

# THE NEW VOICE OF GOR - WEEKLY GOR WIDE NEWSPAPER

PUBLICARE ET PROPAGARE!

Third volume, issue No. 132  
(short online version)

First day of the eight passage hand of the eight month 10164 Contasta Ar

Based in Tancred's Landing

Editor and Publisher: Rarius Yuroki (Yuroki Uriza), merchant  
Accountant: Wendie, scribe of HoY (Wendie Lemon)  
Correspondent in Olni: Teal Razor, Slave of Siri Emerald Jr.

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Note: The management accepts no responsibility for views expressed herein.

The proprietors reserves the right to edit articles submitted.

Any news, articles, poems, gossip, schedules, paintings, jokes you have, please send them to the editor. You are looking for a free companion, a slave, an assassin? Advertisements are very welcome.

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## 02 EDITORIAL

# A warm welcome to the pages of the 132nd issue of the NEW VOICE OF GOR !

The NEW VOICE OF GOR will be the oldest newspaper (in SL) Gor soon. The editor of the "old" VOICE OF GOR was Verona Lorgsval. The newspaper started as "The Vonda Voice" (2009). After the fall of old Vonda it moved at the city of Olni. The last issue was number 132 (published 01/25/2012).

The NEW VOICE OF GOR started as "The landa Times" [2011] and is the NEW VOICE OF GOR since volume 2, issue 72. The office moved from Olni to Tancred's Landing. The next issue will be the third volume (third gorean year), number 133.

Rarius Yuroki  
editor of the NEW VOICE OF GOR

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## ## ALL OVER GOR

### 03 MEETING OF TRUE SOUTHERN TRADE ALLIANCE - KASRA AND KLIMA JOINED - SALT DECREE CONFIRMED

The true Southern Trade Alliance (STA) hold the monthly meeting in the Oasis of Klima. The Oasis of Klima, the city of Kasra at the Fayeen river and Kasra on the island of Tyros have been voted in as full members. The true STA has 16 members now and is the biggest and most important trade alliance on Gor.

Some decisions have been made about the salt drecee of the STA □ and about those who will not respect that and who will be treated as smugglers. Please take that serious. The decisions are kept confidential.

The true southern Trade Alliance controls the trade with red and yellow salt in southern Gor.

Let us inform you about the new members of the true Southern Trade Alliance:

#### Kasra at the Fayeen river

The Upper Fayeen and Lower Fayeen are tributaries of the Cartius River. Both are sluggish, meandering rivers. The Lower Fayeen is important as it leads to Kasra, a major port for the embarkation of the salt trade. The famed red salt of Kasra received its name because this is the port where the salt leaves the Tahari region. The salt is brought in from secret pits and mines deep in the interior of the Wastes.

#### The Oasis of Klima:

One of the major sites within the Tahari for obtaining salt are the brine pits of Klima. Klima is hidden deep within the dune country and its location is closely guarded. It is worked by thousands of male slaves and escape is nearly impossible. Kaila are not permitted there, even for the guards. There is a well there but no other water for about a thousand pasangs. Women are not permitted there so that men will not kill each other for them. Slaves are taken to the mines on foot, hooded and chained. Many die on route. At the mines, their feet must be bound in leather to the knees as they will sink through the salt crusts. The salt would grate and burn their flesh. In the mines, most of the salt is in solution. It is obtained in either of two ways, by drilling and flush mining, or by sending men to collect it in the deeper pits. A work day is from dawn to dusk and some men kill others for lighter assignments.

#### Kasra at the Island of Tyros

Tyros is an island of the Thassa, 400 pasangs west of Port Kar and one hundred pasangs south of Cos. Its capitol city is Kasra. Another major city is Tentium. Tyros is a rugged mountainous island known for its vart caves. The varts are trained to be used as weapons. As the western border of known Gor, those who have first knowledge refer to the waters beyond it as 'the World's End'. To those Goreans with second knowledge, who are taught that Gor is spheroid, the expression is merely a figure of speech. An alliance of several cities which all exist on the island of Tyros also known for its great fleets of raiding ships.

#### 04 [OOO] GM METER DATABASE FEATURE ADDED

[12:28] Jaraziah Lowell: Greetings infidels! :P It is i., Le Jara! I for now added an update to the GM Database, to only record a kill once per hour per 'user' So if somebody kills your whole sim... Only one will be recorded. I hope this will give thos young kids less to do.

[12:31] Jara Lowell [Jaraziah Lowell]: it database sided only Erician. As it seems there underaged players out there thinking that killing a lot harms stats. Even though not many really look at it no more LOL; So for those i added a forse delay. :)

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#### ## GOREAN CITIES

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#### 05 PORT OF OLN I

#### # THE SLAVE'S CORNER ~ A Satiric View of Life on Gor

By Teal Razor ~ slave of Captain Siri Emerald Jr ~ Port Olni

OLD NEWS REVISITED ~ Nagging Thoughts on Raids  
By Teal Razor

While digging around in the shelves on the top floor of the library this past week, I became engrossed in reading some old and dusty scrolls. They were all dated three years ago. I was chagrined to see that the month and day written on them was exactly three years to the day that they were penned. The articles seemed legal in nature as they concerned the laws of dealing with raiders on the planet of Gor.

These scrolls were chock-a-block with rebuttals to the trotting out of certain prohibitions in the large cities of Gor. The scrolls read like the minutes of a city meeting. As I read to the very end, it seemed like there was no conclusion drawn and no solution forthcoming. The one faction was made up of a gung ho group who thought it was de rigueur to pillage and rape whenever the whim struck them. The other group sought a more peaceful life. The peaceful group were not above wielding swords. To the contrary, the peaceful ones wanted nothing more than a well defended Home Stone. It seemed they just weren't into causing trouble.

As I read through, I picked up a sense that the raiders were young hot heads. The opposite group had all the earmarks of wisdom that comes with experience. These papers were actually a good read and I started to formulate a story based on them. Unfortunately, I am not a novelist. So I sent a message to Lieutenant Atlas Tereshechenko of Olni, to see if he could concoct a tale of two warring opposites.

It is hard to suggest a plot to a writer. You can throw out ideas, but if you tell them, write thus and so...you will get your plot thrown back at you in an unrecognizable heap. Instead, you will find in it's place, words and ideas you never had an inkling existed.

It was evident though, in the scrolls, that the peaceful group tried to outlaw the committing of any skirmish, fracas, tussle, feud, and outright war. I don't know how one defends a city without strong warriors. Defense costs money. With a lack of resources to equip an army, many cities have put some of their best men at the gates. What you don't see is the lack of back-up once you get inside those gates. It is necessary to keep face and not show your hand.

The hot heads will always want to push their way into more and more cities. Doing what they like, throwing the rules to the wind. It could be that the peaceful ones will, down the line, have to pay for an army of mercenaries. It is a thought that sends shivers up my spine since the money grubbing military type is loyal only to the glint of gold.

