

HE NEW VOICE OF GOR - WEEKLY GOR WIDE NEWSPAPER

PUBLICARE ET PROPAGARE!

[Short online version]

Third volume, issue No. 148

Third day of the fourth Hand of the twelfth month 10164 Contasta Ar

Based in Tancred's Landing

Editor and Publisher: Rarius Yuroki (Yuroki Uriza), merchant

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Onlineism of the week

About the NEW VOICE OF GOR

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.

02 EDITORIAL

A warm welcome to the pages of the 148th issue of the NEW VOICE OF GOR !

Referring to the article "How much time do you have on your hand?" in this issue (written by Rose the Typist~ as 'Mira of Bazi, The Kronichle) the NEW VOICE OF GOR will call the gorean week "hand" again. We regret the error: "hand" for every Gorean week is NOT an Onlineism.

Rarius Yuroki
Editor

OVERKNEELIFICATION

I was reading a conversation between a few people on By the book Gor It was both enlightening and intriguing. The conversation was about slave girls kneeling all the time in the south as opposed to the north where bonds do not. Is the south just following an onlineism that needs to be changed? It would be interesting to hear the readers views!

Lady Wendie
NEW VOICE OF GOR staff

ALL OVER GOR

03 FREE WOMEN AND RAIDS

by Verona Lorgsval

The other day someone asked on Cartographers of Gor if people liked raids. Every free woman that answered said NO. It was unanimous free women hated raids. Why? Because they were told, by their cities administration, that if they didn't hide they wouldn't be rescued. Slaves are able to assist with tying and healing so they were included in the fun, but free women were forced to sit in dank dark holes exchanging ramberry tart recipes.

Those bolt holes, invisible with un-pickable locks are not Gorean. In the books the women of the cities didn't have these panic rooms, so why should we have them on Gor.

Perhaps it is because of lag. Those big dresses cause a lot of lag. Get them off of the sims so that the warriors aren't affected by them. Perhaps it is because warriors think that free women are useless. Those women can bandage up people, bind people just as well as a slave girl can. There is truly no reason why free women can't be involved in raids. They can even draw their daggers and defend the homestone if the raiders get that close.

The simple fact is most of the people in any given city are free women. Yet rules and warriors seem to limit their impact in the city to tea at a bakery. I am not saying that free women are capture junkies, but in the books they had no place to hide and avoided warriors, left the city if it was over run, traveled to an allied city if their city was over run, they didn't hide in a location that was impossible to get to.

It would be different if raiders actually went looking for the free women. But in my experience as a free woman the raiders never look for free women. They are happy taking men as hostage.

It also makes no sense ooc to lock women up and deny them the fun of a raid. The vast majority of people in SL Gor are free women. Free women mean traffic, which means higher numbers in traffic. That means more roleplay that means more market slots bought up or houses rented. So OOC it makes sense to allow free women more raid interaction.

I am not talking about allowing women to be Gorean Evolved. I am talking about free women using the skills and the rp they have to perform tasks that slave girls are allowed. Raids can and should be fun for everyone, not just men and slaves. By disallowing free women, you are disallowing the vast majority of your sims population rp interaction. Any woman that doesn't want to be a part of the raid will teleport out of the sim anyway as soon as the raid alarm goes off. Why should she stay there and be bored for a half hour.

So change your rules, allow free women to participate in the raid. If she is not hiding and she is captured, rescue her the same way you would rescue a man. Shut down those non Gorean panic rooms that are boring prisons for free women and allow her out there to bind men, heal warriors, and fight with daggers. Rescue her, you might find raids more enjoyable, and your own traffic going up.

04 [OOC] GM 4.42 RELEASE NOTES

[FIX] all meters same, RLV -> Beast -> Normal (Thus repairing some missing damages in some of those)

[FIX] no self aid, ever!
[NEW] dialog, Accept or Decline to be killed.
[FIX] additional parameter for 'bandage use'
[DEL] Remove of Stamina, as it not used....
[NEW] Announcement of what is on in a region to one line and more clean/clear
[NEW] (-458238, Splash Type), msg be... `Zero splash`, `Half splash` or `Full splash` (for weapon creators)
[FIX] allow only one meter to be worn.
[FIX] New bubble texture using other alpha blend to make it visible even in alpha grass.
[FIX] Other way to figure out if we have to update or not, making it faster and less memory usage
[NEW] Announce going OOC / AFK to Mod channel

So to the GM RP Servers will under go some fixes, so stay tuned in!

