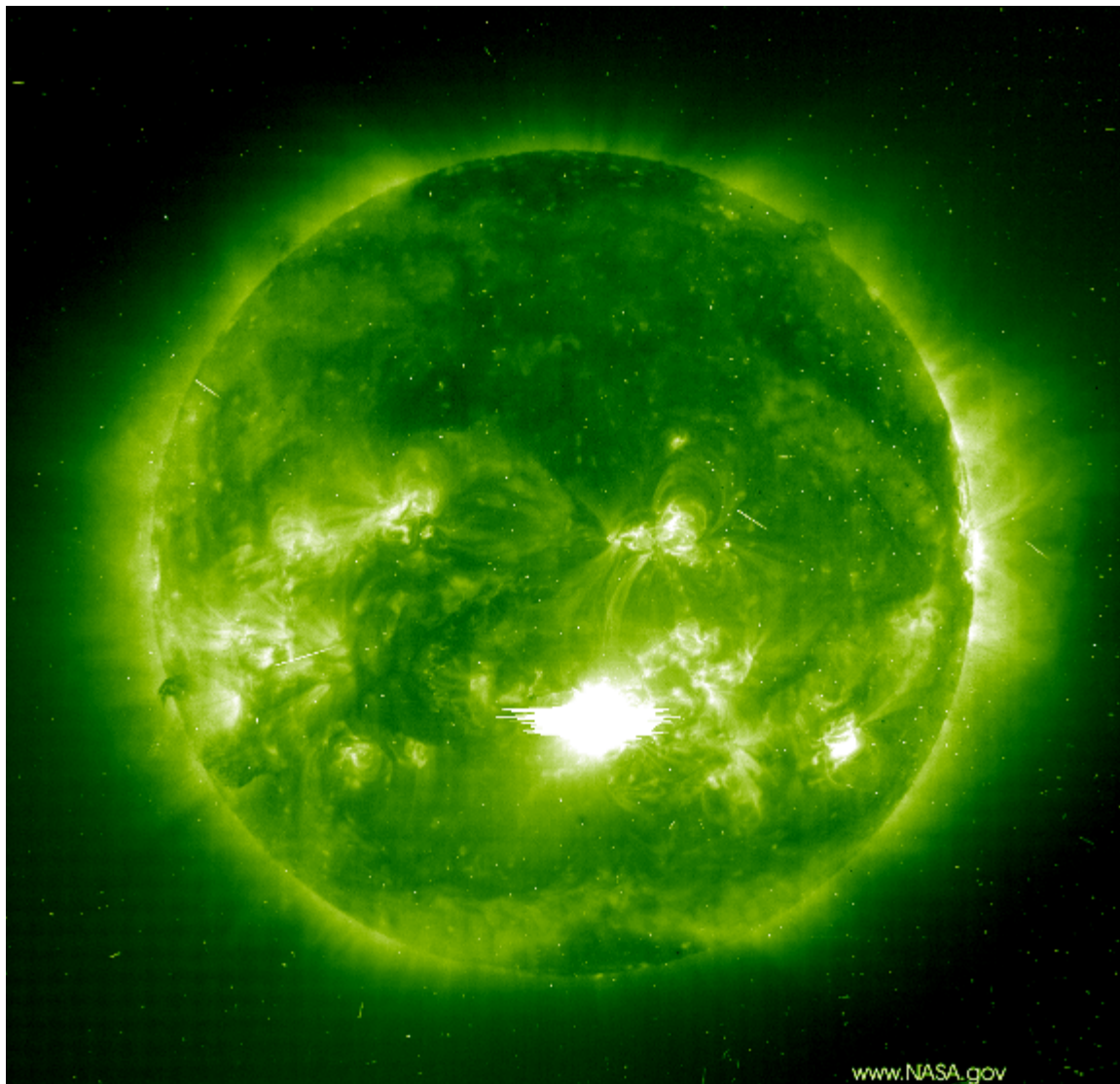


THE SNROTE READER

A player-supported gaming newsletter for RTG's "Supernova: Rise of the Empire"



Issue: Number Six
Earth Date: February 24, 2006

InterStellar News Agency

Sections

News

News Reports
Battle Reports

Business

Rumors
Propaganda
Most Wanted
Stellar Claims

Lifestyle

What's in a Name
Stories
Artwork/Comics
Interview with an Empire

Opinion

Ask Pete
Articles/Game Advice
Advice Columnist Q&A

Entertainment

Science

The ANZ Pile

Classified

Classified Ads

Disclaimer

News Section

No News is not necessarily good News!



Business

Solution to “A Small Mathematical Problem”

Response by Andre Kooy (AKO)

Who says the aliens aren't listening? We're reproducing the question posed by JF Briel from last week for reference and a response from our long time galactic neighbor, Andre Kooy (AKO)

Question by JF Briel:

I have a 195 yield for a certain resource on my Homeworld on a 400 yield for the same resource on a colony in my home system. Below what attrition rate will it be more profitable to build mines on the colony rather than on my Homeworld?