I rolled the papers up and put them back upon the shelf, which I dusted. I wondered why the peaceful ones kept spotters in the market place to observe any commotion that might arise. I thought it a waste of manpower since the "spotters" could never run to the city fast enough to warn anyone of an impending attack. In fact, the other day, I tested my ability to run from the market place to the front gate. I was so out of breath when I reached it, I could not say a word for another two ehns. So including the travel and the waiting to breathe again, almost

10 ehn had passed. Quite enough time for an invasion.

DEAR TEAL ~ Dubious Advice to Goreans  
By Teal Razor

DEAR TEAL:

I am a free woman. I really want a companion. So far, I have not been able to find a free man who is not already companioned. I am becoming frightened that there will not be a Gorean male out there for me. Give me some advice on this matter.

DEAR WORRIED:

I will start this out by telling you that you have cause for concern. Females need the protection of a male. It is the old way and not without merit. Even if a free woman has a career like physician, merchant, slaver, she craves the backup of a man. Like war, love is fought on a battlefield. In war you must learn to have your brother soldier's back. So it is with love. You should always take comfort in the fact that your partner has your back.

It sounds like your Home Stone does not contain a coterie of dapper males to lasso. Well, since you are aware of that, you need to travel more. I have heard of free women who go to cities, other than their own to shop or hob knob in the commons. They have been able to attract a man and have him eager to follow her back to her Home Stone.

A new free woman in a city creates buzz. The available men will flock around her to find out her story. The advantage being, the free woman's baggage from another city does not follow her. I am not suggesting that you have made a "name" for yourself in your Home Stone, but rumors always abound and the small circle of free men without a companion may have swapped stories about you. Some of the tales will not be flattering to you.

There in another city, you are free to become someone else. Who knows, maybe this new persona will be carried back to the old Home Stone where you might pique the interest of former jaded potential candidates.

# SCHEDULE

Capture the Flag every thursday at 5:00 pm

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06 CAMERIUS GORGE

by the editor

The NEW VOICE OF GOR got some scrolls from a merchant who read the messages of the public board of Camerius Gorege recently:

[13:47] Camerius Gorge Public Notice Board whispers: Remi Marder : Free Woman newly freed of most prior obligations looking for Household to join. Studied in Accounting, can help

your family or clan keep a hold and invest coin wisely. Please see Lady Carsen (Remi Marder) at the Inn.

[13:47] Camerius Gorge Public Notice Board whispers: Artemis Chauveau : \*using her limited Gorean writing ability\* Musician for hire. Skilled at traditional Pani instruments as well as drums and flute. Can be hired for various occasions or on long term arrangements. Please see Megumi Sasaki regarding terms. She is often found at or around the inn.

[13:47] Camerius Gorge Public Notice Board whispers: Xylona Fride : All those seeking to be trained in the art of war should seek out Reticent. He is willing to take on various pupils, whether it be man, woman or slave. Seek him out at the arena.

[13:47] Camerius Gorge Public Notice Board whispers: Feorie Frimon : Turian Physician now seeing slaves at at the Slave's Clinic near the Fletcher's Shop. Come get your beasts a healthy does of Slave Wine, Stabilization Serum if needed, or just a general check up. Also skilled in the Turian method of 'piercings'. See Feorie Frimon for more details.

[13:47] Camerius Gorge Public Notice Board whispers: Talisy Minor : "Looking for the free woman who purchased the slave Nuit from Reticent. Find Ethan at the Umbra Lure Slaver House for business of your interest"

<http://slurl.com/secondlife/Malignance/150/76/1603>

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07 LAURA

## CESIOUS LARL KENNELS

First let me say thank you, for your interest in the Cesious Larl Kennels that are housed within the City of Laura.

The Cesious Larl Kennels are owned by Andreas Ender Ghostaltar, having wanted such and his father, the Ubar of the City of Laura, granting him such. He however, did not want the task of actually running the kennels, and so, Lebastien Carter, prior traveling slaver, was hired on as the Head Slaver within the city. He took to calling the kennels the Cesious Larl Kennels, as that is what his traveling caravan had been called.

The City of Laura is focused on good role play and advancing story lines. The kennels are focused on providing good quality slaves. Focusing more on quality than quantity, we do have a strict set of rules and expectations, however, slaves will gain from here one of, if not the best of educations in slavery on Gor. A training system that is based on percentage of knowledge to reach higher levels, and training plans that are custom to each slave! After evaluation the slave's will gain training that is worked around what THEY need. Not around what the majority needs.

Those who are un-collared may come and submit if they wish to be trained. Those who are owned and want trained may beg their owners to drop them off for training. There is a system for everything and everyone is welcome, as long as the IC conditions are met.

We do not tolerate OOC drama of any kind however, so please keep that in mind. Usually you are given one warning, possibly two. Though if the infraction is serious enough, you will be kicked with no warning at all. We are all here for role play, and many of the girls are here to

learn about Gor, or even to advance their knowledge, and enjoy the good role play provided. It will not be ruined with petty OOC things.

I personally would like to note that for now, most action in the kennels is semi para to para RP. We do welcome all though, so do not let this frighten you. We will teach you how to better your roleplay. How to advance yourself as a slave. But I will stop rambling now! If you are still interested... Come on down to the City of Laura, where you will find the Cesious Larl Kennels.

Signed,  
Lebastien Carter  
Head Slaver  
Cesious Larl Kennels  
City of Laura

<http://slurl.com/secondlife/Palau/34/193/3003>

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#### 08 [OOO] AMHAS CAIRN [SCHEDULE)

Every Monday and Friday @ 11 a.m. and 5 p.m. slt  
Amhas Cairn - Torvaldsland and Gorean Classes  
Cave classroom at tp point. All welcome to attend.  
Removes meters, weapons, and take a seat in a chair.

Every Saturday @ 11 a.m. slt and 6 p.m. slt  
Amhas Cairn  
This is a time for feasting, announcing news, pledging fealty, bringing up matters of local law, etc. It's an IC event that visitors too, are welcome to attend.

