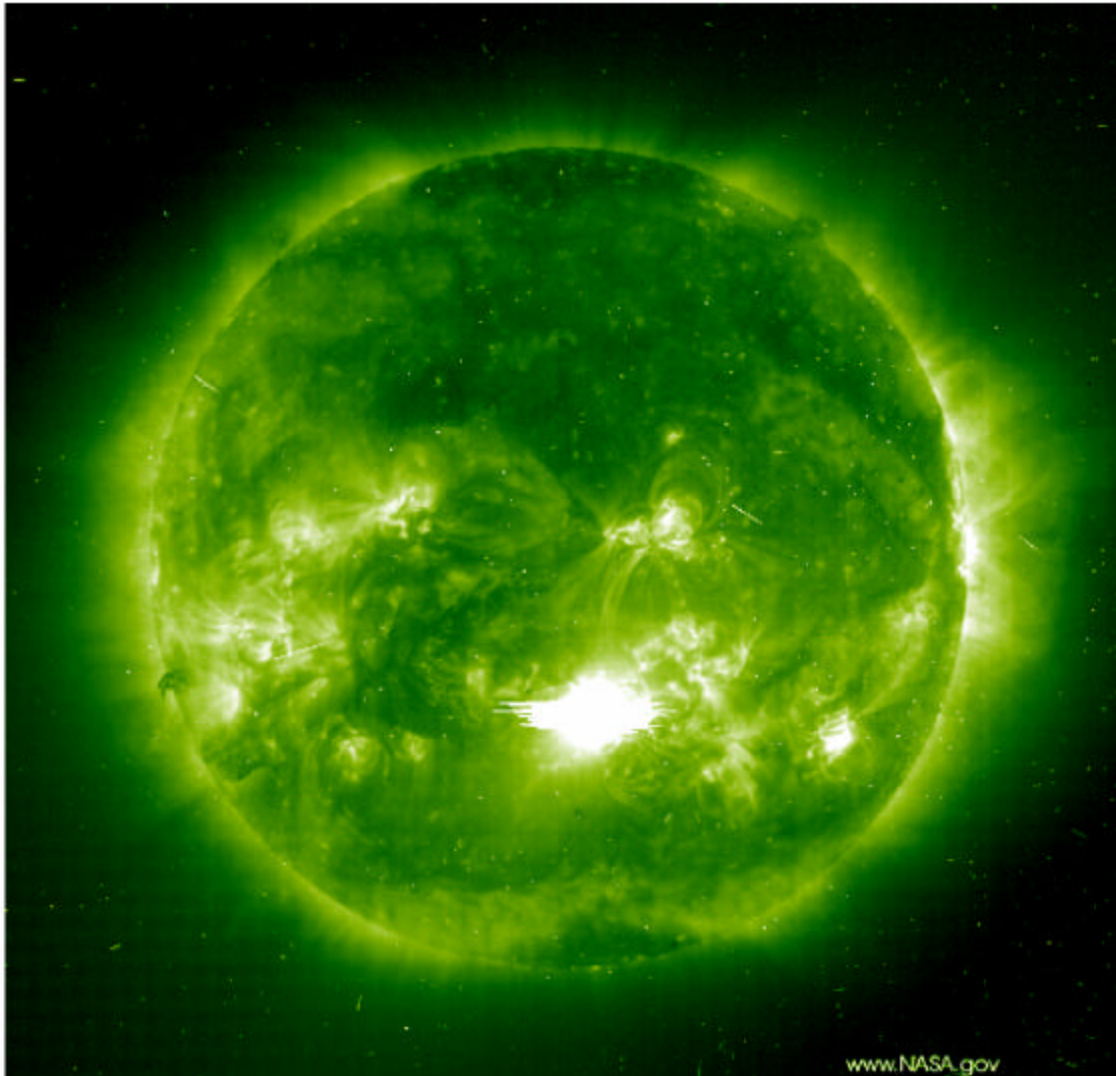


THE SNROTE READER

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



Issue: Number 13
Earth Date: June 2, 2006

News Section

Gosht Kohr, Gjorhaan Trade Barbs Whirlwind Communications Result in Alliance



Eternus (ISA) – In a bizarre, yet intriguing exchange on the subspace communication network, it appeared that Shathar of the Gosht Kohr and the prophet Gjorhaan were surely headed for a bitter war. The underlying dispute appeared to be the fate of The Collectors homeworld, a hated enemy of Gjor'haan and believed to be within the shared space of both Shathar and The Fury. The “prophet” Gjorhaan discovered that Shathar had assumed administrative control of the Collectors and quickly severed all diplomatic ties and declared war against the Gosht Kohr. Gjorhaan press officials alluded to several victories against the interior of Gosht Kohr defenses, clearly causing much angst with Shathar.

