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TTTTT  U   H  EEEEE
T       H   H  E
T       HHHHH EEE
T       H   H  E
T       H   H  EEEEE

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TTTTT  EEEEE  TTTTT  RRRR      A      CCCC  U   U   SSSS  PPPP  IIIII  DDDD
T       E       T       R   R      A A      C       U   U   S    P   P    I    D   D
T       EEE     T       RRRR     AAAAA  C       U   U   SSS  PPPP    I    D   D
T       E       T       R   R      A   A  C       U   U       S  P     I    D   D
T       EEEEE   T       R   R      A   A  CCCC  UUU   SSSS  P     IIIII DDDD

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Number 43

Monday May 19th, 1980

Koval Publication Number 83

Member of DNYMPA, TDA, and IDA

A tetracuspoid is the graph of an equation of the form $x^{2/3} + y^{2/3} = a$. The Tetracuspoid is a Diplomacy oriented zine published every fourth week by Richard Kovalcik, Jr., 9 Ladd Place, Watertown, MA 02172, who may occasionally be reached by calling (617) 926 3883 (home), between 6 PM and 10 PM EDST weekdays or noon and 10 PM EDST weekends, or (617) 253 7788 (S.I.P.B), anytime. If you want, leave a message, but messages containing orders will not be accepted at the second number.

The gamesmasters are:

Richard Kovalcik, Jr. (1975CR, 1976BU, 1979KR, and 1980CE).
 Ira Rosen, PO Box 0627, 3600 Chestnut Street, Philadelphia, PA
 19104; after June 1st: Apt. B8, 520 South 42nd Street,
 Philadelphia, PA 19104 (1977HS)

Addresses for all the other people who receive the Tetracuspoid can be found in the Tetracuspoid, Number 41.

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G E N E R A L I N F O R M A T I O N

Subscriptions to the Tetracuspid are available at the rate of one cent per page plus postage. If any issue of the Tetracuspid is late there will be no charge for it. When subscribing please specify how you want me to mail your issues to you (e.g. First Class, Airmail, 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.

All trades are quite welcome.

Gameopenings in several games of regular Diplomacy are available. All games will be run on three week deadlines using the Koval Publications houserules dated July 1st, 1976 as modified by the change in the Tetracuspid, Number 29. If you want a copy of the houserules, let me know, and I will send you one. To play in a game you must maintain a subscription or trade, pay a \$2.00 gamefee, and maintain a \$3.00 deposit. The houserules say that this deposit will be deposited in the ISE (International Subscription Exchange). Unfortunately, the ISE is defunct. Alternatives are being investigated. This deposit will only be refunded if you stay in the game until you are eliminated or the game ends. Donald Blasland, Don Sigwalt, John Vielmann, and Clive Tonge will guest-gamesmaster one game each. Please send me your preference list and a lump sum of money if you want to play. If you do not specify which game you want to play in, I will fill them up in the order listed above subject to the houserule that no two people from the same state or province (with the exception of New York and California) may be in the same game. Mark Rosen, Brian Edwards, Dan Palter, and Bill Hart are all waiting to play.

A bourse may be run along with one of the new games if there is sufficient interest. A bourse is a monetary simulation in which players trade in the currencies of the countries playing in the Diplomacy game. The winner at the end is determined by summing the products of a player's holding in each currency with the number of supply centers the corresponding country holds. The player with the highest "score" wins. I have some old rules made up for the Exponent if you are interested in more information. Please let me know if you are interested in playing in the bourse if I run one. So far, Robert Stimmel has expressed an interest in playing.

Guest-gamesmasters are welcome. However, there are quite a few people signed up as guest-gamesmasters at the moment. Preference will be given to people who are currently not gamesmasters elsewhere. If you are interested, please let me know.