Let's talk business (A response)

An interesting question and I try to give an answer below. However, the first answer would be: why choose? You have enough pop that does mundane work in industrial complexes, so build 875 mines on the Homeworld and then think about if it is worthwhile to colonize for the 400 yield.

But, as an exercise, it is very interesting.

The first thing to determine is the discounting factor. The discounting factor is the return you want on an investment. It takes into consideration that having something now is better than having the same thing later. That is why you invest materials in improved construction materials etcetera: you expect that they will deliver you more value (processing capacity, survival of colonists etc) in the long run than using the same materials now for your naval fleet.

The problem is to determine your discounting rate. You can pick a number (let's say 10%), but that doesn't really work for SN:ROTE. If you discount at 10%, you will never do an investment; investments in SN:ROTE take a long time to pay off, hence no investment is profitable at 10% discounting.

For example: at the start, it takes 45 stripmining complexes and 204 industrial complexes to generate 500 construction materials. Using these 500 construction materials to increase your production capacity will mean that you increase it by $1/249 = \text{about } 0.4\%$.

When you get improved stripmines and improved industrial complexes (together with the efficiency increase of 2nd generation industrial), this improves by a factor 4 to 1.6%. Hence, for the sake of this exercise, I will take 2% as a decent discounting factor. When you improve your industrial efficiency, your discounting factor will rise. This also means that, when you produce very efficiently, many projects that were profitable before will not be anymore!

Another factor that influences the calculation of the maximum attrition rate is the number of population that will be brought to the colony. For comparison, and with the yields given, I took an arbitrary number of 500. It should be less than the optimum for the Homeworld, (hence less than 875) (otherwise, the comparison would be unfair) and considerable to make it worthwhile to do all the work to get the resources and population on the colony. Hence, the 500.

This then leads to a spreadsheet that looks like this:

Attrition	0%			
Discounting	2%			
Yield home	195			
Yield colony	400			
Number of pop	500			
		<u>Present value home</u>	<u>Present value colony</u>	<u>Difference</u>
		3,624,868	8,749,681	5,124,813

Turn number	Yield home	Pop colony	Yield colony	Yield home discounted	Yield colony discounted
1	72500	500	175000	71,078	171,569
2	72500	500	175000	69,685	168,205
3	72500	500	175000	68,318	164,906
4	72500	500	175000	66,979	161,673
5	72500	500	175000	65,665	158,503
6	72500	500	175000	64,378	155,395
7	72500	500	175000	63,116	152,348
8	72500	500	175000	61,878	149,361
9	72500	500	175000	60,665	146,432
10	72500	500	175000	59,475	143,561
11	72500	500	175000	58,309	140,746

.....

Since the attrition is set on 0% here, you can see that the yield at home and at the colony remain the same over the turns. However, discounted, the value of production declines over time. This is based on the theory above that having something is better than having the same thing later.

With no attrition, it is obvious that the colony is better. The sum of all the discounted productions over all turns is equal to the “present value” of the stream of items being generated. The spreadsheet shows that, discounted at 2%, a never ending stream of 72,500 items is equal to having 3,624,868 items now and that a never ending stream of 175,000 items is equal to 8,749,681 items now.

Cont. Next Page

However, if the attrition is changed to 1%, the picture becomes the following:

Attrition	1%		
Discounting	2%		
Yield home	195		
Yield colony	400	<u>Present value home</u>	<u>Present value colony</u>
Number of pop	500	3,624,868	6,057,477
			<u>Difference</u>
			2,432,609

Turn number	Yield home	Pop colony	Yield colony	Yield home discounted	Yield colony discounted
1	72500	500	175000	71,078	171,569
2	72500	495	173498	69,685	166,761
3	72500	490	171990	68,318	162,070
4	72500	485	170478	66,979	157,495
5	72500	480	168960	65,665	153,032
6	72500	475	167438	64,378	148,680
7	72500	470	165910	63,116	144,435
8	72500	465	164378	61,878	140,295
9	72500	460	162840	60,665	136,257
10	72500	455	161298	59,475	132,321
11	72500	450	159750	58,309	128,481
12	72500	446	158508	57,166	124,982
13	72500	442	157264	56,045	121,570
14	72500	438	156016	54,946	118,241

...

Because of the attrition of 1%, the population on the colony and the yield on the colony decreases over time, hence the discounted yield on the colony declines even faster. However, in this case, the present value of the colony is still higher than the present value on the home world. We are looking for the attrition rate where the present value of the colony is equal to the present value on the home world. Using goal seek in MS Excel, that attrition rate is 3.11%. Hence, if the attrition is less than or equal to 3.11%, it is better to have 500 colonists than 500 pop beaver away at the home world. If you take 875 pop, it is profitable to colonize as long as the attrition rate is below 4.48%.