In regards of the Binds issue, This is a Linden Labs issue, they know about it and are implementing a fix for this. How ever this fix needs both a server side and a client side fix to be repaired, the server side is in; so now waiting is all all clients to implement the fix. So the end date for this to be fixed, is for now unknown, how ever Fire Storm, stated to have the fix in next release as well.

Hugs,
Jara and alika

05 ACTIVE PANTHER AND TALUNA BANDS

Changes Since last release:

Added
Talender Moon

Removed:
Benywaidd Llwyth
black ost
Xuxan Se Tan of Tarnburg

Added:
Sa'Viktel

GOREAN CITIES

06 PORT OF Oлни [SCHEDULE]

FESTIVAL OF STEEL

Tal Warriors of Gor!

The city of Oлни is proud to announce:

THE FESTIVAL OF STEEL!

March 3, 2014

4:00 PM SLT

This is an IC event, that will consist of a two part sword tournament and a feast to top it off. So sharpen your steel, dress your slaves in their finest attire and pull out the finery in your home that hasn't seen use since the honeymoon phase of your companionship wore off.

To the victors! Gold, honor and trophies!

To the fallen! Being fed to the hungry pawing hands of sweat sheened slaves, their need to serve afire from the conflict of men they have witnessed.

Top three will be awarded prizes to be determined

after the best of three component of the tournament, first and second place will select lieutenants from the bodies they climbed over to reach the top, and a 3v3 melee will commence. this portion has it's own purse, which will be divided amongst the winning team.

Once all of the blood, sweat, tears and cries of triumph have subsided Join Olni in celebrating the courage and heart of those that competed in a feast that will allow one to toast their victory, or eat away their feelings of defeat.

Again. IC event. but open to all. there will be Peace in Olni for this time. Break the peace, and then we might have some issues, but for the most part I think we'll all be fine. Arena mode WILL be used, as the contest is not to the death. Proudly brought to you by those that keep Olni running.

As this is an IC event there will be a limited window for late arrivals, as we'll not be waiting for a long period of time to start the tournaments. late comes may still be selected for the 3v3 group melee.

GOLDEN QUILL COMPETITION

Olni announces the Second of a continuing challenge to all poets and story tellers monthly.

1. The piece must be an original work of the performer. Contribution due not later than Friday, 3/14/14.

2. All contestants are asked to keep their entry to a reasonable length (under 8 minutes).

3. A vote board will be used to determine the winner by public acclaim. It is CRITICAL that you arrive EARLY to get your name on the Vote Board (Or send a representative to proxy for you).

4 Prizes as follows:-

3rd place, a days free lodging in Port Olni

port
2nd place, a cask of turien wine
1st place, a golden quill, and bragging rights

5. This is to be a contest held in good will. Outbursts will receive one warning, then expulsion from the contest, period.
6. Slaves may compete with their owners permission...any prize won by a slave becomes property of the owner.
7. Please try to register in advance with the master of events, Lucy Bronet, High Scribe, City of Port Olni. Any questions or suggests please direct to her.....registration may be closed at the moe's discretion.
8. Time and date... Saturday, December 14 at 10:00 a.m. slt. Please arrive early to enjoy the town's hospitality.
9. Most important...HAVE FUN!

Capture the Flag every thursday at 5:00 pm

First Saturday of Every Month @ 4 p.m. slt
Olni
Sword Tournament
Contact: Lucy Bronet

07 ROSE ISLES

THE COUNTRY MARKETS

by Varrich Steamweaver

A few years back, when I lived on Rose Isles, I ran, or was at least nominal leader, of the Gorean Country Market. A group of us would pull into a city set up our vendor stalls and roleplay low caste tradesmen and farmers. People would flock to our little gathering the wagons, the stalls, the goods that were given out would bring people to the market for hours.

These country markets are indeed book. Peasant women would come to the cities and sell the produce produced by the farms while their companions worked the farms the heavier labor being too much for a woman to bear.

If you are interested in this low key, and spontaneous experience, where we decide spontaneously which city we want to visit, then send a message to Varrich Steamweaver. I run this market.

In the past week The Corpulent Tarsk Farms, has traveled to Treve, Tubuks Ford, Verr Fjord,

and Rorus. I have sold all of my tarsk meat, and made arrangements for fields of Katch and Eggplant. I am looking for partners that are willing to travel to cities with me and set up their own stalls. Glass workers, weavers, potters, catering wagons, tailors, all are welcome to come with me when I travel.