Standbys are needed. If you are interested, please let me know. To be eligible to standby the only requirement is that you regularly receive the Tetracuspid. If you don't submit orders when called for, I will take you off the list even if the original player submits orders. Also, if you are playing in other games and NMR in an issue, I will not call for you to standby in that issue. Many of my standbys are in most of the

games already. As of the moment, my standby list consists of Bernie Oaklyn, Mark Johnson, Ron Kelly, Eric Verheiden, Chuck Doehrer, Doug Hollingsworth, Eric Ozog, John Vielmann, Dick Martin, David Barker, Dan Palter, Bill Hart, and Wayne Norton.

Anyone writing an article which is published herein will receive two cents of sub credit per line used toward anyone's account. This money can even be used to provide a sub for someone else. However, it may not be refunded. Your articles are greatly appreciated.

I am a member of DNYMPA (Duh New York Mafia Protective Association). This means that should I stop publishing the games contained herein will be rescued by the other members of DNYMPA. DNYMPA is a group of publishers mostly from the New York and New England areas whose sole purpose is to insure each others' games.

R A N D O M R A M B L I N G S

1) I have finally moved into my new apartment. Please note my address and phone number on page one. Using that address will speed up the delivery of mail to me by several days.

2) Please read the houserules! If you don't have a copy, let me know, and I will send you one. The houserules specifically say that orders may not be phoned in on the day of the deadline. They also say that each set of mailed in orders must be on a separate sheet of paper at least three by five inches and have your name, address, country, signature, game designation, season, year, and real date on them. In addition, I am not obligated to make collect calls. I am going to start cracking down on late orders and orders that make me guess who they are from and what they are for, so watch out.

3) Robert Sergeant, 3242 Lupine Drive, Indianapolis, IN 46224 has announced that he will be reviving Saint George And The Dragon and that he has gameopenings in regular Diplomacy. Saint George was one of the best zines around but had been converted into a warehouse format zine due to production difficulties. Now it looks like it is back and as good as ever. If you are looking for a well run game or just a good zine to subscribe to, I suggest that you send a SSAE to Bob for a sample.

4) Dipcon XIII will be held in conjunction with Michicon IX on June 6th, 7th, and 8th at Oakland University in Rochester, Michigan. Write to Metro Detroit Gamers, PO Box 787, Troy, MI 48099 for more information.

5) Origins will be held on June 27th, 28th, and 29th at Widner University in Chester, Pennsylvania. Write to Origins, PO Box 139, Middletown, NJ 07748 for more information.

(Continued On Page Eleven)

T H E D R E A M

by Eric Ozog

They speak to you in riddles and all your senses are affected. Vivid colors, piercing sounds, and tepid smells accompany them. But they can be filled with terror, unleashing your deepest fears from the murky recesses of the mind. People have been known to die in their sleep from them, due to triggered heart attacks from unbearable stress, and great physical pain.

I talk of dreams. The great realm of the unconscious.

INVASION!

The invaders seemed to originate from nowhere. Yet, they came.

They were a ragged people, on ragged horses, and they had ragged weapons, crude swords and bows. But they were many, and with the element of surprise, they unleashed destruction upon the unsuspecting populace. And they seized a small portion of the southwestern United States and called it their own.

The mass-media chattered endlessly about the invasion; they haven't seen a good war in a long time, and they loved every minute of it. Cyrus Vance, Secretary of State, was interviewed. He claimed that,

"There is a general attack upon United States soil. The Indians number around a million and a half. We are now deciding how to contain them."

As I floated above the land, I saw their well-ordered camps. American citizens were either driven out, or killed.

Later, I saw an electronic screen with luminous colors. Pinpoints of light marked the positions of the Indians and their camps. I watched the television, a man with a pointer showed the area of the country affected, and what stretches of interstate highways that were closed down.

Since I was in a position of authority, I took a helicopter trip to the main Indian camp to try to reason with them. I had an armed escort with me.

Their enraged leader would not listen to me, a savage ruling a small strip of desolation. The Indian went into a trance-like state and stared into me, gathering his energy to a crest, his mind lashing out.

