

A 10x10 grid of black and white squares. The word "FORD" is formed by black squares. The 'F' is in column 1, rows 1-5. The 'O' is in column 2, rows 1-5. The 'R' is in column 3, rows 1-5. The 'D' is in column 4, rows 1-5. The 'F' is in column 6, rows 1-5. The 'O' is in column 7, rows 1-5. The 'R' is in column 8, rows 1-5. The 'D' is in column 9, rows 1-5. The 'F' is in column 11, rows 1-5. The 'O' is in column 12, rows 1-5. The 'R' is in column 13, rows 1-5. The 'D' is in column 14, rows 1-5.

NEW YEAR'S EVE, 1976

MEMBER OF TDA, IDA, DNYMPA, AND MITS GS

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 (other factors permitting) by Richard Kovalcik, Jr., Room 205, Bexley Hall, 50 Massachusetts Ave., Cambridge, MA 02139 who may occasionally be reached by calling (617) 494 8759 any day of the week between noon and midnight Eastern Standard Time. The best time to call is probably around 11 PM EST.

Subscriptions to the Tetracuspid 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 (e.g. 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 your own risk.

I have four gameopenings in one game of regular Diplomacy which will in all probability be guest-gamesmastered. The houserules used will be the Koval Publications' Houserules dated July 1st, 1976 with the exception that no phone calls will be accepted by the GM. To play you must maintain a subscription or trade, pay a \$2.00 gamefee, and maintain a \$3.00 deposit which will, as stated in the houserules, be deposited in the ISE (International Subscription Exchange). This deposit will only be refunded if you stay in the game until you are eliminated or the game ends. Players from New York and New Jersey are not eligible to play in this game as I already have players in this game from New Jersey and upper and lower New York State. Please send me your preference list and a lump sum of money if you want to play.

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

- (1) As you can tell there are no games in this issue. This is because the next deadline for 1974FQ is not until the end of this month and the new game hasn't filled yet.
- (2) I'd be interested in hearing what you the readers would like to see in the Tetracuspid. Did all that stuff about the Boardman Numbers bore you? Do all the zine reviews in this issue bore you? If you have any criticisms or suggestions please feel free to drop me a line.
- (3) Any good zine needs reader contributions. I don't only mean letters to the editor when he says something that ticks you off either. I mean original contributions: good articles, good press, and good humor. This zine will only be as good as you make it. Please write.
- (4) Besides reader contributions any good zine also needs subscribers. This zine is certainly lacking in them. Please plug this zine and/or recommend it to your friends if you like it and if you don't like it why are you reading it?
- (5) At the rate things are going the next issue is going to be a very small one indeed. At the moment the only thing I can promise you is the next season of 1974FQ and some more of this drivel. Perhaps we'll have the start of the regular game, some variant rules (which I have but have to wait to print them until someone else prints them), some reader contributions, and god knows what else.

SPECIAL NOTES

(1) This issue is late, very late. What is worse is that I have held up the last issue to mail it out with this one. This issue was started over 6 weeks ago when I was home in New York City. I had hoped to have it out very early in January with lots of zine reviews in it. This turned out to be impractical. When I got back to Massachusetts after my Christmas vacation I found I had no spare time. My boss decided that he was going to teach a special class in computer graphics and I got railroaded into helping. Thus most of my nights were taken up proctoring a lab for this course. I had typed two pages of this issue while I was home in New York. I tried to get the zine reviews typed up over January but I never even got one quarter of them done. By now all of those reviews are hopelessly out of date. Based on all this I've decided to scrap the zine reviews for this issue and get this issue out as soon as possible. So the first two pages of this issue will probably seem a little out of date. There are some things which don't have any meaning any more but other things still do. There is not much else to this issue besides a short description of some hobby services.

(2) This brings up the question of the future of the Tetracuspид. I expect that the Tetracuspид will be around for some time but I just don't think that I'll have the time to make it into a large scale zine. So, barring major disasters, I think we can look forward to five or six page issues of the Tetracuspид in the future running one or two games. Of course if I get lots of reader contributions the Tetracuspид may get larger. In the future I hope to include one or two pages of zine reviews in each issue. The idea of reviewing every zine I receive in one issue just isn't practical in my opinion. It takes too long.