Join the country market and let's see what Gor has to offer. After all, everyone needs to eat and have clothing on their backs.

08 CITY OF JASMINE

The city of Jasmine at the Vosk river got a new Initiate, his name is Sorarian (Hotametaneo Resident).

09 TURIA

[OOO] TRYING TO SET UP A RESOURCE LIST

Tal.

I am thinking about creating a list of welcoming sims which have gone to the effort of building a Temple but do not as yet have an Initiate in residence. If anyone knows of such sims, please send me a landmark and a little information about the place. Thank you very much.

Terek [SL name: Kitten Serpente]
High Initiate of the City of Turia

10 CITY OF TOR

[OOO] A DAY AT THE RACES

A day at the races is a day set aside on sunday march 9th as a race day in aid of cancer research it will be held at Tor and the first race will start at 10am SLT. This event as i have already said is to raise money for cancer research.

We did this last year and everyone had a lot of fun with it. we need riders who pay 50L each there is a prize of 1000L for the outright winner of the 7th and final race made up of the winners of the previous 6 races.

This event will be followed by a ooc dance to celebrate the day.

11 ISLE OF TARNS [SCHEDULE)

From Celina, Chaos' slut

ISLE OF TARNS LUSCIOUS SLAVE DANCING

Isle slaves get together in group dancing for the pleasure of the Free

Every Friday Eve

4-5PM SLT

Dance pit behind the Chatterbox cafe

TECHNOLOGY AND GOR

Thursday, February 27, 2014 at 5PM SLT

From Fire Tubes to Translation Devices, The Technology the Priest Kings Allow

Instructor: Azerbaijan Grey

IoT Dance Pavilion

ISLE OF TARNS FIRST SWORD TOURNAMENT

Open to all Free Men of the Isle of Tarns

Friday, February 28, 2014 at 4PM SLT

Title of First Sword will be awarded

ISLE OF TARNS ZAR TOURNAMENT

Matches daily through Finals on Sunday, March 23 with traditional Gorean RP

Sponsored by Zar Guild, Master Azerbaijan and Master Astary

Take Teleporter at Docks to IoT Zar Tent

12 SKJERN [SCHEDULE)

Hear Ye Hear Ye!! "COMING SOON TO SKJERN"

"Gorean Book Readings in the Village Hall!"

Every Saturday @6pm slt

Come one, Come all ye citizens of Skjern & Gor for the readings from Mauraders of Gor Saga 9, starring the former earthman Tarl Cabot. He has been struggling to free himself from the cruel control of the Priest-Kings of Gor to no avail.

Jarls bring your FW to the Longhall where the bonds will be serving mead and paga to lift your spirits and hot tarsk stew to warm your bones!

<http://slurl.com/secondlife/Simply%20Shila/87/81/601>

13 RORUS [SCHEDULE)

Every Saturday @ 6 p.m. slt

Rorus

Capture the Flag

Contact: Joseph Surface

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

RARE DIALECTS OF GOR

14 KAISSA TURNIER JORTS FAEHRE

ausgerichtet von der Kaissa Guild of gor erstmalig auf einer deutschsprachigen Sim.

Das Turnier ist in zwei Leistungsklassen unterteilt, Students und Master, so dass auch Anfänger sicherlich viel Spass daran haben werden.

Gespielt wird über mehrere Wochen, die Termine legen sich die jeweiligen Gegner selbst.

Anmeldungen noch bis Sonntag möglich, bitte zu Händen von Astary Pendragon, oder zu mir (Indira Furse). Noch Fragen? Auch dafür schreibt mich gern an.

15 SKLAVENKARAWANE VON GOR

Liebe Rollenspielerin , lieber Rollenspieler,

wenn du diese NC erhältst, bist du herzlich eingeladen an dem Spiel "Sklavenkarawane von Gor" teilzunehmen. Du kannst dazu auch sehr gerne weitere Spieler einladen. Das Spiel ist in einigen Stufen aufgeteilt, die nötigen Informationen werden immer rechtzeitig verteilt. Ausgehen von den Infos, kann jeder im Spiel nach seiner Kreativität und Fantasie spielen. Du kannst dabei an deinem Ort bleiben und deine Pflichten erfüllen, du kannst Reisen....eigentlich bleibt alles wie es zur Zeit ist, nur

die Gier nach Gold wird viele verleiten etwas zu tun, aber das bleibt jedem selbst überlassen.

1. Aufgabe

Lese den Aufruf und überlege ob es für dich etwas bedeutet schnell reich zu werden?