It hit me like the force of a wind and I staggered. The features of my face flushed with pain, burning with an invisible fire. My left eye melted in its socket and was gone.

POWER AND CRUELTY

I returned to my home.

I felt a gaping void where my eye should have been. A black patch covered the hole.

My mother entered the room. "Son! Where have you been?" She then cried out, seeing my face, "My God! What has happened to you?"

I snapped back at her saying, "My eye fell out, rolled around on the floor, and now it is lost." And I left.

I was riding on the open plains upon a horse, a loyal band of followers at my side. There was no indication to where we were going, or what end we would meet, and we rode for many days to the point of exhaustion.

A woman shared my horse with me, and she was weeping. In all those days of travelling she clung to me, and her weeping never ceased. In fact, most of my followers were crying out in sorrow and grief. Perhaps we were driven from our homes. I became tired of the journey, and I wanted to see normally again. It would soon become a dangerous urge.

The following dawn, my want to retrieve all of my sight became unbearable. An immense surge of power and obsession seized me, and I turned to the woman I loved, focusing all my mental anguish upon her.

She screamed out in pain, my thought reaching and groping into her skull.

I stole her eyesight, and she had mine. An ugly scar was where the left eye should have been, destroying her beauty. And she cried.

We continued on our way, my full sight restored.

After a short time, my followers and I arrived at a long sloping bridge which myself and a friend began to climb. We saw a spectacular view of the Indian nation and all its magnificence. And I was going to usurp it.

As I stared at one of the villages, the events of the morning finally caught up with me, then sorrow and guilt took over. Tears welled up inside. I thought of the atrocity I committed against her, how terrible it was, for we loved one another. "What have I done?" I yelled out loud.

"Commander", said my friend, shaking me out of my skin, "John will be arriving with his battalion in a while. Shall we attack?"

I nodded.

FRUITLESS LEADERSHIP, TORTURE AND DEATH

I walked down to the Indian village, and entered a great tent. Their leader stared at me. "So you've returned. Had enough?"

"I'm here to unite our two peoples", I said evenly.

"Like you've done in the past?"

"You know I hate you!"

I knew the plan would be hopeless. Our few hundred could not possibly win against his thousands. An attack would be foolhardy.

He read my thoughts. "Unite?. Liar!" He smiled. "Fool".

I drew out a short blade and attacked him. He didn't move away from my thrust, and the sword entered and I stabbed and stabbed again. His body was bloodied and filled with gore.

But he didn't die!

He retaliated, sending hatred and poison. I doubled over in pain from his thought. My own mind fought back valiantly, but I knew I was losing. The pain increased, stretching the very fabric of my nerves apart.

"Why didn't you die?" I sobbed. My mind was failing.

"You know why" he laughed.

"You ...", I barely managed my last words, "... are immortal!"

He exclaimed triumphantly, "I'll torture you and torture you and won't let you die!"

Images raced through my mind. I hoped that he would spare what was left of my people, though I knew he would not.

My mental ability was declining, and my original half-eyesight returned to me then, because the illusion of full sight wore out as my mind wore out. A sense of peace filled me. I knew that my woman's eyes returned to her, and she could see again, the way it should have been.

I had to escape him. I drew out a belt knife, and I summoned enough strength so he could not control my own hand. I stabbed too high above my own heart.

"You missed!" he roared, while pressing a device against my ankle, and my very flesh began to boil. "Heh, heh, suicide?"

I was not going to be trapped in his eternal hell. A grim resolve gripped me and this time, the blade struck home, and I took my own life. The world as I knew it would be no more.

I escaped.

1975CR

WINTER 1912

The gamesmaster for this game is Richard Kovalcik, Jr. Spring 1913 orders are due by Monday June 9th, 1980.

France (Chuck Doehrer) Disbands FNth. ABur retreats to Par. Removes ABel. Has APAr, FPic. 2 units.

