After all Tom was HIGH.) We couldn't find it. Alex, Jerry, and I went back down to the basement and started a thorough search of all the bins for the stereo.

When we had finished doing this Tom had disappeared. By now we were all beginning to realize that Tom was acting very funny. We decided we wanted to have another look around Max's room to see if we could determine what was going on. So we once again went back upstairs. However, by now Tom had taken his keys back so that we couldn't get in to the roon. We decided to break the door down. So we went around to the back door which was weaker and started kiciking on it. After a dozen kicks the frank broke in two and the door sprang open.

To Be Continued

- (12) I have been request is say that there are still gameopenings available in Regualr Diplomacy in REBUS SIC STANTIBUS (The New England Society of Cynics, 65 Winter Avenue, Staten Island, NY 10301). I suggest write for more information as I can't seem to find any.
- (13) A very paid zine which I subscribe to is RURITANIA (Tony Watson, 201 Minnesota Street, Las Vegas, NV 89107). Issue # 22 contained an articles on FTF Diplomacy in Las Vegas, an editorial on dropouts, plugs, the rules for a Diplomacy variant, and games. The issue was fire ditto pages long There are gameopenings available in a variant and possibly Regular Diplomacy. I suggest you write for more information.

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To join THE DIPLOMACY ASSOCIATION send a check for \$1.00 payable to THE DIPLOMACY ASSOCIATION to

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To join the Internation | Diplomy Association send \$2.00 to
Len Lakofka
644 West Briar Place
Chicago, IL 60657

To get a copy of the IDA Publishers Handbook send \$2. (\$2.00 for IDA members) to Len Lakofka (address above).

1974FQ

BEFORE FALL 1905

To date I have heard from three of the original players in this game (France: Ken Johnson; Italy: David B. Lagerson; Russia: Wayne Callahan) and have standby orders for all five countries from Ron Kelly. This means that I have to here from one more of the original players or I have to get someone else to submit standby orders for Germany and Turkey. Therefore I am setting the deadline for Fall 1905 Orders back to Friday, April 23rd, 1976. If anyone out there would like to standby, please send me orders for Germany and Turkey and tell me which country you'd prefer to have. I'd also like a note from Ron Kelly stating which country he'd prefer. Since Ron got his standby orders in first, he gets his pick if he wants it. If I receive more than one new set of standby orders, I will use the first one I get. The players, addresses, and positions follow.

Austria: No units.

England (Civil Disorder): FCly.

France (Ken Johnson, 17605 Peak Avenue, Morgan Hill, CA 95037):
ABur, AMar, APic, FBel, FBre, FEdi, FEng, and FHol.

Germany (John Mirassou, Route 2, Box 623 AC, Morgan Hill, CA 95037): AMun, ARuh, FNth, FYor, and dislodged FHol.

Italy (David Lagerson, 19017 Vanowen Avenue, Reseda, CA 91335):
ABud, ABul, ATri, FAeg, FEas, FGre, and FIon.

Russia (Wayne Callahan, 156 Main Street (Rear), Whitesboro, NY 13492): ALvn. AMos. ARun. ASev. AVie, FNwy, and FSwe.

Turkey (Tony Zahn, Box 1046, Coeur D'Alene, ID 83817):
AArm, ACon, ASmy, and dislodged FSev.

Ron Kelly's address is #120, 225 Virginia Ave., SE, Washington, DC 20061.

The German FHol may retreat to Hel, Kie, or OTB. The Turkish FSev may retreat to Bla or OTB.

A list of the supply centers held by each country follows.

Austria: None.

England: Lvp.

France: Bel, Bre, Edi, Lon, Mar, Par, Por, and Spa.

Germany: Ber, Den, Hol, Kie, and Mun.

Italy: Bud, Gre, Nap, Rom, Ser, Tri, Tun, and Ven.

Russia: Mos, Nwy, Rum, StP, Swe, Vie, and War.

Turkey: Ank, Bul, Con, Sev, and Smy. Appl.

And now to the most important topic of all: money. I believe that the players in an orphaned game should not be submitted to a type of double jeopardy by having to pay for the game twice. Therefore, I feel that it's the orphan gamemaster's responsiblity to provide for free what the ex-gamesmaster received payment for but didn't come across with. (I could have said "...what the ex-gamesmaster s----d the players out of. but this is a family zine.) Therefore, Wayne Callahan will get this zine for free as long as the game lasts. For the other original players who stay in the game, I will give you 25¢ or sub credit for each issue you should have received from Solomon but didn't. Hence, Ken Johnson gets 25¢, David Lagerson gets 25¢, John Mirassou gets O¢ (he traded), and Tony Zahn gets 50¢ provided he submits orders by April 23rd. I'm sorry but Ron Kelly will have to subscribe totally. In any case, this issue doesn't count towards anyones subscription. Nevertheless everyone except for Wayne Callahan is requested to send \$2.00 as soon as possible.

As to houserules, they will probably be sent out with the next issue. In the mean time you should know the following:

- (1) Phone calls are accepted at reasonable hours (noon to midnight EST). My phone number is (617) 253 1000 dormline 5-9611.
- (2) Orders may not be phoned in on the day they are due.
- (3) If you wish, I will if feasible call you collect sometime after the night before orders are due if I don't get yours.
- (4) Each set of orders must be on a seperate sheet of paper at least 3" by 5" which must also have the player's name, address, country, signature, game disignation, season, year, and real date on them. (This rule is NOT retroactive.)
- (5) General Orders may be submitted if you wish.
- (6) Deceptions of the gamesmaster is worse than treason in wartime.
- (7) If you drop out of this game without a good reason you will never play in a game I gamesmaster or publish again.

REMEMBER THE NEW DEADLINE FOR FALL 1905 ORDERS IS FRIDAY, APRIL 23RD, 1976. STANDBIES ARE NEEDED. IF YOU ARE INTERESTED IN STANDBYING PLEASE SEE PAGES ONE. FIVE. AND SIX.