Read more: <http://www.amhascairn.com/events-calendar.html>

<http://slurl.com/secondlife/Amhas%20Cairn/149/117/1001>

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#### 09 RORUS [SCHEDULE)

Every Sunday @ 6 p.m. slt  
Rorus  
Capture the Flag  
Contact: Joseph Surface

<http://slurl.com/secondlife/Village%20of%20Rorus/109/155/2994>

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## 10 TROTHFJELL [SCHEDULE)

Every Thursday @ 4 p.m. slt  
Trothfjell  
Alekk Baroque reading  
Contact: Stjorn Zun

Every Sunday @ 1 p.m. slt Story  
Trothfjell  
Story Teller and Poet  
Contact: Stjorn Zun

<http://slurl.com/secondlife/Rose%20Garden/40/44/3501>

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## 11 ASPERICHE [SCHEDULE)

### OOO DANCE THEMES

Always at 6pm slt on friday nights  
DJ Rezz plays our Music  
1000L Prize to best in theme for the night Splodder

Walk Like an Egyptian	11-08-13
Pajama Party	11-15-13
Super Heros	11-22-13
Cats!	11-29-13
Greek Gods & Goddesses	12-06-13
Mad Scientists	12-13-13
Santa Claus is coming to town!	12-20-13
Holiday Masquerade Ball	12-27-13
Alice in Wonderland	01-03-14
Sailors	01-10-14
Tattoos	01-17-14
Firemen	01-24-14
Cold as Ice	01-31-14
Scottish Kilts	02-07-14

<http://slurl.com/secondlife/Asperiche%20Island/128/128/2>

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## ## RARE DIALECTS OF GOR

### 12 TAHARI-TREFFEN

Erster Tag der achten Passage-Hand des achten Monats im Jahr 10164 nach der Gruendung  
Ars [11.11.2013]:

Abend des Kennenlernens - mit Führungen, Spielen, gegenseitigen Besuchen an den Delegationszelten

Zweiter Tag der achten Passage-Hand des achten Monats

21 Uhr Gaukelei, Show auf dem Oasenplatz

21.30 Uhr feierliches Treffen der Oberhäupter im Thronsaal des Palastes, alle anwesend - Erneuerung des Tahari-Verteidigungsbundes, offizieller Abschied

Delegationen:

Oase der Vier Palmen

Oase der silbernen Steine

Oase der zwei Scimmitare

Kasbah der Skorpione

Oase der Lahmen Kaiila - Raviri

Kasbah der Arani (noch offen)

Gastdelegation:

Sultan von Lyros mit Begleitung

Stadt Kasra

Stadt Belnend

13 JORTS FAEHRE

[OOO] MARKTTAG

Der im zweiwöchigen Rhythmus auf wechselnden Sims stattfindende Markt des Marktverbundes findet diesmal in Jort's Fähre statt, und zwar am 10. November ab 20.00 Uhr Erdenzeit.

Haendler, Bauern oder sonstige Gewerbetreibende sind herzlich eingeladen ab sofort IC in Jorts Fähre oder zur Not auch per IM Stände zu buchen und dem Markt Leben einzuhauchen. Dabei ist es völlig egal über welche Art von Waren du verfügst (G&S, NLS, CRS oder Primwaren). Der Handel steht im Vordergrund...und jede Menge Spass!

<http://slurl.com/secondlife/Glory%20Land/59/201/3501>

14 TOURNEE SAMARA ROMANO

Die geplante Tour erstreckt sich momentan vom 10.11.13 - 12.12.13.

10.11.13 Taharifest der Oase der vier Palmen

14.11.13 Belnend Jubiläum

29.11.13 Kasra

12.12.13 Jorts Fähre

Die Reisegruppe wird ein bis zwei Tage zuvor am Ort eintreffen. So bleibt etwas Zeit sich um die nötigen Waren zu kümmern, die für die Weiterreise gebraucht werden.

Wer sich dieser Reisegruppe anschliessen will sollte mir eine Nachricht zukommen lassen, oder in die Botengruppe der Sangerin eintreten.

Anreise an den Orten:

08.11.12 Oase  
13.11.12 Belnend  
27.11.13 Kasra  
11.12.13 Jorts Fahre

Samara Romano... Sam, Sangerin aus Lydius

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## TRADE

15 TRUE SOUTHERN TRADE ALLIANCE (STA)

[See report about the montly meeting above]

# DECLARATION OF THE TRUE SOUTHERN TRADE ALLIANCE

Declared and confirmed by the high assembly of STA members

Second day of the Third Hand of the month of Se'Kara ( The Second Turning) 10164  
Contasta Ar

To: All Gorean Merchants  
Concerning: Tahari Salt decree by the SOUTHERN TRADE ALLIANCE endorsed by the Salt Ubar ibn Saran  
CC: True SOUTHERN TRADE ALLIANCE members

In order to guarantee the fine quality of Tahari Salt (@ TS Trademark), only the following oases and cities of the Tahari are allowed to have their salt trademarked as Tahari Salt (in alphabetical order):

- 1 Kasbah of the Guard of the Dunes
- 2 Oasis of Nine Wells
- 3 Oasis of Sand Sleen
- 4 City of Tor
5. Kasry at the Fayheen river
6. Oasis of Klima

The true SOUTHERN TRADE ALLIANCE will control the salt trade of all Tahari Salt (@ TS Trademark). Only members of the SOUTHERN TRADE ALLIANCE (STA) are allowed to sell the salt of the above mentioned four places out of the Tahari and each sale should include the SOUTHERN TRADE ALLIANCE seal. Merchants of all gorean cities are hereby informed that Tahari Salt without the seal is considered as smuggling, with all due consequences as a result.

This decree will be effective as today.

may you always have water, may your water bags never be empty.

signed by the SOUTHERN TRADE ALLIANCE

If you see red or yellow salt sacks WITHOUT the coat of arms of the true Southern Trade Alliance and the coat of arms of one of these Oases mentioned above, please inform a merchant of the true STA immediately or Rarius Yuroki.

# The true Southern Trade Alliance is a trade alliance of southern Gorean cities and oases only (and associates of the Vosk region) and has nothing to do with Turia. The STA is the biggest and most important trade alliance of southern Gor.

STA Members:

The Kasbah of the Guard of the Dunes  
Oasis of Nine Wells  
Oasis of the Sand Sleen  
Oasis of Klima (FR, EN)  
City of Tor  
Kasra - Fayheen river (GER)  
Kasra - Tyros  
Ukunga Region - Land of the Family Kron  
Asperiche  
Tancred's Landing  
Selnar auf Cos (GER)  
Umland of Ra-Rir (GER)  
The Phoenix Trading Company (privately owned company)  
House of Yuroki (HoY) Companies (privately owned company)  
Tharna (associated member)  
Rive de Bois Trading Post (ES, associated member)

# MAGNA CARTA

The Citizens of the TRUE SOUTHERN TRADE ALLIANCE, in league to form a more perfect coalition, establish Justice, insure domestic Tranquility, provide for trade with safe passage, promote the general well-being, and secure the Blessings of the Priest Kings to ourselves and our Posterity, do prescribe and validate this:

We proclaim to work together towards trade support to unify the south against invaders seen from any entity especially from the North that disrupts our mutual trade investments within our Ports, Cities and Oases, for peace and prosperity and the protection of our trade routes.

This MAGNA CHARTA will be re-written soon. The NEW VOICE OF GOR will keep you informed.

## 16 HOUSE OY YUROKI COMPANIES

### # FACTS

The HoY Companies are currently located in Tarnwald (Votai region), Tancred's landing (Vosk region) and in Tharna. The HoY Companies are a member of the true Southern Trade Alliance.