Germany (Eric Verheiden) Builds FBer. Has FBer, FHol, AKie, ARuh. 4 units.

Italy (Doug Hollingsworth) Builds AVen. Has AVen, ABur, AFin, AGas, AMar, ALon, FLyo, APie, FTyn, FPor, FWes, FNwg, FEng, ABer, FWal. 15 units.

Russia (Ron Kelly) Builds ASev. Has ASev, ANwy, FNth, FBre, FEdi, FSka, FMid, FIon, AStP. 9 units, 4 short.

NMR Protection

I have spring orders on file from France. I have no general orders on file. I have permission from Chuck Doehrer, Eric Verheiden and Doug Hollingsworth to call collect if I don't receive their orders by the night before they are due.

1976BU

WINTER 1906

The gamesmaster for this game is Richard Kovalcik, Jr. Spring 1907 orders are due by Monday June 9th, 1980.

Austria (Ron Kelly) Builds AVie, ABud, FTri. Has AVie, ABud, FTri, FVen, ABul, ASer, AMun, ABoh. 8 units.

France (Doug Hollingsworth) Builds APAr, FBre. Has APAr, FBre, FLvp, FNAt, APic, ABel, ATus, ANap, FTyn, FLon. 10 units.

Germany (Eric Verheiden) Removes FSka. Has ASil, APru, ABer, ARuh, ADen, FNth, FNwy. 7 units.

Italy (Dick Martin) Is even. Has AApu. 1 unit.

Russia (Karl Schuetz) Builds ASev. Has ASev, ARum, FCon, AAnk, FStP(sc), ALvn, AUkr. 7 units.

Turkey (Wayne Norton) FBul(sc) and FCon retreat OTB. Is even. Has FSmy.

NMR Protection

I have spring orders on file from Russia and Turkey. I have no general orders on file. I have permission from Doug Hollingsworth, Eric Verheiden, Dick Martin, Karl Schuetz, and Wayne Norton to call collect if I don't receive their orders by the night before they are due.

1977HS

FALL 1905

The gamesmaster for this game is Ira Rosen. Please note his new address on page one. Winter 1905 orders are due by Monday June 9th, 1980.

Austria (Eric Verheiden) ABur - Gas, ARum S ABul, ABul S ASer - Gre/DIS/retreats: Ser, OTB/, ASer - Gre, FAlb S ASer - Gre, AVie - Tyo, ATyo - Ven, ATri S ATyo - Ven, ASil - Mun.

England (Ron Kelly) FEng - Mid, ALon - Yor, FDen - Kie/DIS/retreats: Ska, Bal, Hel, OTB/, FIri - Lvp.

France (Wayne Norton) FBre - Pic, FMid - Bre, FNat - Lvp, FMar H, AGas - Par.

Germany (Bernie Oaklyn) ABer S FKie. FKie S RUSSIAN ASwe - Den, ARuh S ABel - Hol, ABel - Hol.

Italy (Tom Ripper) ACon - Bul, FBla S ACon - Bul, FAeg S ACon - Bul, FIon - Adr, FTyn - Ion, APie S AVen, AVen S APie.

Russia (Doug Hollingsworth) AWar H, ASwe - Den, ASev H, FHel - Nth, FNth - Nwg.

Supply Center Chart

Austria - Gained:	None.
Retained:	Bud, Gre, Mun, Rum, Ser, Tri, Vie, War.
Lost:	Bul.
8. -1.	
England - Gained:	None.
Retained:	Edi, Lon, Lvp.
Lost:	Den.
3. -1.	
France - Gained:	None.
Retained:	Bre, Mar, Par, Por, Spa.
Lost:	None.
5. Even.	
Germany - Gained:	None.
Retained:	Bel, Ber, Hol, Kie.
Lost:	None.
4. Even.	
Italy - Gained:	Bul.
Retained:	Ank, Con, Nap, Rom, Smy, Tun, Ven.
Lost:	None.
8. +1.	
Russia - Gained:	Den.
Retained:	Mos, Nwy, Sev, StP, Swe.
Lost:	None.
6. +1.	