Andre Kooy (AKO)

Rumor Mill

The most sacred of information in the long run, will be warp point numbers, not system maps. Protect your warp point numbers at all costs.

Universal Game Truth #1,
Family's that play together, prey together.

Field Marshal Sitting Bull would look better with an apple in his mouth

Not yet

AJ

The Auturian War Machine has been appeased.....for now.

“Human Hand Grasping Spear” found in two separate systems: Evidence of panspermia?
Or a fallen empire?

Warp Nexus systems with several connections to dead end systems are beginning to freak me out.

There are currently 143 active player positions....so your dead space may not be so dead



Lifestyles

What's in a system's name?

By Paul Hughes

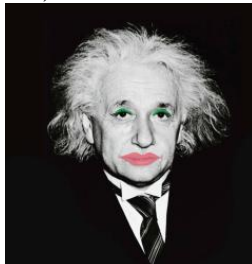
Editor's Choice for most interesting name description denoted by Quill

Electromage

Electro either a) a prefix used to indicate a relationship to electricity, as in electro-mechanical, or electro-magnet, or b) a stand-alone word.
When used alone, it can refer to:
The various fictional Marvel Comics comic-book villains named **Electro**.
The robot **Electro** from Marvel Comics' 1940s predecessor, Timely Comics.
The robotic sounds of **electro**.
Also mistakenly used to describe the descendents of electro such as electroclash
A type of copy of an object made using electrolysis (short for "electrotype")
A series of cameras made by Yashica.

Mage A **Magus** (plural **Magi**, from Latin, via Greek; Old English: **Mage**; from Old Persian *maguš*) was a member of the Magi tribe from ancient Media, (inhabitants of Persia), who were responsible for the religious and funerary practices. Later they accepted the zoroastrian religion, however, not without changing the original message of its founder, Zarathustra. They became the guardians of religion under the three persian empires. The best known Magi are the "Wise Men from the East", in the Bible. And, of whom Marco Polo wrote that he had seen their graves in what is today the district of Saveh, in Tehran, Iran. In English, the term may refer to a shaman, sorcerer, or wizard; it is the origin of the English words magic and magician.

Einstein **Albert** (March 14, 1879 – April 18, 1955) was a theoretical physicist, and is widely regarded as the greatest scientist of the 20th century. He was the author of the general theory of relativity, and he also made major contributions to the development of the special theory of relativity, quantum mechanics, statistical mechanics, and cosmology. He was awarded the 1921 Nobel Prize for Physics for his explanation of the photoelectric effect in 1905 (his "miracle year") and "for his services to Theoretical Physics."



Czech **Czechs** are a western Slavic people of Central Europe, living predominantly in the Czech Republic. Small populations of Czechs live also in Slovakia, Austria, USA, Canada, Germany, Russia and other countries. They speak the Czech language, which is closely related to the Slovak language. The Czechs are descendants of ancient Slavic tribes who inhabited the region of Bohemia from the 6th century onwards. They used to be called **Bohemians** in English at least until the beginning of the 20th century when the term was gradually replaced by the present one. A small number of the inhabitants of the former province of Moravia on the east of the country consider themselves as members of a distinct Moravian nation. They speak Moravian dialects of the Czech language.

Curtis **Curtis** is a tiny lunar crater that lies in the western Mare Crisium, to the east of Picard crater. It is a circular, cup-shaped formation that is otherwise undistinguished. In the past it was designated 'Picard Z', before it was assigned an eponym by the IAU.

Clywd Welsh meaning 'Gate'; also the name of a valley in North East Wales. During 1974 an administrative county in North East Wales- historically the only major invasion route into Wales from England was along the Vale of Clwyd, hence the name Clwyd, or 'Gateway to Wales'. Subsequently broken up in the '90s into Flintshire, Denbighshire, Conwy, (small part of) Powys and Wrexham County Borough.

Guinevere The Queen consort of King Arthur. Guinevere may be an epithet- the Welsh form *Gwenhwyfar* can be translated *The White Fay* or *White Ghost*. Guinevere is most famous for her love affair with Arthur's chief knight Lancelot, which first appears in Chrétien de Troyes' *Lancelot, the Knight of the Court*. This motif was picked up in all the cyclical Arthurian literature, starting with the Lancelot-Grail Cycle of the early 13th century and carrying through the Post-Vulgate Cycle and Malory's *Le Morte d'Arthur*. Their betrayal of Arthur leads to the downfall of the kingdom.



