

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 game openings available although one game with a quest GM may open soon.

Standbys are needed for 1974FQ. To be eligible to standby the only requirement is that you regularly receive the TETRACUSPID. If you're interested in standbyng 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 extremely unlikely) the games contained herein will be rescued by the other members of DNYMPA.

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\*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  $30 \pm 2$ .

(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 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 won't 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 Labor 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, Encinitas, 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.

MAX'S STEREO IS GONE

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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 room. We decided to break the door down. So we went around to the back door which was weaker and started kicking on it. After a dozen kicks the frame broke in two and the door sprang open.

$$\sqrt{|\{\} \pm \nabla f(\cdot) \rangle} \quad \Gamma \Delta \leftarrow \Theta \rightarrow \mathbb{T} \Xi \uparrow \downarrow \ell \Pi \nabla \Sigma \Phi \langle \Lambda \mathbb{P} \rangle \S \Omega^{\wedge} \cdot \simeq \Psi \alpha \omega \sim \partial^{\sim} + f \sqrt{|\{\} \pm \nabla f(\cdot) \rangle} \quad \Gamma \Delta \leftarrow \Theta \rightarrow \mathbb{T} \Xi \uparrow \downarrow$$

(13) A very good 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 five ditto pages long. There are game openings available in a variant and possibly Regular Diplomacy. I suggest you write for more information.

$${}^1{}_2{}_3{}_4{}_5{}_6{}_7{}_8{}_9{}_0 = \zeta \gamma \delta \epsilon \theta \tau \upsilon \xi \iota \omicron \rho \pi \alpha \varsigma \phi (\lambda \eta \jmath \kappa \omega \ddot{\cdot} \zeta \chi \psi \kappa \beta \nu \mu \sim {}^1{}_2{}_3{}_4{}_5{}_6{}_7{}_8{}_9{}_0 = \zeta \gamma \delta \epsilon \theta \tau \upsilon \xi \iota \omicron$$

THE DIPLOMACY ASSOCIATION  
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Len Lakofka  
644 West Briar Place  
Chicago, IL 60657

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To get a copy of the IDA Publishers Handbook send \$2.00 (\$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.

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 responsibility to provide for free what the ex-gamemaster received payment for but didn't come across with. (I could have said "...what the ex-gamemaster 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 0¢ (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 anyone's 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 separate sheet of paper at least 3" by 5" which must also have the player's name, address, country, signature, game designation, 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 gamemaster 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 gamemaster 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.