### # SEEKING MERCENARIES, AGENTS AND MERCHANTS

The HoY Companies are currently located in Tarnwald (Votai region), Tancred's landing (Vosk region/Saleria) and in Tharna. The HoY Companies are a member of the true Southern Trade Alliance.

The HoY Companies (Trading company and bank) is a privately owned company. It employs its own bankers, merchants and elite guards, all of the highest quality. More branches are under construction.

The House of Yuroki Companies (HoY) is looking to recruit Mercenaries. They will be used to escort Hoy caravans throughout Gor and protect the merchants.

Remuneration is by the 4 Hands ranging from 1 silver to 1 gold depending on the work required.

Merchants are also required to further the interests of the house of HoY remuneration is negotiable.

Agents in other cities are also required.

[OOC] We accept apprentices too or players who want to learn how to roleplay.

Ask Rarius Yuroki (Yuroki Uriza) for details

### # THE HOUSE OF HOY JOB OFFERS

#### BANKERS / COIN MERCHANTS REQUIRED

Applications are invited for the post of " Banker" and (coin) merchant in the below listed cities (these cities have a bank building but no banker)

SELNAR

RA-RIR

OASIS OF SAND SLEEN

PORT OF OLN

Duties will include

Normal banking duties  
Keeping of records - ledger  
Exchange of coins  
checking of coins for quality  
checking for rare coins  
contracts for trade

Apprentices accepted too.  
Applications to Rarius Yuroki

## 17 CURRENCY EXCHANGE RATES HOY BANK

The base unit of exchange rates are the coins of the city of Tharna.

NEW The HoY bank accepts and converts coins from Ra-Rir. (1:1)

The gold tarn disk of Ar is considered to be the standard by which other cities, such as Ko-Ro-Ba and Port Kar. set the value of their own coinage. It is worth, generally, 10 silver tarsks, but standardization is slight due to the shaving or splitting of the coin as well as faulty scales that contribute to the debasing of the coinage. (pg. 155, Rogue of Gor)

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## ## ADVERTISEMENT

# THE GOREAN WHIP RADIO  
"Feel the sting of the WHIP"

TO STREAM THE GOREAN WHIP ON YOUR LAND:

1. Click on "World"
2. Click on "About Land"
3. Click on "Media Tab"
4. Type: <http://50.7.98.106:8538/>

TO PLAY ON WINAMP OR MEDIA PLAYER:

1. Click on "File"
2. Click on play URL
3. Type: <http://50.7.98.106:8538/>

To schedule The WHIP to broadcast YOUR next event (dance competition, tournament, ceremonies, grand opening, etc), please contact Brett Bertolucci, or Jay Sparrowtree

Visit our Website at <http://www.goreanwhip.com> and our Facebook page at <https://www.facebook.com/TheGoreanWhipRadio>.

## # VERR FJORD GOREAN BASIC TRAINING ACADEMY

(special note to experienced roleplayers of Verr Fjord and of any other group in Gor. We invite you to come to our Verr Fjord Basic Training Academy for story time. It is a scheduled event for newcomers to hear experienced roleplayers speak of their role, their character, or their group. You are allowed to set up freebies in our academy, a notecard giver with landmark, laws and note to newcomers so they may decide for themselves once done with their basic training how they wish to participate in their own roleplay. Maybe they want GE or BTB or North or South or a certain character. We show them the options then they are guided by those that take the time to come share their experience and wisdom of Gor. This is a good recruiting tool especially since we take care of the basics of Gorean roleplay. Once finished with our Academy they may go with the group (including our own Verr Fjord fishing village) to more advanced training. Contact Samanya Seetan if you wish schedule an appointment to do a one hour storytime with the newcomers of Verr Fjord Basic Training Academy.)

Welcome to the Verr Fjord Training Academy. We are free of charge only accepting donations which are optional. If you can't donate lindens once you have benefited from our program and are ready for roleplay maybe you can give tours of our facilities or help recruit. We all try to contribute in what way we can to the life of the sim.

<http://slurl.com/secondlife/Verr%20Fjord/126/20/31>

## # THE GOREAN RECRUITMENT CENTRE

As listed in the SL destination guide, on its Website and in World via the SL3 viewer  
And Now on the "Tumbler" Loads of New people coming and looking for RP destinations

The Gorean Recruitment Centre (GRC) has, since its creation in 2009 , expanded on a regular basis. and this is due NOT to the wishes of the Owner, but because of the needs of the people who use it.

The GRC is now a Part of the ROLEPLAY CENTRE ( RPC) but it retains its total Gorean Theme and is 100% separate from the RPC itself. they just share the same landing point. As the signs show. The GRC HALL is to the Right and through an Archway.

<http://slurl.com/secondlife/Hastings/95/161/1011>

Best Wishes  
Astarte Hubbenfluff

## # GOREAN UNIVERSITY

The Gorean University  
(previously Gorean Pleasure Silk University)  
Educating Gor since 2008

Schedule of classes and events: <http://www.localendar.com/public/GPSUStaff>  
<http://slurl.com/secondlife/Serendipity%20Falls/135/95/25>

## # GOREAN CAMPUS

<http://slurl.com/secondlife/Serena%20Aquarius/10/126/2>

### - Classes

Monday Nov 4th - Campfire - Weekly  
Panther Girls - Minx - 12 Noon

Monday Nov 4th - Outdoor classroom - Weekly  
Metal Worker Apprentice - Nephtides - 1 pm

Monday Nov 4th - Olni classroom - Weekly  
GLA Magistrate Course - Janette - 1 pm and 5 pm

Monday Nov 4th - Outdoor classroom - Weekly  
Physicians of Gor Training - Kaiila Mahoney - 3 pm

Tuesday Nov 5th - Meet at the docks - Weekly  
Guided Campus Tour - Dani - 12 noon

Tuesday Nov 5th - Campus Courtroom - Weekly  
GLA Advocate Course - Janette - 1 pm and 5 pm

Tuesday Nov 5th - Outdoor classroom - Weekly  
Medical Seminar - Foxxie Okina - 4: 30 pm

Tuesday Nov 5th - Gallery classroom - Weekly  
New to Gor - Krista - 6:30 pm

Wednesday Nov 6th - Outdoor classroom - Weekly  
RP and Emote Course - Nephtides - 12 noon

Thursday Nov 7th - Campfire - Weekly  
Reading Marauders of Gor - Alekk Baroque - 12 noon

Thursday Nov 7th - Outdoor classroom - Weekly  
Leadership - Kaiila Mahoney - 5 pm

Thursday Nov 7th - Outdoor classroom - Weekly  
Scribal Matters - Yoda Mactavish - 6:30 pm