The earliest mention of Guinevere is in the Welsh tale *Culhwch ap Olwen*, where she appears as Arthur's queen, but little more is said about her. Caradog of Llancarfan, who wrote his *Life of Gildas* before 1136, recounts how she was kidnapped by Melwas, king of the "Summer Country" (*Aestiva Regio*, perhaps meaning Somerset), and held prisoner at his stronghold at Glastonbury. The story states that Arthur spent a year searching for her, found her, and had assembled an army to storm Melwas' fort when Saint Gildas negotiated a peaceful resolution and restored Guinevere to Arthur. This is the earliest written account of Guinevere's abduction, which is one of the earliest and most common episodes in Arthurian legend. A seemingly related account appears carved into the archivolt of Modena Cathedral in Italy, which probably predates Caradog's telling. Here, "Artus de Bretania" and Isdernus approach a tower in which "Mardoc" is holding "Winlogée", while on the other side Carrado (probably Carados) fights Galvagin (Gawain) while the knights Galvarium and Che (Kay) ride up. "Isdernus" is most certainly some incarnation of Yder, a Celtic hero whose name appears in *Culhwch and Olwen*, and who was Guinevere's lover in a nearly-forgotten tradition mentioned in Beroul's *Tristan*. The Welsh poet Dafydd ap Gwilym alludes to Guinevere's abduction in two of his poems.

Artemis Greek mythology **Artemis** is the daughter of Zeus and Leto and the twin sister of Apollo. In later times she was conflated with the goddess Diana of Roman mythology. In Etruscan mythology, she took the form of Artume.

Salem Several place names in USA, Europe and the Middle East.

Salem Municipality is a Swedish municipality in Stockholm County, in central Sweden. The name traces its original from *Slaem* in the 16th century, but was later changed to Salem, the Biblical name of Jerusalem. Like the rest of the areas around lake Mälaren, Salem has a significant amount of ancient remains, as far back as the Stone Age. The church of Salem traces its foundation to the 12th century. Just like its eastern municipal neighbour Botkyrka, Salem traces its history back to the legendary Saint Botvid who lived in the area sometime between 1050-1120. In the medieval tradition, a spring would always be found in connection to the death of a saint. According to legend, when the remains of Saint Botvid were transported to the church in today's Botkyrka, the casket was temporarily put down near the shore of Bornsjön, where a spring poured up. It is still today providing clear water.

Three ships of the United States Navy have been named **USS Salem**, the first after Salem, Massachusetts, the other two including Salem, New Jersey, Salem, Ohio, and Salem, Oregon. The first *Salem* (CL-3) was a scout cruiser in service from 1908 to 1921. The second *Salem* (CM-11) was the civilian vessel *Joseph R. Parrott*, used as a minelayer. The third *Salem* (CA-139) was a heavy cruiser in service from 1949 to 1959.

Abu Salem (born 1968) is an underworld don originally from Azamgarh district in Uttar Pradesh, India. He is an accused in the 1993 Bombay serial blasts case. He used to be a close associate of Dawood Ibrahim. Before becoming a professional criminal, he used to be a driver and a hawker.

Salem Saberhagen is a character from *Sabrina the Teenage Witch*, a television series. He was transformed into a cat for one hundred years as punishment for trying to take over the world, but retains his ability to speak. He shares human and feline desires. He appeared in the TV series, animated series, its spin-off show *Sabrina's Secret Life*, and the comic.

Despite the crime for which he was turned into a cat, Salem is an inherently good person and often helps Sabrina when she is in need, but occasionally causes mischief.