Shathar threatened to disavow leadership over both her empire of the Gosht Kohr and the Collectors in response to the Gjorhaan assault. In fact, Shathar announced her intention publicly, causing a massive rally of support from the intergalactic community. Less than a day later, Shathar reversed her position, siting support from the community as the basis to stand her ground against perceived odds and embraced war with the Gjorhaan.

The prophet wasted no time in explaining his rationale for aggression, using a riddled prophecy, which is still in the process of being accurately translated by scholars across the galaxy. The core implication of his prophecy is that Shathar deceived him in working with the Collectors from the outset and charged Sharthar with cowardice in not owning up to the perceived treachery in controlling a position so hated by Gjorhaan. Close analysis of Shathar's response never denied the prophet's claim entirely, precisely as to an explanation of a map alleged to have been prepared by the Collectors and in possession of the Gosht Kohr for some time, leaving many to wonder if Gjorhaan's basis for aggression was founded in reason rather than religious fanaticism.

Then the unexpected happened the very next day: Gjorhaan announced not only peace with the Gosht Kohr, but alliance. To make matters more interesting, the precise terms of the treaty were not disclosed. However, most analysts agree that concessions must have been made about the Collector homeworld in exchange for what appears to be fervent military protection for the Shathar, provided by Gjorhaan.

The next question is: can this peace last, in light of the harsh, and sometimes personal, accusations made by both leaders? Only time will tell, but for the meantime, every military analyst has concluded that an alliance between the two empires spells certain disaster for any lone empire in that region of space.

For now, we are holding our breath for the fate of the Collector civilians, and any word as to the precise terms of peace that surely revolve around them....



(Image from EVE Online, image ? their original owners)

\

Printing Press Restarts for Summer Season Contributions Down, but Editors Optimistic

Eternus (ISA) – Submissions are down for the SNROTE Reader at an all-time low, but the editors remain optimistic that contributions will rise in the near future. The downturn of submissions is largely blamed on the pair of interruptions in publication over the last two months, coupled with the reality that the summer season often presses many potential scribes with personal obligations, vacations, weddings and better options for their time. Many readers might notice that feature stories are often derived from activity on the RTG Forums. Submissions to the Board have been down as well, denying the editors a wealth of insight and opinion often expressed therein.

This is typical of summer months in the past. The game continues to flourish and we anticipate a new era of interaction, war and increased tension in the months ahead. The technology gaps are slowly closing in the crowded regions of space and many ‘turtle’ empires are suspected of approaching dangerous technology, perhaps inviting the urge to venture forth....

So stay tuned, and renew your faith that the SNROTE Reader will continue with regularity from here on forward. Please contribute to the enjoyment of the game with your stories, battle reports, rumors and interviews.

The editors want to thank everyone for their contributions thus far, and look forward to your continued support and interest in the Reader!



Lifestyles

Recurring Feature: What's in a system's name?

By Paul Hughes

Dalicon

Dalicon B.V. develops bioinformatics tools to facilitate the handling and analysis of biological data. They combine knowledge of biological systems with experience in various computer programming and database techniques.

“Dalicon originally is an acronym for "DAta LInking CONsultancy". Data linking we describe as the art of assembling different data sources into one integrated system, and generating cross-references from pieces of information in the one data source to the other data source. Combining this integrated data repository with visualisation techniques allows for greater insights in the data that are crucial to your business and facilitates the knowledge discovery process”.

http://www.dalicon.com/home/content/fname/corebusiness/gname/1_company/bt/IE/rt/2

Lude

Methaqualone is a sedative drug. It is similar in effect to barbiturates, a general CNS depressant. It was used in the 1960s and 1970s as an anxiolytic, for the treatment of insomnia, and as a sedative.

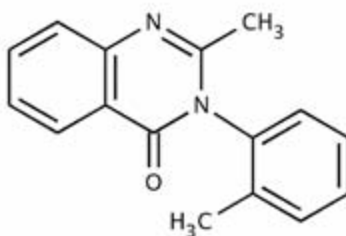
2-methyl-3-o-tolyl-4(3H)-quinazolinone; 3,4-dihydro-2-methyl-4-oxo-3-o-tolylquinazoline; 2-methyl-3-(2-methylphenyl)-4-(3H)-quinazolinone

Usual effects include relaxation, euphoria, and drowsiness, also reducing heart rate and respiration. Larger doses can bring about depression, muscular miscoordination, and slurred speech. An overdose can cause delirium, convulsions, hypertonia, hyperreflexia, vomiting, renal insufficiency, coma, and death through cardiac or respiratory arrest. It resembles barbiturate poisoning but with increased motor difficulties and a lower incidence of cardiac or respiratory depression. Toxicity is treated with diazepam and sometimes an anticonvulsant.