Wenn nicht, könnten andere deinen jetzigen Reichtum, dein Leben verändern? Leute die die Gier treibt?

Es werden Leute Sklaven zusammen treiben und versuchen ins Sadar Gebirge zu stoßen, um dort die Händler anzutreffen, die wahrscheinlich in zwei, drei Händen dort mit Berge voller Gold warten.

Leider wird es Probleme geben, es ist nicht ganz so einfach.

16 WANDERMARKT

Für zwei wundervolle Märkte mit viel RP und guter Unterhaltung, leider konnte ich an beiden Märkten nicht wirklich teil nehmen wegen RL

Der Markt bleibt noch einmal im Süden und wandert weiter Richtung

* Oase der zwei Scimitare *der Termin ist am 9.3.2014
Weiter Infos über genauen Ablauf kommt vom Betreiber selbst.
be well und sicher Wege. Hadrian Troncon

17 [OOO] NEUE VERSION DES GM METERS

NEU:: Einführung eines Dialogs beim Kill zum Annehmen und Ablehnen.

NEU:: Saubere einfache Mitteilung der Servereinstellungen beim Simbetreten:
[21:19:30] GM 4.42 ~ This region (ardeur) has enabled: [Aiding] [Stronger melee] [Half splash] [Shields] ~

NEU: Mitteilung des Meters über den Splash-Typ im Channel: -458238 so das demnächste waffen den Reporttyp automatisch einstellen können.

NEU: Im ModChannel(rechts beim Hud) wird nun gemeldet wenn jemand der sich auf der Sim befindet AFK oder OOC am Meter einstellt und wenn er es wieder auf normal stellt.
[21:25:26] Channel Mod (-INFO-): HaniBaal Mohr is now marked away from keyboard.

FIX:: kein sich selbst Heilen/Aiden mehr.

FIX: blocken des Tragens mehrere Meter

FIX: Neue Textur für die MeterBlase, bzw. änderung der Alpha um flickern und alpha probleme mit Gras und ähnlichem zu beheben

FIX:: abgleich aller metertypen, RLV -> Beast -> Normal (Soll einige fehlende schadenstypen bei einigen der Metertypen reparieren)

FIX: Updates im Programmcode des Meters in bezug auf Datenupdates, so das es schneller wird und weniger speicher verbraucht.

FIX:: zusätzlicher Parameter für "Bandagenbenutzung"

DEL:: Entfernen der kompletten Ausdauer option, da sie nicht genutzt wird...

An einigen Fixes für die GM RP Server wird noch gearbeitet.

Bezüglich des Problems mit Fesseln,
dieses Problem ist ein Linden Lab Problem, über das dieses Bescheid wissen und an einem Fix dafür arbeiten.

Wie auch immer, dieser Fix braucht eine Anpassungen auf beiden Seiten, Server und Client.
Der Fix auf den Servern ist bereits implementiert, nun muss auf die implementierung in die Clients gewartet werden.

Deswegen ist der Zeitpunkt an dem dieses Problem behoben ist noch unbekannt.

Hugs,

Jara and alika

Übersetzt bei H.Mohr

TRADE

18 TRUE SOUTHERN TRADE ALLIANCE (STA)

MAGNA CARTA

revived by Saran, The Kasbah of the Guard of the dunes

We vow to to promote Justice, ensure domestic tranquility, provide for trade with safety of passage, promote the general well-being, and secure the Blessings of the Priest Kings upon the members of this Aalliance.

This Southern Trade Alliance was forged for the lands and sands to band together, build trade, and unify the southern lands of Gor. The Alliance encourages mutual trade investments between the member's ports, cities, caravans and oasis. All transactions will be withheld to the highest regard. Any disagreements shall be brought to the attentions of the Southern Trade Alliance, to be worked out by it's members. Merchant caste law will be followed, due to the expanse land territories and mobility of the caravan's.

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. Kasra 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.