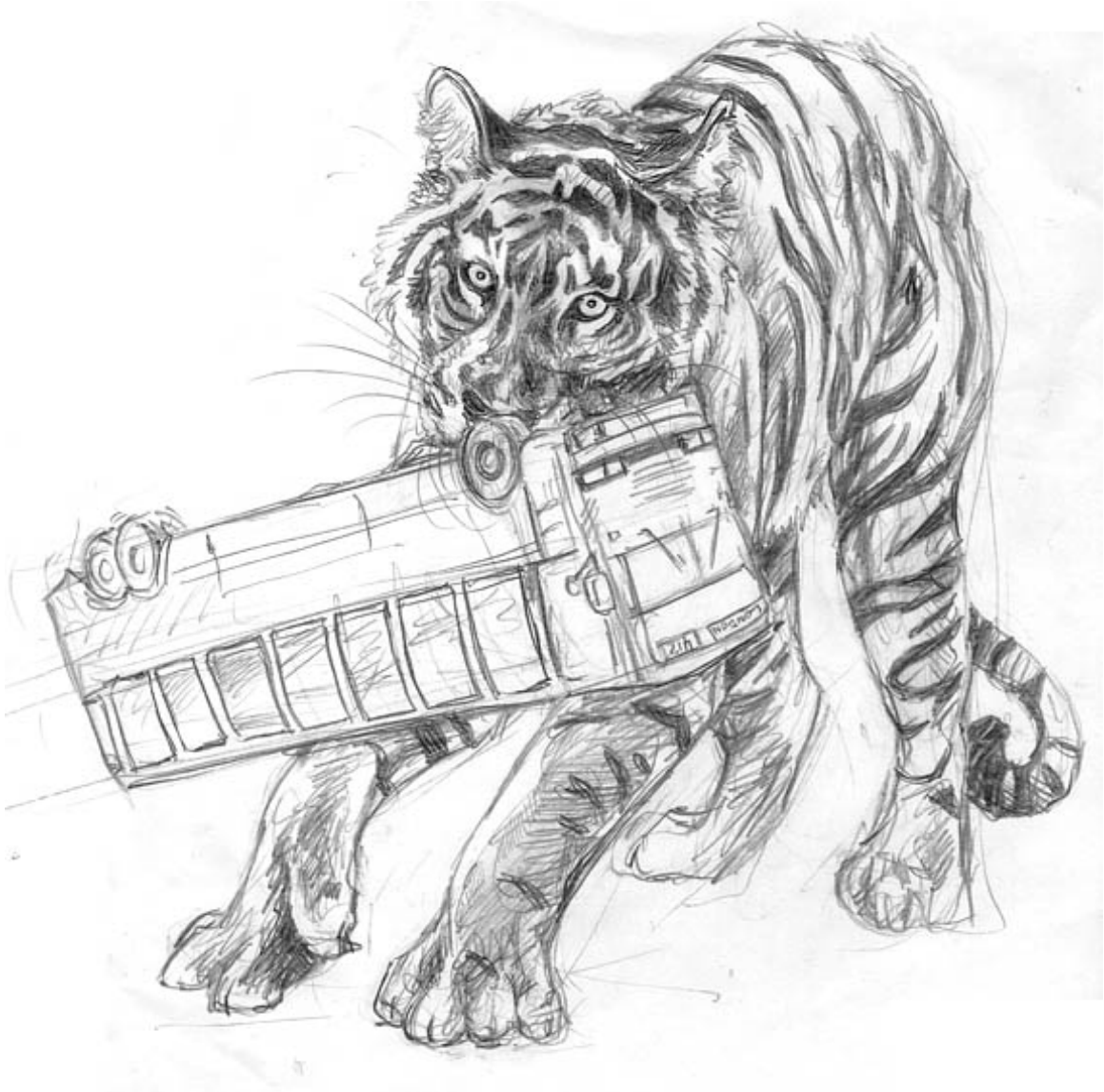
Said

Port Said is a northeastern Egyptian city near the Suez Canal, with an approx. population of 500,000. The economic base of Port Said is fishing and industries, like chemicals, processed food, and cigarettes. Port Said is also an important harbour both for exports of Egyptian products like cotton and rice, but also a fuelling station for ships that pass through the Suez Canal. Port Said also thrives on being a duty-free port, as well as a summer resort for Egyptians. Port Said is in many ways Egypt's most beautiful city. There are numerous old houses with grand balconies on all floors, giving the city a distinct charm. Port Said's twin city is Port Fouad, which lies on the eastern side of the canal. The two cities coexist, to the extent that there hardly is any town centre in Port Fouad. The cities are connected by free ferries running all through the day.

Port Said was designated to receive the gift of what is now known as the Statue of Liberty, then called "The Light Of Asia". When the current government decided that it was too costly of a project, "The Light of Asia" was shipped to New York City where it became an American landmark.

Sayyid (Arabic: also rendered as **syed**, **seyyed**, **sayyed**, **saiyed**, or **sayed**) is an honorific title often given to descendants of Muhammad through his grandsons, Hussein and Hasan, the sons of his daughter Fatima Zahra and his son-in-law Ali ibn Abi Talib (who was Muhammad's younger cousin and had been raised in his household). The term should not be confused with the popular name "Sa'id" or "Saeed", which is an Arabic and Persian word meaning "happy". The word means literally "master"; the closest English equivalent would be Sir or Lord. In the Arab world itself, with the exception of Iraq, the word is still used as a substitute for *Mister*, as in *sayyid\sayed John Smith*.

Art and Comics



"Catching a bus - The Gosht Kohr Way"

Artist: Tess Garmen (www.kenket.com)

Interview with an Empire:

COULD BE YOU!!

Journalist [Everlasting Spawn]: This feature is ready for a new volunteer! If you are interested in some roleplaying fun, we will be happy to feature your empire through an interview. Simply provide answers to the following list of questions and I will follow up with some touch-up questions. It's easy to do and fun to read!

=====
Interview with an Empire Standard Questions
=====

Once finished, please submit them to SNROTENEWS@yahoo.com or through EternusIV board message system. If I have time, I'll submit some follow up Q&A to add some depth.

1. What is the name of your empire? Do you frequent the boards? If so, would you care to share your handle?
2. What exactly does your emblem signify about your empire?
3. What is your fundamental outlook toward other empires?
4. What's the best thing that has happened to your empire to date?
5. The worst?
6. The funniest?
7. Whats the most important thing that other empires should know about your own?
8. What one piece of advice would you give to a new empire?
9. What single improvement would you like to see in the game?
10. Any last comments?

Thanks!