Friday Nov 8th - Meet at the docks - Weekly

Guided Campus Tour - Krista - 12 noon

Friday Nov 8th - Outdoor classroom - Weekly  
Wagon People - Fawna - 4:30 pm

Saturday Nov 9th - Outdoor classroom - Weekly  
How to Play Kaissa - Tikanni - 12 noon

Saturday Nov 9th - Arena - Occasional  
Campus Dance Contest - 1 pm

Saturday Nov 9th - Outdoor classroom - Bi-Weekly  
Arrow Wounds - Jerrod - 5 PM

Sunday Nov 10th - Outdoor classroom - Weekly  
Free Women of Gor - Juvana Grey - 9:30 am

Sunday Nov 10th - Outdoor classroom - Weekly  
Gorean Assistant Healers Course - Darwin - 4:30 pm

Monday Nov 11th - Campfire - Weekly  
Panther Girls - Minx - 12 Noon

Monday Nov 11th - Outdoor classroom - Weekly  
Metal Workers Apprentice - Nephtides - 1 pm

Monday Nov 11th - Outdoor classroom - Weekly  
Physicians of Gor Training - Kaiila Mahoney - 3 pm

Tuesday Nov 12th - Meet at the docks - Weekly  
Guided Campus Tour - Dani - 12 noon

Tuesday Nov 12th - Campus Courtroom - Occasional  
Gorean Religious Law - Holiness Runyn - 1 pm

Tuesday Nov 12th - Outdoor classroom - Weekly  
Medical Seminar - Foxxie Okina - 4: 30 pm

Tuesday Nov 12th - Gallery classroom - Weekly  
New to Gor - Krista - 6: 30 pm

Wednesday Nov 13th - Gallery classroom - Weekly  
Pleasure Slave Course - Ahwi - 6 pm

Thursday Nov 14th - Campfire - Weekly  
Reading Marauders of Gor - Alekk Baroque - 12 noon

Thursday Nov 14th - Gallery classroom - Weekly  
Pleasure Slave Course - Ahwi - 1 pm

Thursday Nov 14th - Outdoor classroom - Weekly  
Leadership - Kaiila Mahoney - 5 pm

Thursday Nov 14th - Outdoor classroom - Weekly  
Scribal Matters - Yoda Mactavish - 6:30 pm

Friday Nov 15th- Meet at the docks - Weekly  
Guided Campus Tour - Krista - 12 noon

Friday Nov 15th - Outdoor classroom - Weekly  
Wagon People - Fawna - 4:30 pm

Friday Nov 15th - Outdoor classroom - Weekly  
Philosophy of Gor - Gorm Runo - 6 pm

Saturday Nov 16th - Arena - Bi-Monthly  
Beginners Dance Seminar - Raaja - 10am

Saturday Nov 16th - Outdoor classroom - Weekly  
How to Play Kaissa - Tikanni - 12 noon

Saturday Nov 16th - Inn - Occasional  
GLA Graduation for Magistrate and Advocate - Lady Jan - 12 noon

Sunday Nov 17th - Outdoor classroom - Weekly  
Free Women of Gor - Juvana Grey - 9:30 am

Sunday Nov 17th - Outdoor classroom - Weekly  
Gorean Assistant Healers Course - Darwin - 4:30 pm

- Events

Saturday Nov 9th - Arena - Occasional  
Campus Dance Contest - 1 pm

Sunday Nov 10th - Q & Q Theatre  
Quill and Quarrel - 2 pm

Friday Nov 15th - Lounge - Bi-Weekly  
OOC Film - The King's speech - 2 pm

Saturday Nov 16th - Chapel - Occasional  
Live Concert - Dainial - 2 pm

Saturday Nov 16th - Arena - Occasional  
GLA Graduation Dance - 4 PM

Saturday Dec 14th - Classroom - Monthly

Live Comedy & Poetry Show - Panner- 6 pm

- Dance contests

Saturday November 9th - Arena - 1 pm

Saturday January 11th - Arena - 1 pm

# GOREAN LEGAL ACADEMY (GLA)

<http://slurl.com/secondlife/Olni/127/8/507>

## LEGAL COURSES

Magistrate & Advocate Courses

Lady Janette Inglewood

- GLA offers two main legal courses.
- There is no charge and courses are open to both free and slaves.

## GOREAN ADVOCATE COURSE

- eight, one hour classes.
- It is based around RP trials. We focus on the law, courtroom procedure and tactics as we role-play a series of case studies.
- Two further cases are covered as written work.

- graduation certificates for both your profile and for display
- graduates receive a Law School Advocates Ring

~ next course will begin in Mid September for 8 weeks  
classes each Tuesday at:  
1pm OR 5pm SLT

- To enroll in the Magistrate and/or Advocate course, please contact me, Janette Inglewood or my girl Krista (krista1k)
- info regarding GLA self study basic scribe course

## SCRIBE DIPLOMA COURSE

self-study (version 3, 2013)

Lady Janette Inglewood

- The Scribe Diploma Course is a self study course requiring written answers and essays. Each assignment is submitted to the tutor for marking. This course can be done at the learner's own pace.

- Topics covered include: Caste, sub-Castes, Caste codes, first and second knowledge, language and the role of the Scribe. The course has been run for a long time now, with many excellent Scribes having completed it and it is also applicable for Scribe slaves.
- There is no charge for this course and graduation certificates for both your profile and for display, as well as special commemorative jewelery, are awarded upon successful completion.
- To commence this course, please contact me, Janette Inglewood or my girl Krista (krista1k).

## # SCHWERTAKADEMIE ZU ENKARA

Die Stadt EnKara sucht intessierte Spieler/ Spielerinnen mit/ohne Gorerfahrung.

Unsere Gruppe ist klein, aber wir organisieren Feste und nehmen an IC Events und Turniere von anderen teil.

Wir glauben an die Pristerkönige, sind aber weder Norden noch Süden und nutzen als RP Unterstützung das G&S.

Es gibt kleine kostenfreie Zimmer als Wohnraum, Ausbildungsmöglichkeiten für Sklaven und SKlavinnen in der gut organisierten Sklavenschule. Freie können sich in der Kriegerakademie an den Waffen und auch in anderen Wissensbereichen ausbilden lassen, die heute nach der Sommerpause wiedereröffnet wird.

Uns ist es wichtig, daß neue Spieler ins Team passen, wo jeder Spieler sich zu Hause fühlt. Es sollte Dir, genau wie uns, Freude machen, Dein Wissen zu teilen und anderen auf Ihrem Weg zu helfen. Hier lernt jeder von jedem.

Du findest uns auch im Internet unter: [www.gegenerde-verbund.de](http://www.gegenerde-verbund.de) oder klick in unseren Blog: <http://www.dawnbringer.de/blog/>

Wenn Du, genau wie wir, daß Rollenspiel nicht nur als bierernste Sache siehst. zum Lachen nicht in den Keller gehst und Du Lernwille, Zeit und Einsatzbereitschaft hast..solltest Du uns OOC und IC kennen lernen.