Methaqualone was discovered by the researcher M. L. Gujral in 1955 during an anti-malaria research program, by 1972 it was the sixth most popular sedative in the US. The name Quaalude was apparently derived from the phrase 'quiet interlude' with an added 'aa' by the manufacturers in order to elicit a more positive public recognition.

Quaaludes became increasingly popular as a recreational drug during the 1960s. The drug was more tightly regulated in Britain under the Misuse of Drugs Act 1971 and in the US from 1973. With its addictive

nature clear, it was withdrawn from many developed markets in the 1980s, being made a Schedule I drug in the US in 1984. Up until the fall of Nicolae Ceausescu's Communist regime in the early 1990s, methaqualone (along with other sedatives) was used to pacify orphans in Romania's state-run orphanage system. Internationally, Methaqualone is a Schedule II drug under the Convention on Psychotropic Substances. It is available by prescription in Canada.



Methaqualone (C₁₈H₁₆N₂O)
Image by Erowid, © 2003 Erowid.org

Loretta

The girl's name Loretta is pronounced *lor-RET-ah*. It is of Italian origin. Diminutive of **Laura** (Latin) "laurel" or **Lora**. This elaborated form of the name was created in the 19th century. Loreta is a saint's name.



Quince

The **Quince** *Cydonia oblonga* is the sole member of the genus *Cydonia* and native to warm-temperate southwest Asia in the Caucasus region. It is a small deciduous tree, growing 5-8 m tall and 4-6 m wide, related to apples and pears, and like them has a pome fruit, which is bright golden yellow when mature, pear-shaped, 7-12 cm long and 6-9 cm broad.



The immature fruit are green, with dense grey-white pubescence which mostly (but not all) rubs off before maturity in late autumn when the fruit changes colour to yellow with hard flesh that is strongly perfumed. The leaves are alternately arranged, simple, 6-11 cm long, with an entire margin and densely pubescent with fine white hairs. The flowers, produced in spring after the leaves, are white or pink, 5 cm across, with five petals.

Quince is used as a food plant by the larvae of some Lepidoptera species including Brown-tail, *Bucculatrix bechsteinella*, *Bucculatrix pomifoliella*, *Coleophora cerasivorella*, *Coleophora malivorella*, Green Pug and Winter Moth.

Four other species previously included in the genus *Cydonia* are now treated in separate genera. These are the Chinese Quince *Pseudocydonia sinensis*, a native of China, and the three flowering quinces of eastern Asia in the genus *Chaenomeles*. Another unrelated fruit, the Bael, is sometimes called the "Bengal Quince".

Puna

Puna is one of the eight Natural Regions of Peru. Puna region is surrounded by high plateaus and andean cliffs. This region has a cold weather. It is located between 3 500 and 4 100 m. above the sea level. In the mornings, the temperature is positive but at nights, it lowers down 0° C.

The flora includes the cactaceae and in lakes and swampy places, the cattails. People in this region cultivate the barley, the potato, and the maca. The fauna includes the llama, the alpaca, the vicuña, the guanaco, the condor, the Andean goose or huallata, the Andean flamingo or parihuana, the duck and other birds that live in water.

In Polynesian mythology, **Puna** is a god that was killed by Rata because he had kidnapped Tahiti Tokerau, Rata's mother.

The icy wind sweeping the mineral-rich plateaus of the **Puna**, a high plateau region, between ridges of the Andes in Peru and Bolivia.

The **Battle of Puná**, a peripheral engagement of Francisco Pizarro's conquest of Peru, was fought in April 1531 on the island of Puná (in the Gulf of Guayaquil). Pizarro's conquistadors, boasting superior weaponry and tactical skill, decisively defeated the island's indigenous inhabitants. The battle marked the beginning of Pizarro's third and final expedition before the fall of the Inca Empire.

The Spanish army, following a long and difficult journey from Panama throughout which many had fallen to virulence, predation, and other hazards, had docked at the Inca city of Tumbes in April. Received with quiet hostility by Incas who had perhaps been alerted to the acts of pillage and plunder committed on the fringes of the Empire by the invaders, the Spaniards, deeming it unsafe to remain in Tumbes, relocated their camp to the nearby island of Puna in preparation for an assault on the Inca city.