=====

Opinion

ASK PETE

Each week, I'll submit around 5 questions to Pete that will be published in the newsletter. Feel free to continue to forward any questions to SNROTENEWS @yahoo.com to have your questions answered here! A tremendous thumb up to Pete for making this section possible!

Question: Will fanatic population be a key factor in using religious favor points in the future?

Pete: Still under development.

Question: How does orbital bombardment work? Are targets within a population group picked at random? Are troops and buildings susceptible to damage from Orbital Bombardment?

Pete: It's pretty random, but troops are almost invulnerable to the damage. Installations are definitely priority targets. However, population can be killed en masse as well, making orbital bombardment a very dicey affair...it's almost always best to just capture the target world instead of bombing it back into the stone age....

Question: Forgive me if this has been asked before, but is it possible to get a Warp Bubble value of less than 1?

Pete: 1 is the minimum used during warp point assaults (per ship).

Question: Are there any forbidden characters in the names of my ship designs?

Pete: No single or double quotes can be present anywhere in the ship design name.

Thanks again Pete!

ANNOUNCEMENTS

Greetings, fellow Emperors,

Time has been at a premium for me this last week and a bit. So Unfortunately, I've not been able to devote what I normally would have liked, to SN:ROTE. But fear not, fellow galactic denizens, the CUE-P's efforts on the various projects in the Great Galactic Library are still being worked upon.

Concerning the ANZ / INST project: We now have catalogued over 300 - up to date - scrolls (reports), and over about twice that number, of older ones, of which we are verifying their authenticity. I've been able to keep on top of this project, pretty much, with the exception of not being able to include all the people who applied for this. If you're one of these – don't worry – I'll get to you next week. Remember the virtue of patience, and you will be rewarded in the end.

Concerning the comprehensive study on planetary exploration: This one has been a little tougher, as we're still trying to find an easy way to quantify all the data. We'll try and have some kind of working reporting mechanism, by next cycle (another 2 weeks, I'm afraid). However, there's much that can be contributed to this, in the form of ideas, and better way of approaching things. Smart emperors are always welcome (!).

We're gratified, to have been approached about involvement in two other (different) types of projects that would befit the Great Galactic Library, as well. But we're not going to bite off more than we can chew at the moment. The more demand (people) for a certain type of project, rest assured, we'll certainly consider it.

I'll take advantage of the wide audience that the SN Reader has, and say here; that those of you asking about the possibility of a Stellar Cartography Annex, to the Great Galactic Library... Well... I don't think that's possible with the CUE-P's current understanding of the galaxy, and somewhat beyond our foreseeable technological development. Best advice is to get in touch with the "Keeper of the Galactic Directory", Hobknob, as this is his area of expertise. You can find his e-mail address on the forums at RTG, or just ask me for it. (I'd print it here, but don't have the time to wait for his permission to do so, before this goes to press...)

There's always room for more people to get involved, and the newer empires are especially welcome. Confidentiality is guaranteed, and discretion assured. I'll try and get something wittier, for the next edition.

Yours,

Philosopher Lord: Daedal

E-mail: CUE-Paradox@sympatico.ca

Consilient Universology Explorers – Paradox Empire # 1579

Take your "cue" and become part of the great galactic link.

Entertainment

From the Boards...

Unofficial Names for Supernova, Reflecting the nature of the game?

Supernova: You'll Need More than That!
I've spent three years playing and still don't know how <insert> works
Supernova - Spreadsheets in Space

There's the snarky ...

NSN:ROTADE

NearlySuperNova: Rise of the [Almost Done] Empires

There's the frustrated ...

SN:PSWOT

SuperNova: Pete's Still Working On That

There's the militant ...

SN3 - PS&D

SuperNova III - Pirates, Screens and Dreadnaughts

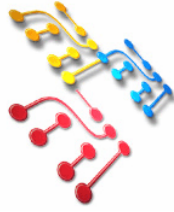
and, of course, the absurd ...

SN3 - PQSB

SuperNova III - Pulsars, Quasars and StarBars™



Science



Our Expertise in Electronic Sensors

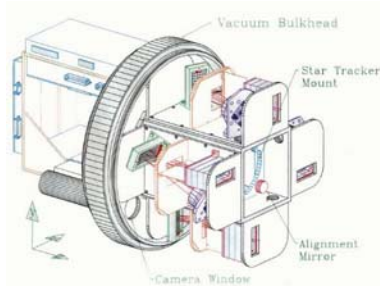
The Creator's Kingdom of Slith
Empire 4698
As Dragon Commands!

Our galaxy leading expertise in electronic sensors is constantly being developed and expanded which ensures that our customers continue to receive the latest high technology solutions that they need to be dominant leaders in their area.