NMR Protection

Ira has no winter orders on file. Ira has no general orders on file. Ira has permission from Eric Verheiden, Doug Hollingsworth, and Bernie Oaklyn to call collect if he doesn't receive their orders by the night before they are due.

Press

(Kiel) A cool breeze kissed my face, and the sun gave a warm glow to my freckles, as I gazed skyward. Suddenly, the yellowness of my freckles disappeared, absorbing the light of the universal God, whitening my features.

And, then, a thunderstorm brewed. High winds preceding the monsoons beat the hair on my head until it lay flattened. And, then, those hairs left my head and sailed into spaces beyond, seeking a spot on the side of this planet.

After the rains came and went, and were then dried by the sun, I looked skyward once more, only to see Hollingsworth treading the ground near me, pushing, as it were, a spreader, sowing weed killer, poisoning the earth. Closer and closer he came. My tears were justified, but my thoughts were blessed, and I knew the pain to follow as the life of a beautiful dandelion was to end. Satisfaction, however, was mine, as I knew that my seed has spread across the waters to vary the appearance of a once fine lawn on the doorsteps of Ron Kelly. I burned. I curled. I decayed. Personification of a dandelion.

=====

1979KR

FALL 1902

The gamesmaster for this game is Richard Kovalcik, Jr. The Austrian order "ABul S Whatever Russian Unit - Con" fails because it is ambiguous and is bordering on violating my houserule prohibiting the use of codewords. Winter 1902 orders are due by Saturday June 14th, 1980.

Austria (Ken Chapman) ATvo S ABud - Tri/NSO/, ABul S Whatever Russian Unit - Con/ILLEGAL/, FGre - Aeg, FAdr - Ion/NSU/, ABud - Tri/NSU/, ATri UOH, FAlb UOH.

England (Dan Palter) FEng - Nth, FHel S FEng - Nth, ALon - Yor.

France (Francois Cuerrier) APar - Bur, AGas - Spa, AMar S APar - Bur, FMid - Iri, FBre - Mid.

Germany (David Barker) AMun - Sil, AKie - Mun, FDen - Kie, AHol - Kie, ABel H.

Italy (John Vielmann???) NMR! Will Wayne Norton, 22 Townsend Avenue, Amhearst, Nova Scotia, CANADA B4H 2K2 please submit standby orders? FWes UOH, FIon UOH, APie UOH, AVen UOH.

Russia (Steve Bergstrom) FBla C ARum - Con, ARum - Con, ASev - Arm, FBar - Nwg, FSwe - Ska, ANwy H.

Turkey (Dick Martin) FAeg S FCon, AArm - Sev, FCon S RUSSIAN FBla - Bul(ec)/NSO/.

Supply Center Chart

Austria - Gained: Bul.
 Retained: Bud, Tri, Vie, Ser, Gre.
 Lost: None.
 6. +1.

England - Gained: None.
 Retained: Edi, Lon, Lvp.
 Lost: None.
 3. Even.

France - Gained: None.
 Retained: Bre, Mar, Par, Spa, Por.
 Lost: None.
 5. Even.

Germany - Gained: Bel.
 Retained: Ber, Kie, Mun, Den, Hol.
 Lost: None.
 6. +1.

Italy - Gained: None.
 Retained: Nap, Rom, Ven, Tun.
 Lost: None.
 4. Even.

Russia - Gained: Nwy.
 Retained: Mos, Sev, StP, War, Swe, Rum.
 Lost: None.
 7. +1.

Turkey - Gained: None.
 Retained: Ank, Con, Smy.
 Lost: Bul.
 3. Even.

NMR Protection

I have no winter orders on file. I have no general orders on file. I have permission from David Barker, Dan Palter, John Vielmann, and Dick Martin to call collect if I don't receive their orders by the night before they are due.