Initially, the Spanish occupation of the island proceeded without bloodshed. The natives of Puna were a warrior people who, reluctantly bowing before the might of the Inca Empire, had intermittently accepted the status of tributary state, though periods of friction and even open warfare had frequently erupted with the Incas out on the mainland.

The path to war was first triggered by Pizarro's native interpreters, who warned him, perhaps falsely, that several Punian chiefs had gathered to plan an insurrection. Pizarro had the chiefs captured, interrogated, and, apparently satisfied with their guilt, delivered to their traditional enemies at Tumbes where they were duly massacred by the Incas.

According to Spanish sources, the warrior class of Puná, maddened with rage, immediately rushed to arms and stormed the Spanish camp, charging in the thousands. It seemed that the diminutive Spanish force would surely be overwhelmed and scattered. But what the Spaniards lacked in numbers they eclipsed in armaments and discipline. As the natives approached, many were met head on with deadly rows of lowered pikes, the use of which the Spanish had long mastered in the great wars of Italy and Flanders. Other Punians, charging in confused masses, were cut down and slaughtered in vast numbers by the concerted volleys of orderly musketeers. At length, Hernando Pizarro, sensing the enemy falter, mustered his cavaliers to his standard and spurred his horse into a charge. The Spanish cavalry sliced through native ranks with devastating effect. Within minutes, the Punians were in full rout.

The natives regrouped in the island's forests and thenceforth waged a guerrilla war to some success, destroying Spanish provisions and waylaying several scouts. Two Spanish ships with reinforcements, however, under the notorious Hernando de Soto, soon arrived by sea (with at least a hundred volunteers), and on these ships the Spaniards, bound for more fruitful conquests on the Peruvian mainland, embarked without incident and sailed back towards Tumbes, arriving there on May 16th 1532.



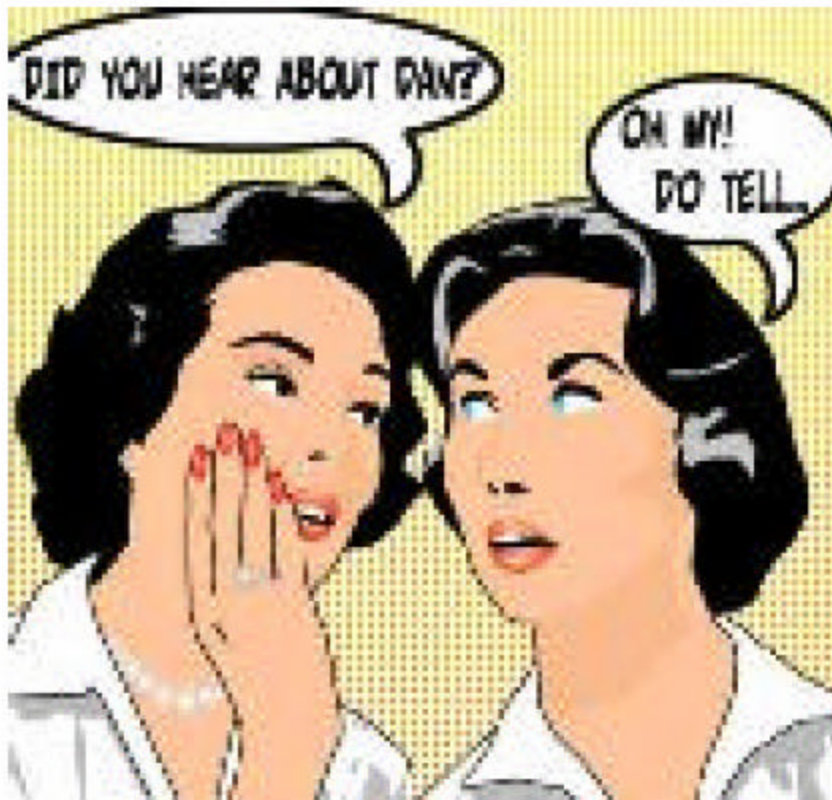
Rumor Mill

Rumor Mill

Sixth Generation Space Science is wormwhile, err, worthwhile

Universal Game Truth #65
Turtles are boring.

I heard a rumor that this is the last rumor of the SNROTE Reader, Issue Thirteen



Interview with an Empire:

We want YOU in the spotlight! Have some fun and elaborate on your empire. Take the chance to take center stage and expound upon your galactic creed (or lack thereof) and tell us why you are here!

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 questions to Pete that will be published in the newsletter.

Only one this week! Come on folks, Pete has been responded to each and every question posed, don't be shy! Send in questions! Feel free to continue to forward any questions to SNROTENEWS @yahoo.com to have your questions answered here! A tremendous thumbs up to Pete for making this section possible :D

=====

Question: What inspired the changes from SN II to SNROTE? What was your central focus of improvement between the two games?