As the galaxy becomes increasingly high tech and demands more complex, intelligent systems, the Slith Empire's strength is in our spectrum of knowledge. We have some of the galaxy's experts in many technology areas including information processing, telepathic communications, radars and sensors. Slith Empire research ensures that it facilitates the cross fertilization of skills within the kingdom. For example, some of the latest communications technology, potentially the fastest sub-space traffic router in the galaxy was developed by our engineers using a combination of telepathic contact expertise and computer network design experience.

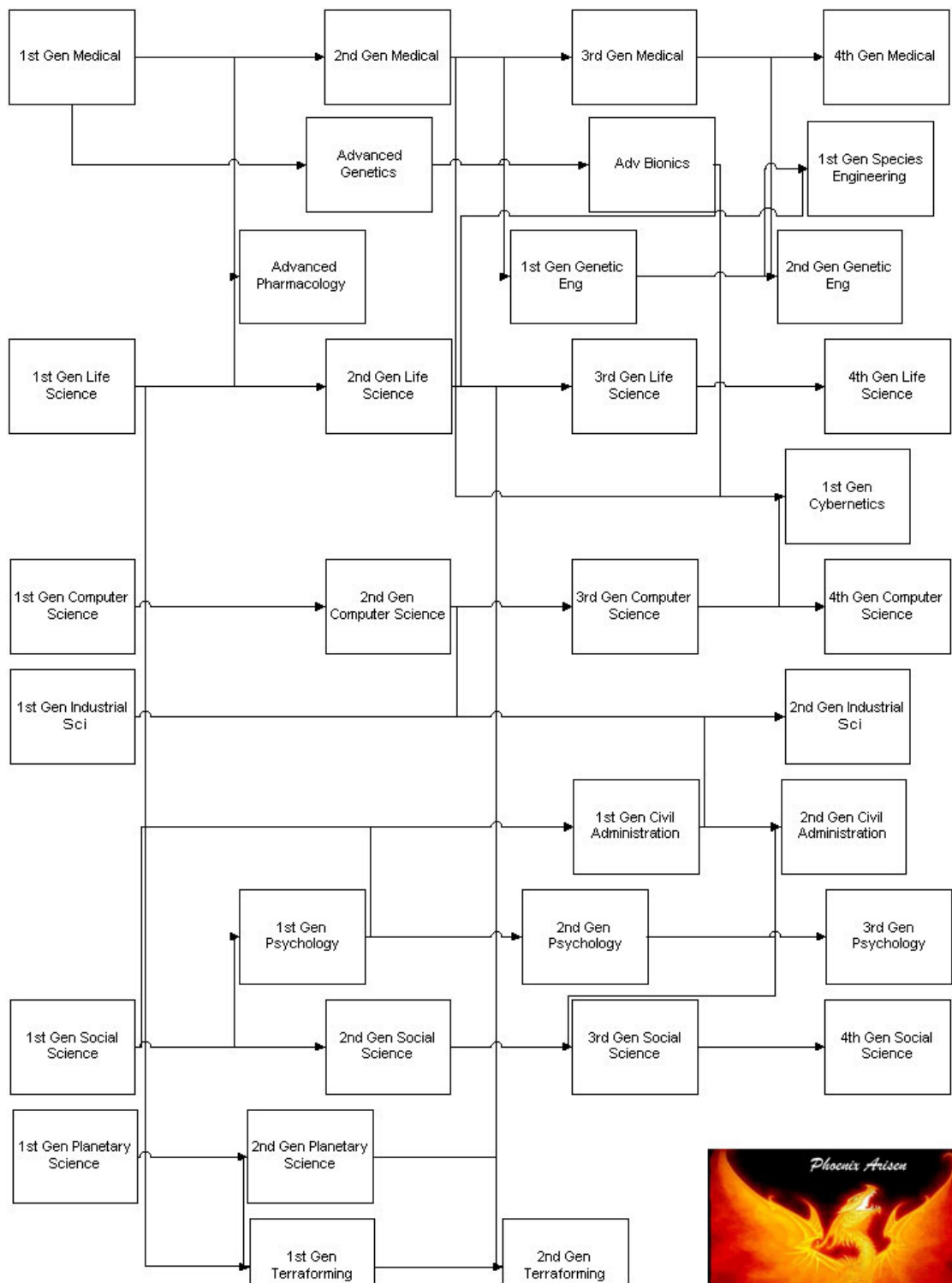
The Creator's Kingdom of Slith is long established as one of the galaxy's leading communications and electronics research and development organizations. Using our expertise in these technologies, we pride ourselves on being able to bring a competitive advantage to all our customers.

One of our key strengths is the breadth of knowledge we have in sensors, bridge systems, science, and intelligence and the way in which each area benefits from the other by the close co-operation between our engineers across all departments. The same holds true for our civil and defense work where both sectors can benefit from the other due to cross fertilization of our engineering developments.