(3) This issue and the last have been plagued with exceptionally poor reproduction. I'm sorry about this but there's not much I can do about it. I suspect that the xerox machine is just dying. To try to get better reproduction in the future I may try printing over a period of several days (the quality of the reproduction seems to be inversely proportional to how hot the machine is) or printing on one side only if the issue is going to be small.

[illegible]

SPECIAL SALE

I have a limited number of sets of the Colonia II or III rules and map for sale for 50¢ each (sent as Printed Matter). Please send stamps or tell me to deduct the money from your account and specify which edition you want if you'd like me to send you a set.

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H O B B Y S E R V I C E S

What follows is a brief description of what I consider to be the most important hobby-wide services. I may have accidentally left someone or something out. If so, I'm sorry.

The Boardman Numbers, Doug Beyerlein, 240 Hawthorne, Apt. F, Palo Alto, CA 94301. The Boardman Numbers provide a means of referring to games of regular Diplomacy. Doug Beyerlein gives out a unique Boardman Number at the start of a game and then reports the results of the game in Everything when the game ends. The Boardman Numbers were once free but as of last word the now cost one dollar per number.

IDA Evaluation Committee, Roger Oliver, Box 452, Denville, NJ 60657. The IDAEC tries to inform players of what GMs and zines are acceptable using objective standards. Send Roger an SSAE for a copy of the latest list of acceptable GMs and zines.

IDA Novice Project, Robert Correll, 44 Rawlinson Avenue, Toronto, Ontario, CANADA M4P 2M9 and Alan Rowland, Box 2173, Lafayette College, Easton, PA 18042. The IDANP publishes Cepheids a zine designed to familiarize novices with the postal Diplomacy hobby. Write to either Robert or Alan for a free copy.

The Miller Numbers, Robert Sacks, 4861 Broadway, 5-V, New York, NY. The Miller Numbers are similar to the Boardman Numbers except that they are assigned to games of variant Diplomacy.

Orphan Games Project, Ray Heuer, 102-42 Jamaica Avenue, Richmond Hill, NJ 11418. Ray Heuer handles the transfer of both regular and variant orphaned Diplomacy games. If you know of an orphan or are willing to take over a game or two write to Ray.

SSSZ (Standby Service for Small Zines), Andy Webber, Apt. 204, 20 Graydon Hall Drive, Don Mills, Ontario, CANADA M3A 2Z9. The SSSZ provides a means of finding standbys from outside of the subscription list of a zine. If you're a player who would like to standby or a GM who needs standbys write to Andy for details.

TDA's Games Compensation Officer, Richard Kovalcik, Jr. Room 205, Bexley Hall, 50 Massachusetts Avenue, Cambridge, MA 02139. I also am willing to assist in the transferring of regular Diplomacy games. If you're a player who knows of an orphan, a GM in trouble, or a GM who would like to help write to me and I'll see what I can do.

International Subscription Exchange, Ben Grossman, Apt. 9, 29 E. 9th Street, New York, NY 10003. The ISE provides an efficient means of subscribing to Diplomacy zines in foreign countries. Write to Ben for more details.

____ THIS IS A SAMPLE ISSUE. WOULD YOU LIKE TO SUBSCRIBE OR TRADE?
____ THIS IS YOUR LAST ISSUE UNLESS I HEAR FROM YOU SOON.
☒ YOU GET THIS REGULARLY BECAUSE
____ YOU KNOW ME.
____ YOU SUBSCRIBE. YOU HAVE A SUB BALANCE OF ____.
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____ THIS IS BEING SENT TO YOU FREE BECAUSE YOU OR YOUR ZINE ARE
MENTIONED ON PAGE ____.
____ PLEASE SEE PAGE ____.
____ PLEASE SEE THE NOTE ABOVE.
☒ PLEASE PLUG ME AND/OR MENTION ME TO YOUR FRIENDS WHO ARE INT-
ERESTED IN DIPLOMACY.

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