Answer: We learn from every game that we design, and wanted to make changes to an already-proven design concept. SNROTE is similar to SN II in many ways, but it's also different – warp lines to prevent the pervasive Mutual Assured Destruction SN II strategies, much more developed research and economic systems, and far more complex combat mechanics to name a few. We wanted a slower-paced game in terms of economic development (nothing happens over night in SNROTE!), allowing “long-look” players the chance to build empires with some semblance of security over the long haul. Elimination of the drone strike or fighter strike as the only really effective SN II attack method. Email output, processing changes from single turns to batch. Tons of tiny changes all over the place.

=====

Question: How long do you and Russ plan on keeping SNROTE active? Did you have a perceived timeframe for how long SNROTE might last from when you released it?

Answer: We plan on running SNROTE as long as it's popular and continues to generate sufficient revenues. From our perspective, we see SNROTE as running for many more years – it's a very long-term game design. Most players are just now beginning to peek into the big gift basket of substantial production and large war fleets. I'd expect some pretty heavy action – both economic and military – to occur in the coming years.

=====

Question: Are there any plans for future games? Any SNROTE-lite designs on the table?

Answer: Let's turn this one around – assume that we'll continue running Victory! The Battle for Europe and SNROTE for the foreseeable future (that's a good assumption, because that's exactly what we plan on doing). What would ***you*** like us to design in terms of a game that you'd really, really like to play? Less economics than SNROTE and more combat? Over-the-top aggression such as in Victory! ? Fantasy, science fiction, conventional warfare, other? Might be a good discussion thread on the message boards....

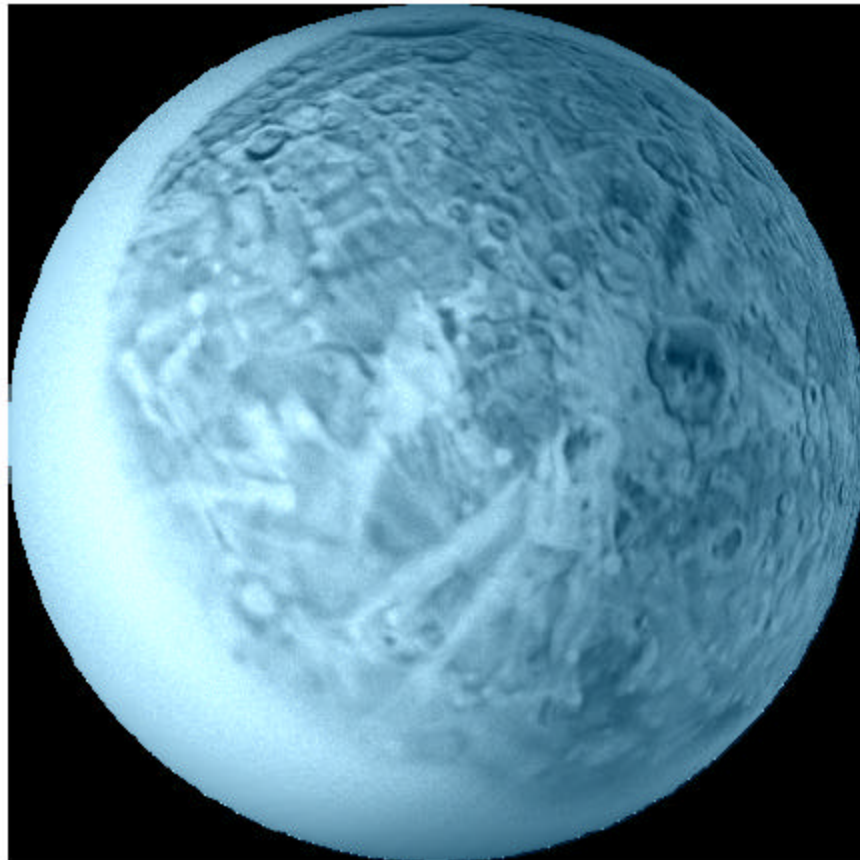
=====

Question: Now that much of the combat upgrade has been addressed, what's next in line for improvement for SNROTE?

Answer: Mostly what I mentioned in last turn's notes – get the FOB to look more like the battle reports, cloaking and so forth. I'd like to spend more time on espionage as well.

=====

Thanks Again Pete!!



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 sevreal 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.

Submissions are coming in nicely to justify a bi-weekly publication at this point. So, keep your beaks, tentacles, digits, globs, legs, arms, claws or whatever to hard at work! Thank you in advance to those who contribute.