HaniBaal Mohr  
Statthalter von En´Kara, der Stadt der 11 Türme

Die Akademie für Freie oeffnet nach Umbau wieder ihre Pforten.  
Kurs- und Seminarplan, sowie Einschreibung ab dem 06.Okt.2013 in EnKara.  
Die Veranstaltungen finden soweit moeglich IC statt und legen neben dem Kampf auch viel Wert auf Bildung.

Ansprechpartner bei Fragen rund um die Akademie: HaniBaal Mohr.

<http://slurl.com/secondlife/fellglanz/246/55/24>

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## ## ROLEPLAY

### 19 GENRAL ROLEPLAY ADVICE

by Keira Wilder (2007)

#### SIM RULES

First things first. Before participating in any Role Play on a SIM, read the rules. They might vary considerably from SIM to SIM. The notecards you get at the landing point (TP-in) are not there to annoy people, but to create a common basis for RP.

#### STORY

No character that participates in a Role Play appears from out of nowhere. So spend a little time on your "background story".

There is no need to write down an essay or a novel Grin but scribble some outlines at least, that help you to find your own role.

The story of the poor orphan, who's parents were killed during a raid and which ever since wanders the world .... this is probably the most used story in RP history... but hey its a story at least.

If you really can't come up with any story... ask one of the experienced role players... they will be able to help you define a short background for yourself... and they will be glad to help you, as they can see you do care for RP.

#### ACCEPT YOUR ROLE

If I picked a role, I should be ready to live it... accept it.

If I am an office clerk it is not easy to explain why I am skilled with weapons... why I am an unbeatable killing machine. Live up to your role, and be true to your role.

Women are weaker than men. period.

Naked characters are more vulnerable to attacks than someone in armor (and they look much cuter).

Assassins are better fighters than merchants.

if I am sitting all day long in a tavern, feasting and getting drunk, then this will have an effect on fitness. If I live ascetic and do weapons training night and day... well I think you get my point.

#### HOW DO YOU KNOW MY NAME, STRANGER?

Yes, in SL and in most other online games you see a nice and shiny name over everyone's head.

But if I meet someone for the first time in a role play I can NOT know their name.

Ask for it... or address them differently (Sir, Lady, ... anything... just not their name).

## TRY... DONT' DO

In regular RP as well as in an RP fight the slogan "try to do something... don't do it" is of utmost importance.

if your action will affect someone else directly, then I will describe my action, but I will not describe the "outcome" of the action. This I will leave my "opponent" to express.

The "grey zone" is a bit broader in normal RP than in an RP fight.

If I slap a kajira on her cheek, who is kneeling in front of me... well I can expect that "slap" to hit its target.

If I throw something in her direction, I will only describe the throwing action.. not the "hit".

Leave you opponent the possibility to evade or to get hit by the object.

BUT... dear opponents \*winks\* you are neither god nor Tarl Cabot or Bruce Lee... so please do not evade everything aimed at you. It will soon get boring.

## FORCE ROLEPLAY

This leads us to a similar topic.. Force Role Play.

To force another character (Avatar) to do something or rather "something to be done to him" is probably the worst you can do in RP.

Everything that sustainably influences another character should be "cleared" beforehand in IMs (e.g killing or mutilating a character).

I read quite often that one of the panthers their male prisoners "manhood" off... sorry guys and girls... thats not OK. RP is something you play with each other, not against each other. If you do not understand this, you will be alone rather fast, everyone refuses to RP with you (waves at the Shadow Outlaws and Siba).

Every "reasonable captive" will accept injuries... as they will heal after some time. A mutilation however, that will have an effect on all future RP will have to be thought through in advance.

I wonder how the panther girl would feel if the next captor cuts off her feet?

## GOD MODE

If you RP your character, it will surely have its strength. And surely it will have its weaknesses. Those can have different origins such as physical, psychological or personality.

A few simple examples: blindness.. a weak side in combat.. alcoholism and its "negative" side effects, having a soft spot for dark skinned kajirae Shocked ... being short tempered)

But also the use of electronic aids is "god mode".

Radar, mini-map, camera zoom... the most used and abused things.

## EMOTES

Using emotes makes RP tangible.

A world such as Second Life tempts us to do everything just with "aminations" and prepared scripts.

I do find myself running into that "trap" now and then.

If I whip someone, then I can do that with a scripted whip, sure.

But additionally I can emote my actions.

\* Keira Wilder swings the whip and lets it hit the back of Nadja's thighs.

(then followed by the animated action done by the scripted whip)

This makes vivid RP.

You can "decorate" your movements with emotes:

\* Keira Wilder balances the cup on the tray and walks slowly across the room. not seeing the shoe lying in front of her she trips and lands right in front of XYZ's feet.

Important for emotes - use 3rd person when you emote.

The "/me" will always be replaced by your name, so it will be consistent to keep writing in 3rd person

QUOTE

Keira Wilder raises the sword and...

Nothing worse than your RP partner changing into 1st person...

QUOTE

Keira Wilder I raise my sword and...

Also try to "identify" your RP target by name or a unique description.

QUOTE

Keira Wilder gets up and gives you a juicy kiss on your lips.

Nice if you do that in the middle of 20 people Grin

QUOTE

Keira Wilder spansks Nadja's butt with the flat of her hand.

No confusion here.

And here as well... DO NOT emote for your RP partner.

QUOTE

Keira Wilder raises her and sees that the warrior looks with fearful eyes at her.

\*laughs\* Please, please NO. Let your opponent react. He knows how he feels.... better than you.

THINKING

Thinking is a good thing \*grins\* but keep in mind that your opponent is no mind reader.

QUOTE

Keira Wilder thinks that she would like to slap XYZ's face.

You can write that, sure... but better would be:

QUOTE

Keira Wilder cringes, her lips pressed tightly together, clenching her fists, she looks angrily at XYZ.

Your opponent can not react to your thoughts... but your grimace he can react to.

In RL you also don't say what you think... but your faces can be read like books.

### PERFECT IS BORING

Put mistakes into your Role Play. Nobody walks through life without mishaps and mistakes. Drop your sword, break the cup, trip, crash into something... its the little things that make your RP partners smile.

### SKIRT RULE

If you type... think about the skirt rule.

Long enough to cover the essentials, short enough to be interesting.

Don't slay your fellow players with epic novels, but give them some details.

### LET THEM REPLY

Role Play is no fast typing competition and no race.

Wait for each other and find a common pace... then you reach the "finish line" together.

### OOO

Avoid OOC (Out Of Character) talk.

If it is necessary to use OOC information, write it in double brackets ((....))... so everyone can distinguish it from in character text.