SALT PRICES AT THE MOMENT

yellow salt = 1 gold, 42 silver

red salt = 6 gold, 23 silver

1/4 stone yellow salt = 2 silver

1/4 stone red salt = 8 silver

2 stone yellow salt = 18 silver

2 stone red salt = 1 gold, 14 silver

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

Umland of Ra-Rir (GER)

Isfahan

Tabuk's Ford

The Phoenix Trading Company (privately owned company)

House of Yuroki (HoY) Companies (privately owned company)

Tharna (associated member)

10 HOUSE OY YUROKI COMPANIES

FACTS

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

REWARD - DEAD OR ALIVE

A messenger arrived at the HoY headquarters delivering this scroll, sealed and encrypted:

"On Monday night of this week a man with long dark hair, a small short beard around his jaw line and a patch of hair under his chin came to Olni and confronted, if that is a good word, the Ubar of Port Olni as he was leaving the small area after a spar match. The Ubar was talking to his Captain of the guards, Siri Emerald. We found out through his confession that he was from Port Salaria. He wants to kill Yuroki.

He confessed to using a lot of different weapons so I could not vouch for that..He is slender of body and dresses all in black...He usually has a Glaive on that looks like a Q-tip with spikes on the ends encrusting it. I have never seen this glaive and I watch weapons obsessively. It is quite unusual."

The House of Yuroki Companies will pay

TWENTY GOLD TARN

for this man DEAD OR ALIVE.

His name is unknown but the description is very accurate: '□

ADDENDUM:

[09:20:07] ΔιμΐϚΗαεϋ Ϛ SKYTOWER ΔιμΐϚΗαεϋ Ϛ SKYTOWER from the ferry he sailed, toward the destination in hand. Information may have been scarce, but it was information he still hand. Without a word he would pull the small boat along side the larger one, and proceed to clip the nets, climbing from the side fo the ship to the main deck, clear up the mast to the vulture's row. From there he climbed over to the pulley, and then to the top of the building where that opening was. He shimmied himself passed that and then into the office, clinging to the shadows calmly and then headed inside where the man was seemingly sleeping. He had a contract on this man himself, but instead of carrying it out, he would simply place a dagger on the fool's desk, and then leave the wanted poster on the desk jammed into it with a single message to him. "Challenge accepted."

□

[09:28:26] Διμήτρη Σ SKYTOWER Διμήτρη Σ SKYTOWER once that was done, he would simply head back out the same way he came in, diving off of the side of the building to the water below, and swimming back to his boat, before the beasts became akin to his presence in their dwelling. Once he was secured back in his boat, he would simply sail himself back off toward his next destination further down the vosk.

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, the banker must be citizen of that city)

OASIS OF SAND SLEEN
PORT OF OLN
KASRA/FAYHEEN
RA-RIR

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

20 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 the City of Victoria (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)

GAMES

21 GOREAN TOURNAMENT GUILD

The GTG is an independent affiliation of all Gorean Sims or groups that are working towards improving and promoting the tournament experience for all. By the Books, Gorean Evolved, or something in-between, that does not matter. We are simply Gorean, and there for all Goreans. ?

What you get by joining?

Sims & Groups:

- We promote your tournament contests.
- We offer you opportunities to join with other Sims into tournaments that continue from Sim contest to Sim contest, over a full season, ending with individual and team scoring. (example: Blades of Steel)
- We assist you in the logistics and planning of such tournaments and contests.
- As a Host member you partake in the setting of rules and deciding of tournament styles to be offered.

Sponsors:

We offer you the opportunity to show your weapons, to a large and experienced audience, in real-time usage situations.

Individuals:

- You get specific information on times, dates, locations and styles of tournaments ongoing

all over SL-Gor.

- Once you have contested and placed at an event, you are listed in the seasonal scoring and can compare yourself overall to all other contestants in that tournament. Scoring is done for individuals plus their respective team/city/group. (example: Tarl Cabot is listed 1st in Blades of Steel BtBs rules, and Ko Ro Ba Reds are listed 4th in overall city/team scores.)
- Lastly, you get a chance at winning some real L\$\$s.

How to Join?

Cities, Teams or Groups contact:

- Zane Kanze
- Khgøiøøø Rγц (Dark Kegel)
- Sahiela Lavendel
- Rei Nori

MISCELLANOUS

00 REST IN PEACE MY FRIEND

by Ehnnanola Bogbat

We, The Merchants of Gor, have lost a wonderful and dear Merchant. Merchant Aurum Bulloch, was pure laughter, pure light, and supported his fellow Goreans and Merchants around the regions.

May he Rest in Peace.

((Merchant Flags will be placed at half mast))

SAILED TO PARADISE

Wrings out his robes & waddles ashore. Pretty slaves, food & wine stretch before him. He stands arms crossed stroking his beard, Turning he sees the "Fat Ubara" sinking in flames behind him. "Welcome Aurum" A voice booms out. "I'm the keeper of paradise. Didn't expect to see you here. But the boys below said you might have a deal I couldn't resist if I let you stay..." Beady eyes pin the man, A golden gleam flashes from a wicked grin. "Indeed...let us discuss business hm?"