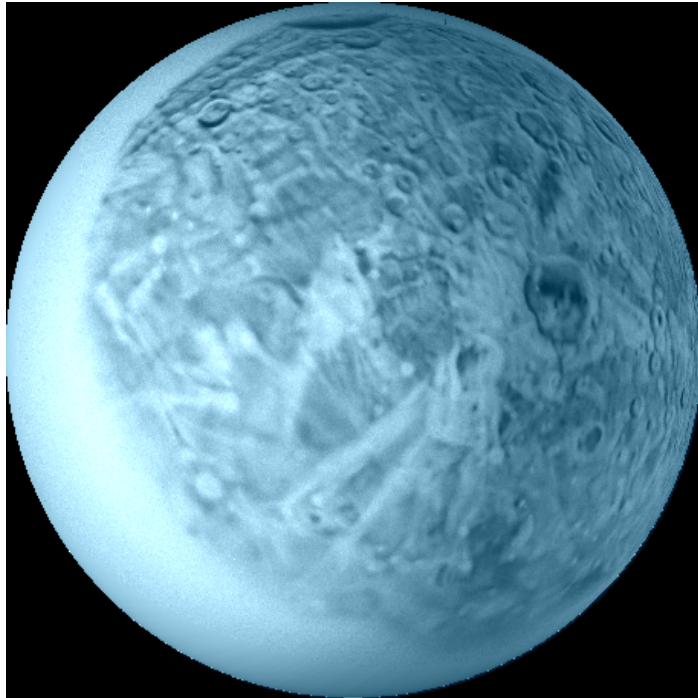


Horizon Research Flowchart

Contribution from the Phoenix Arisen!



Classified



Disclaimer

DISCLAIMER: This is a player supported newsletter completely independent from official material created by Rolling Thunder Games. This newsletter by no means precludes RTG's reserved rights and copyrights to SuperNova: Rise of the Empire.

SUBMISSION GUIDELINES

"The SNROTE Reader" is now accepting materials for its bimonthly printing.

Submission EMAIL: SNROTENEWS@yahoo.com

Distribution: PDF or Word through a link in the forums and/or by direct email

Formats accepted: Any and all. No reason to reject any contributions at this juncture, the newsletter can be any size.

Photos and artwork might be cropped for formatting issues.

Authorship: Please include how you want to be credited for your work. Feel free to use, board names, empire names, character names or real names...or even anonymous.

Deadline for Submissions: The day after turns are due. The next deadline will be December 15,

Publication Times: MST Thursday night/Friday mornings.

Categories:

1) News Reports. The equivalent of the AP Press for the newsletter will be the ISNA (InterStellar News Agency) Feel free to stay within the flavor of newsprint journalism for such submissions

2) Battle Reports. You can submit with, or without commentary. I might summarize the report in two sentences as a header, or better yet, use yours

3) Rumors. One or two-sentence blurbs. Have fun with it. List a source if you wish, otherwise, it will be listed as from "interstellar noise" through subspace communication.

4) Stories: Something short preferred. If you have something more epic, we could work out a way to chop it up over a few issues.

5) Artwork/Comics: this would be awesome. Anything at all would work.

6) Articles/Game Advice: Many of you already have material. Feel free to submit it all!

7) Ask Pete: I'd prefer to contact Pete and see if he could put together a few Q&As he gets from email on this subject. I'll call him next week and see how it works out best for him.

8) Interview with an Empire: I put together a stock of questions for an empire to answer. We have room for several of these a week, so don't be shy. Feel free to write your own Q&A.

9) Classified Ads: The Newsletter will have a few regular advertisers to add some flavor to the pages. Feel free to advertise your alliances, trade associations or local pirate

10) Propaganda: This can take on any form you see fit. Classified Ads are but one example.

11) Most Wanted: Nominate your local bully with a brief description of the infraction (battle-no details needed) Heck, even nominate yourself LOL Include systems, or not. The veracity of this section is of course, suspect, but I imagine there will be some half-truths submitted. If an empire denies a claim (from either end), I will insert [DENIED by] after each such entry. Each undenied claim will carry with it a reward of fake cash [yes! in Megacredits! LOL] Cash stakes go up depending on the nature of the claim.

12) The ANZ Pile: submit 'em and I'll post 'em. If you have an entire guide you want posted, I can write up a brief review on it and simply make it an appendix to the newsletter.

13) Advice Columnist Q&A Format: Any volunteers? Silly or over-the-top personalities encouraged. We could have several.

14) Stellar Claims: Hobknobs document is the best place to make such claims but I see no reason why to exclude them from the newsletter. I'll be sure to mention the location of the Galactic Directory each time somebody submits a claim to a system.

Categories are subject to expansion/retraction as participation dictates.

The newsletter will be as good as we make it, so let's see how the first few turn out. I won't be adding much more than a fluff item, and perhaps an article every once in a while, so the bulk of the newsletter is really all up to you. So, get your beaks, tentacles, digits, globs, legs, arms, claws or whatever to grab your writing instrument of choice and get to work! Thank you in advance to those who contribute.