If it is not essential for everyone around you, use IMs.

taken from <http://www.gor-sl.com/index.php/topic,42.0.html>

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## ## KNOWLEDGE

### 20 THERE'S NEVER ANY SLAVES ON TO SERVE ME IN THE INN!

by Jarvis Quan, former administrator of Vonda (2009)

I would just like to remind everyone that the idea of city owned slaves who serve any free in the paga taverns and inns at the whim of the free, and at city expense is purely an onlinism. No free person is entitled to be served by city slaves any old time they feel like demanding it.

Only two cities had state slaves in the books, these were Treve and Ar. Certainly Vonda never did. State slaves DID NOT serve any free who ordered them any time they felt like it. In fact, they were prevented from doing so because they had specific responsibilities to perform for the city that were assigned to them and serving the free in taverns and inns would have prevented them from fulfilling their duties to the city.

Responsibility for serving free in the taverns and inn rests with the innkeeper of the inn or tavern. It is the duty and obligation of the innkeeper/tavern master to provide slaves to serve free in their establishments. It is not the duty of the city to provide slaves for service in inns

and taverns. If the tavern or inn does not provide slaves, then free should have their own slaves serve them. If their own slaves are not available to serve, they can hire the slaves of private slavers. In the event that no slaves are present, free women are expected to do the serving to any men present (excluding sexual servicing). If no free women are present, then free men should serve themselves.

Free do have the right to order private slaves to serve them, because they are slaves and slaves should serve. Masters should, in the interests of civic duty and service to their Home Stone, make their private slaves available to everyone, if their slaves are not busy. For example three of my girls are unrestricted and available to provide sexual services to any man who needs them. However, such service is strictly a courtesy of the Master of the private slave and certainly not a right of any free in the city to demand or expect. Further, no free should ever prevent a private slave from serving her Master's needs first.

Finally Vonda has a contract with the Gilded Rose that the girls will, when present in the city, serve any free who asks for service in any inn or tavern. This is a courtesy provided by the Gilded Rose, Lady Vesper is not paid by the city for this courtesy, and it is not a duty or obligation, nor does any citizen have a right to demand service from Gilded Rose slaves.

So let's lay to rest, finally, this notion that there should be city slaves who are made available to serve the free at city expense in any establishment at any time. It's time for this onlinism to die a long overdue death.

Quotes:

"Does the whip master know where you are?" asked the guardsman of Lavinia.

"No, Master," she said.

"You are pretty," he said.

"Thank you, Master," she said.

"These state sluts are all the same," said the guardsman.

"Oh?" I said.

"I liked it better when they were belled," he said.

"That was nice," I said.

"It made it easier to keep track of them, in alleys, in doorways, and such."

"Doubtless," I granted.

He looked at Lavinia, who lowered her head. "I suspect it is lonely for them, in their chains, at night," he said.

"I suspect so," I said.

"She has duties," he said. "Do not stay here long."

"We shall be gone in a moment," I said. He then turned about and went south on Varick.

Magicians of Gor, pg 687

"The lot of a state slave can be one of great deprivation. Indeed, I fear it often is. Certainly it is commonly regarded as an extremely unenviable slavery by most slaves. To be sure, they are occasionally made available to male slaves, guards and such. Some state slaves, of course, usually girls of unusual beauty, are used at state banquets, to serve and entertain. But even there the state not unoften utilizes trained feast slaves, rented from various establishments or, upon certain occasions, even the girls from a Ubar's own pleasure gardens." Magicians pg 650

"You have no right to do this!" cried the pit master. "I have every right," said the officer. "You do not own her.

She is the property of the state of Treve. We are not in the depths now. And my rank, I remind you, considerably exceeds yours. Who do you obey, Fina?"

"You, Master!" she cried, defiantly.

"Very well," said the pit master, regarding the officer. "For the moment, you win." Witness pg 1008

"Hold!" said the pit master. "Know that these women are the property of the state of Treve! You are within the walls of Treve. You are sheltered by her Home Stone. You cannot deal with the property of Treve with impunity." Witness pg 850

'There are paga slaves,' I said, 'who must please their master's customers in his tavern. There are the girls who staff the public kitchens and laundries. There are rent slaves, who may be rented to anyone for any purpose, short of their injury or mutilation, unless compensation be rendered to the master. There are state slaves who maintain public compartments, and work in offices and warehouses. There are girls in peasant villages, and girls on great farms, who cook and carry water to the slave gangs. There are beauties who are purchased for a man's pleasure gardens. There are other girls who work in the mills, chained to their looms.'

She looked at me, frightened.

'Any of these slaveries, or any of many others,' I said, 'could be yours. It depends entirely, pretty Audrey, on who buys you, and what he wants.'

Beasts pg 411

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## ## ONLINISM OF THE WEEK

### 21 AN HAND IS NOT ALWAYS A WEEK

[08:24] Eve Cartier: Alright.. I have to ask... what is this about "hand" being an onlinism? (though I feel I'm opening a can of worms here)

[08:25] Yuroki Uriza: an hand is ONLY the last week of a gorean month NOT a synonym for week

[08:26] Eve Cartier quote digs for a moment

[08:27] Yuroki Uriza: so day 7 of november is NOT the second hand of the eight month, the november has only ONE hand. Nov 11 - Nov 15 Eighth Passage Hand - that is the only "hand" of november

[08:28] Eve Cartier: No, I get the idea, I'm just curious if it \*says\* that a hand is only the last week or if the books speak of a last week as a hand so someone is taking that as inference

[08:29] Alena Winkler [Renesmee Greymoon]: The Gorean week consists of five days. Each month consists of five such weeks. Following each month, of which there are twelve, separating them, is a five-day Passage Hand. The twelfth Passage Hand is followed by the Waiting Hand, a five-day period prior to the vernal equinox, which marks the Gorean New Year. (Tribesmen of Gor, Book 10, Page 26)

[08:29] Alena Winkler [Renesmee Greymoon]: John Norman says it is a gorean week

[08:30] Eve Cartier: but to play devils advocate a moment: it is called a passing hand and the waiting hand

[08:30] Elpida Nikolaidis [elpida Nikolaidis]: there is no reference to a 'hand'. A gorean week of 5 days was not called a 'hand'

[08:30] Eve Cartier: that it doesn't say they are NOT called a hand

[08:30] Elpida Nikolaidis [elpida Nikolaidis]: thats right

[08:30] Eve Cartier: it just says the special weeks have special names

[08:31] Eve Cartier: I doubt Goreans walk around calling them "Gorean weeks"

[08:31] Elpida Nikolaidis [elpida Nikolaidis]: the days were numbered

[08:31] Wild [WildOne Battitude]: for simplicity: "hands" = "weeks" is an onlinism.... weeks are weeks....the week in between the months is the passage hand - if someone has traveled for two hands - they've been traveling for more than two months

[08:31] Wild [WildOne Battitude]: Laughs....we can confuse folks writing about hands - haha

[08:32] Wendie [wendie Lemon]: on one hand there are the believers and on the other the non believers

[08:33] Elpida Nikolaidis [elpida Nikolaidis]: there is nothing to believe or not believe.