Aurum Bulloch

SIM ADVERTISEMENT

24 NORTHERN LIGHTS OUTLAWS (GE)

The Northern Lights Outlaws are located in Primus on a 14-sim continent. We have a great fort with an underground river and a small village that serves to disguise the activities of the outlaw gang. While our priority is great RP, we value fighting skills and seek to have a warrior core to our group. We're recruiting bows for the outlaws, a variety of roles for Aurora Village and slaves for the non-combat tavern just to the west of the fort.

Role Play Philosophy:

Our philosophy on role play is to keep it fun. We try to follow the rules and go beyond just the minimum requirements ourselves and to not nit-pick others.

We have made our fort fun to raid - minimal locked doors and no balconies with invisible prim shoot walls. There is no raid ratio and three rules in addition to the continent rules: Don't cheat, Don't be stupid, Keep it Gorean.

25 VILLAGE OF STARKHJARTA (BTB)

We are Kinsmen and Kith of Tovaldsland based on (Book 9: Marauders of Gor.) The lands of STARKHJARTA are a small Island of granite rock situated in Einar located within the eastern region of Torvaldsland. Despite the fact that the land is a pretty much barren rock, the people of STARKHJARTA have made a life in these harsh mostly barren lands. We are a fishing, mining and raiding village, and are very sea worthy. We need to travel locally for trade and further for raiding to bring supplies in constantly, so our men and women are well adapted to the sea and interacting in the nearby communities.

We are Torvaldslanders - Goreans descended from Norsemen brought here nearly 1000 years ago. (Book 9: Marauders of Gor) Through the ages, we have lived in these lands keeping the ways of our Nordic forefathers. We do not kneel to Ubars or the Priest Kings. Instead we keep to the familiar traditions of the Norse gods

26 KASSAR OF THE NORTHERN PLAINS

Recruiting Haruspex, Year Keepers, Singers, Outriders and Slaves!!!

Looking for something new and different? Tired of city walls and pretentious Ubars? Come live the nomadic life of the wagons. Wagon men are some of the fiercest on Gor, the women beautiful and brazen, hard working. Open skies, tight knit family, interesting RP. You may even see the hooded ones walk about..Scared..Intrigued? Come check us out

Ready to live wagon life to the fullest? In the spirit of the books is the Kassar of the Northern Plains..

Currently accepting all wagon tribes to live under one banner. Come live and play under the infinite sky , bosk as far as the eye can see. Tales of the Hooded ones, keep slaves and free women in check. Must be BTB or at least the spirit of the books

Kassar , Tuchuk , Kataii Torturers , Wagon People
Contact Severus Deanimator or Caspian Harcourt for more INFO

27 WELCOME TO THE BY THE BOOKS GOREAN HUB - BTB GOR HUB!

□

This Hub is dedicated solely to people who like to play Gor roleplay according to the books, strictly.

Although the books have a series of contradictions in them they also have a very clear trend as of in behaviors and customs and principles.

If you are new to Gor this might not be the place for you. You are of course welcome to stay and learn from the books available in the library/shelves here at the BTB Hub but you might want to consider attending courses and reading at least 5 of the books before attempting BTB Gor. Alternatively you can find teaching aid at the Gorean Roleplay Center, here: [□](#)

Everything in here HAS TO BE CONSIDERED IN CHARACTER!! This a NO CAPTURE ZONE so all the characters of Gor are welcome (panthers, mambas, animals, etc.)! Local chat and private messages are to be considered in character. If you have a problem with that simply do not come or stay here.

We will not tolerate any exception and those who do not comply will be banned.

Anything GE (gorean evolved) or other forms of Gor which are not strictly BTB will not be tolerated either.

Anything different from strictly BTB can be lived at the GOR HUB which is a more generic welcome center for BTB, GE and all other forms of Gor.

Here is a Landmark to the GOR HUB [□](#)

Do not message the owners or moderators with anything silly, they won't respond. Message them in case of griefer problems.

For anything else, hit the MUTE button.