Press

(London To Paris) If you're against Italy, you've got me.

1980CE (TETRA #4) THE LULL BEFORE THE STORM

WINTER 1900

The gamesmaster for this game is Richard Kovalcik, Jr. Please note that "1980CE" has been assigned as the Boardman Number for this game. The lineup follows. Spring 1901 orders are still due Monday June 9th, 1980.

Austria (Wayne Norton, 22 Townsend Avenue, Amhearst, Nova Scotia, CANADA B4H 2K2) Has ABud, AVie, FTri.

England (Eric Ozog, 1526 North Lawler Avenue, Chicago, IL 60651) Has AYor, FEdi, FLon.

France (David Barker, 2050 Gillian Street, Placentia, CA 92670) Has AMar, APar, FBre.

Germany (Bernie Oaklyn, 13412 Brackley Terrace, Silver Spring, MD 20904) Has ABer, AMun, FKie.

Italy (Dan Palter, PO Box 72, Cedarhurst, NY 11516) Has ARom, AVen, FNap.

Russia (Ira Rosen, PO Box 0627, 3600 Chestnut Street, Philadelphia, PA 19104; after June 1st: Apt. B8, 520 South 42nd Street, Philadelphia, PA 19104) Has AMos, AWar, FSev, FStP(sc).

Turkey (Mark Johnson, 833 Dent Street, Garland, TX 75040) Has ABud, ASmy, FAnk.

NMR Protection

I have spring orders on file from Austria, England, France, Germany, Italy, and Turkey. I have general orders on file from Turkey. I have permission from Wayne Norton, Eric Ozog, David Barker, Dan Palter, and Mark Johnson to call collect if I don't receive their orders by the night before they are due.

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RANDOM RAMBLINGS (Continued From Page Three)

6) I am planning to attend both Dipcon and Origins. In all probability, I will be driving to both conventions from the Boston, Massachusetts area. I am very interested in finding people to drive with me. If you live in this area or along the way and are interested in coming with me and sharing driving and expenses, drop me a line. The mileage to Dipcon is about 1440 miles round-trip and the mileage to Origins is about 720 miles round-trip from Boston. Estimating that my car gets 18 miles per gallon on the highway (actually it gets 20) and gas will cost \$1.50 per gallon by June, the round-trip cost for gas would be \$60 for 2 people, \$40 for 3, \$30 for 4, and \$24 for 5 to Dipcon and \$30 for 2 people, \$20 for 3, \$15 for 4, and \$12 for 5 to Origins. Tolls would be a couple of dollars more per person. I'm sure that this beats buying a plane ticket even if only one other person goes with me.

7) If you are planning on attending Dipcon or Origins and want to try finding me, I am 6'3" tall, 185 lbs., have curly medium brown hair, and hazel eyes. I will probably be wandering around carrying a Minolta camera and taking lots of pictures. I am planning on playing in both Diplomacy Tournaments and attending most of the other Diplomacy events.

8) I will probably be giving out sample copies of this issue at Dipcon and possibly also Origins. If you are getting it as a sample at either of those two conventions, I hope you like it. If you want to subscribe and / or play in a game, either try finding me at the convention or mail me a check.

___ This is a sample. Would you like to subscribe or trade?

___ You received this issue because you or your zine are mentioned herein.

___ Our trade will end with this issue as you seem to have stopped publishing. I would would be glad to resume it upon receipt of a copy of your zine.

___ Your subscription will expire with this issue unless you send more money.

☒ You receive this regularly because

___ you know me.

___ you are a guest-gamesmaster herein.

☒ you subscribe. You sub balance is 20¢.

___ you trade.

___ Please plug me.

___ Please see page ___.

___ You are asked to standby on page ___.

from
Richard Kovalcik, Jr.
9 Ladd Place
Watertown, MA 02172

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