[08:33] Wendie [wendie Lemon]: this could get out of hand

[08:33] Eve Cartier: out of week

[08:33] Wild [WildOne Battitude]: not if you shake hands

[08:33] Eve Cartier: sorry.. out of GOREAN week

[08:34] Alena Winkler [Renesmee Greymoon]: throws her "hands" in the air and stamps her feet !

[08:34] Elpida Nikolaidis [elpida Nikolaidis] hands it over to the others

[08:35] Colton -Alexzander- Dark [Khampoh Resident]: so a hand is the last week, a foot is something a slave can kiss and the rest of the body is what most free women crave from free men, and they thought JN was a fool lol

[08:35] Elpida Nikolaidis [elpida Nikolaidis] slaps him with her hand

[08:36] Wild [WildOne Battitude]: EXACTLY, Master....now you can teach

[08:36] Wild [WildOne Battitude]: Well, except for me....I don't kiss feet...especially muddy ones.

Taken from the group chat "Cartographers and Explorers of Gor"

#### # THINGS TO NEVER SAY TO YOUR GOREAN MASTER IN SL

1. Sing "I'm henry the 8th i am...henry the 8th i am, i am...." when He dresses in full regalia.
2. Inquire "are You cold Master?" when he is naked but not yet attached His "manhood".
3. Say "choose the poseball with the "F" on it, it stands for "first"" after installing new anal sex animations.
4. Flippantly say "get your own damned paga, i'm talking to my sister!" when instructed to serve.
5. Respond "Ooo..oo.oo....a little to the left" when being flogged.
6. Emote "rises up her hips to meet each forceful thrust, her mind screaming "get off me you freak mother f#@ker"".

7. Say "my Master... have You ever been a kajiru?".

8. After several weeks of no 'use' send a note to the City Physician requesting "Master's viagra" via a group IM.

9. Respond " Yes my Master.... it's not all that good anyway" when told to kennel so he can fur your sister.

10. After a great night of explicit sex say "((sorry but i have to go..... big day tomorrow..... it's my 13th birthday!!!!!!))"

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## ## KNOWN GOREAN NEWSPAPERS (OVERVIEW / ONLY INWORLD )

### THE NEW VOICE OF GOR - WEEKOY GOP WIDE NEWSPAPER

Founded the first day of the month of En'Kara (the first Turning) 10162 Contasta Ar in Landa  
Editor and Publisher: Rarius Yuroki (Yuroki Uriza), merchant of Tarnwald  
Accountant: Wendie, scribe of HoY (Wendie Lemon)  
Correspondent in Olni: Teal Razor, Slave of Siri Emerald Jr.

### OLNI GAZETTE

Editor: Janette Inglewood

### THE GENESIAN GAZETTE

Editor: Sophia Farella

### THE VIGO TIMES

Editor: Alphil Darkfire

### THARNA NEW TIMES SCROLL

KaTrina Velde, Editor

### THE TURIAN GAZETTE

Editor: unknown

### ARCADIAN MESSENGER

Editor: Nephtides Resident

### THE RORUS CHRONICLE™

Editors-in-Chief: Tala Winterwolf

### THE GAMES OF GOR NEWSLETTER

produced by the Kaissa Guild of Gor

Editor: shani (littleredhead Resident), slave of Master Jonathan Crane, Sword of Ko-Ro-Ba

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## ## ABOUT THE NEW VOICE OF GOR

## # (OOC) FREQUENTLY ASKED QUESTION

Is the NEW VOICE OF GOR OOC or IC?

This newspaper is available IN CHARACTER at message boards in several cities. But it has OOC parts and IC parts which can be identified although many people mix both. We try to keep the two separate. But if you start a storyline based on an IC article of the NEW VOICE OF GOR it would be useful for a moderator to have a log where you have read the message ICly.

The NEW VOICE OF GOR can be true or false, propaganda or journalism like on earth. There is no freedom of the press on Gor. Why let the truth get in the way of a good story?!

"Goreans were not always fooled by posts on boards.  
Those who control the public boards, it is said, control the city.  
But I was not sure of this.  
Goreans are not stupid.  
It is difficult to fool them more than once. They tend to remember."  
(Magicians of Gor)

Why is "publicare et propagare" the motto of the NEW VOICE OF GOR?

You all know that Goreans use message boards to spread news, announcements and gossip. Such are found at various points in Ar, such as the vicinity of squares and plazas, near markets, and on major streets and avenues.

Books are rare on Gor and expensive. Paper is the essential trade good of the Rencers and they sell their wares on both the eastern and western edges of the Delta of the Vosk river. The NEW VOICE OF GOR is a collection of renece paper scrolls but the editor paid some message boards too to spread the newspaper. Gorean Public Boards sometimes made people angry. Those who control the public boards, it is said, control the city.

We took our motto from the Acta Diurna [latin: Daily Acts sometimes translated as Daily Public Records] on earth. The Acta Diurna were daily official notices in ancient Rome, a sort of daily gazette. They were carved on stone or metal and presented in message boards in public places like the Forum of Rome.

Acta Diurna introduced the expression "publicare et propagare", which means "make public and propagate". This expression was set in the end of the texts and proclaimed a release to both Roman citizens and non-citizens.

# THE NEW VOICE OF GOR is available:

for members of the group Cartographers and Explorers of Gor  
for members of the group Raid Messenger of Gor  
for members of the group BTB Goreans  
for members of the group Alliance of Valkyrie Panthers

for members of the group Gorean Information and Notices  
for members of the group Goreanische Freie Presse

Available in character:

Amhas Cairn (entry point): <http://slurl.com/secondlife/Amhas%20Cairn/134/138/1001>

City Port of Olni (gate house) <http://slurl.com/secondlife/Olni/127/8/507>

Voltai Viktel (library) <http://slurl.com/secondlife/Voltai%20Viktel/114/138/1003>

Tharna (skybox) <http://slurl.com/secondlife/Tharna/40/108/4044>

New Tancred's Landing (HoY warehouse) <http://slurl.com/secondlife/Tancreds%20Landing/126/185/23>

Physician School - The City of Koo Vidrew (docks) <http://slurl.com/secondlife/Hunters%20XIII/14/152/22>

Tampica Woods (library) <http://slurl.com/secondlife/Rheannon/196/22/33>

Available OOC:

Gorean campus (Library) <http://maps.secondlife.com/secondlife/Serena%20Aquarius/68/37/25>

Gor Hub: <http://maps.secondlife.com/secondlife/0%200%20Acajou/54/85/43>

The RPC - GRC Sim Info Centre <http://slurl.com/secondlife/Hastings/95/161/1011>

If you want to have a dispenser of the NEW VOICE OF GOR (6 prims, not transfer) on your sim, please contact Yuroki Uriza

The NEW VOICE OF GOR <http://www.gorean-forums.com/>