Thanks you

The BTB GOR HUB TEAM -

MODERATOR/OFFICER: Elpida Nikolaidis

ADVERTISEMENT

VERONA LORGSVAL'S BOOK IS OUT ON EARTH

The Student Librarian (A Jason & Mortyiene Mystery) (1) (Volume 1)
A journey to a mystical library deep in the heart of The Red Rock Desert proves deadly. Jason Littweiler, a young wizard, is assigned a case involving the murders of several guards, with the darkly beautiful Mortyiene, as his partner. Upon arriving at The Library, he befriends a library cat who helps him find his ways through the library and investigate the deaths of the guards. Despite his allergies to cats, he learns to rely upon her knowledge of The Library and its denizens. As the investigation unfolds, he learns that the murders are part of a deeper plan. Together they uncover a truth that influences the nature of the war itself. The trio discovers that the killer has motives more sinister than they can imagine.

<http://tinyurl.com/pj5kpgu> (Link to Amazon)

GOREAN HERALD MAGAZINE

The Gorean Herald Magazine is an offworld, PDF format magazine aimed at both Role players and Life-stylists. The goal behind it is to provide helpful information and tips to all Goreans. It is approached in an out of character by the book stand point, with articles written from the perspective of the author and not that of the magazine itself. Complete with a classified section to help get word about your sim, event, or other needs (life-stylists).

The release date of the first issue is set for the first day of the first hand of the month of En'Kara (March 21). If you would like to advertise your sim, or an event that is scheduled there after, or any services offered/wanted (both IC and OOC) contact Zyke Dragoone, or send an email to thegoreanherald@gmail.com.

There is also a group here in sl all set up for the announcement of release.

Ettore Bladesong ((Zyke Dragoone))
Editor of the Gorean Herald Magazine

VELOX DELIVERY SERVICE - TANCRED'S LANDING

Velox Delivery Service takes cargo all over Gor. We make it our mission to get your items where they need to go by the fastest way possible. Whether it is by land, water, or air, we do our best to guarantee the security of every package. Although the service is based out of Tancred's Landing, our couriers will pick up packages from any city, village, or port.

Terms of our delivery service:

- Our couriers will accept all forms of cargo; letters, food, livestock, materials, and people.
- We accept all forms of payment monetary as well as trade (expect when in Tancred's Landing where we will only accept prim coins and not hud or other types of coins)
- Prices vary depending on weight of cargo, length of journey, and other details
- We will not KNOWINGLY transport any illegal goods.
- We have scheduled routes and can be easily located in Tancred's Landing at the docks. For security reasons we will not disclose our routes but we will let you know if a place is located on one of them.
- Lost or stolen cargo will be reimbursed only when agreed upon before delivery. Depending on the circumstances Velox Delivery Service or the couriers of said cargo will make adequate restitution.
- Velox Delivery Service remains neutral in any and all wars and disputes regardless of the home stone or background of its couriers.

DARK ROSE CREATIONS ADVERTISEMENT

Port Olni Market Place is the home of Dark Rose Creations. Dark Rose is the purveyor of clothing to all of Gor. Her designs for free women meet the test of by the book cities and her garments for free men are worn by males of distinction and taste. Look through her racks of

slave silks and everyday livery. The fabric colors and flow will delight the most discerning, free or slave. Lady Rose is expanding her store in the coming months. She has hired a cobbler to fabricate her shoe and boot designs. She has some complete garments with shoes now. Please use the Land Mark to arrive in the Port Olni Market

GOREANS PORTAL RADIO

We have been around broadcasting to Goreans for Over 8yrs, we started in IRC...and moved here to Second Life in 2004. So all Goreans that have been around for awhile in this SIGor community know us and Our Good Standards. But there have been some changes To forms and such so this is for the New that have never heard of us and for the Old timers that just need the new forms.

The mandate of Goreans Portal Radio has always been to be a positive presence on Gor, to model the core values of Gor and to provide a place for discussion, education and entertainment that is for, by, about and to Goreans. We hope to bring only what is relevant, what is interesting, what is educational and what is entertaining to our listeners.

Goreans Portal Radio offers a variety of broadcasts from a host of skilled broadcasters from different parts of the world, with incredible collections of music and information. We encourage a fun, relaxed atmosphere, and you can expect a surprise show now and again. We are Gorean. Always. Basic Gorean protocols apply at all times.

You can find out more about us by going to <http://www.goreansportal.com/> and also can use the media player at this web address to listen

You can find our schedule here: <http://www.goreansportal.com/Radio/calendar/>

If you would like more information in world, please contact Varik Marat, VictorianLace Goodliffe , razi Berry or any staff member we are all available to help if we can.

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>.

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 Mar 3rd - Campfire - Weekly
Panther Girls Discussion - Minx - 12 noon

Monday Mar 3rd - Olni classroom - Weekly
Magistrate Course - Janette - 1 pm and 5 pm

Monday Mar 3rd - Amphitheatre - Weekly
Gorean Basics Seminar - Amari - 1:30 pm

Monday Mar 3rd - Outdoor classroom - Weekly
Physicians of Gor Training - Kaiila - 3 pm

Tuesday Mar 4th - Meet at the docks - Weekly
Guided Campus Tour - Dani - 12 noon

Tuesday Mar 4th - Campus courtroom - Weekly
Advocate Course - Janette - 1 pm and 5 pm

Tuesday Mar 4th - Outdoor classroom - Weekly
Weekly Medical Seminar - Jerrod - 3 pm

Tuesday Mar 4th - Gallery classroom - Weekly
New to Gor - Krista - 6:30 pm

Wednesday Mar 5th - Campfire - Bi-Weekly
Kajirae Emoting - Nova - 10 am

Wednesday Mar 5th - Outdoor classroom - Weekly
All About the Pani - Kazuma - 1:30 pm

Wednesday Mar 5th - Outdoor classroom - Weekly
Gorean Baker - Caecilla - 3 pm

Wednesday Mar 5th - Gallery classroom - Weekly
Pleasure Slave Course (Full) - Ahwi - 6 pm

Thursday Mar 6th - Campfire - Weekly
Kajira Refresher - Thistle - 11 am

Thursday Mar 6th - Gallery classroom - Weekly
Pleasure Slave Course (Full) - Ahwi - 1 pm

Thursday Mar 6th - Campfire - Weekly
Reading Tarnsman of Gor (in voice) - Alekk Baroque - 2 pm

Thursday Mar 6th - Maproom classroom - Weekly
Slave Assistant to Ambassador - GAA - 4 pm

Thursday Mar 6th - Lounge - Weekly
Read Gor Like a Scholar - Rose - 6 pm

Friday Mar 7th - Amphitheatre - Weekly
How to Succeed in Roleplay - Ama Galaxy - 1 pm

Friday Mar 7th - Outdoor classroom - Weekly
The Tahari - Carrie Islar - 2:30 pm

Friday Mar 7th - Maproom classroom - Weekly

Gorean Ambassador - GAA - 4 pm

Friday Mar 7th - Maproom classroom - Weekly
Gorean Cartographer - GAA - 5 pm

Saturday Mar 8th - Outdoor classroom - Weekly -
Villiany in Gor - Verona - 11:30 am

Saturday March 8th - Amphitheatre - Occasional
Combined Poetry Show - Panner & Alekk - 4 pm

Sunday Mar 9th - Ampitheatre - Weekly
Lets Play Kaissa - Alfie - 10 am

Sunday Mar 9th - Outdoor Classroom - Weekly
Woodsman Caste - Quercus - 11:30 am

Sunday Mar 9th - Outdoor classroom - Weekly
Basic Initiates - Runyn - 1 pm

Monday Mar 10th - Campfire - Bi-Weekly
Kajirae Emoting - Nova - 10 am

Monday Mar 10th - Campfire - Weekly
Panther Girl Discussion - Minx - 12 noon

Monday Mar 10th - Olni classroom - Weekly
Magistrate Course - Janette - 1 pm and 5 pm

Monday Mar 10th - Amphitheatre - Weekly
Gorean Basics - Amari - 1:30 pm

Monday Mar 10th - Outdoor classroom - Weekly
Physicians of Gor Training - Kaiila - 3 pm

Monday Mar 10th - Arena - Weekly
The Gor that Is (WHIP radio show) - Jacoby Gatz - 6 pm

Tuesday Mar 11th - Meet at the docks - Weekly
Guided Campus Tour - Dani - 12 noon

Tuesday Mar 11th - Gallery classroom - Weekly
Gor Cultures (in Italian) - Lady Alys - 12:30 pm

Tuesday Mar 11th - Campus courtroom - Weekly
Advocate Course - Janette - 1 pm and 5 pm

Tuesday Mar 11th - Outdoor classroom - Weekly
Medical Seminar - Jerrod - 3 pm

Tuesday Mar 11th - Gallery classroom - Weekly
New to Gor - Krista - 6:30 pm

Wednesday Mar 12th - Campfire - Bi-Weekly
Kajirae Emoting - Nova - 10 am

Wednesday Mar 12th - Outdoor Classroom - Weekly
RP in Different Gor Regions - Soraya - 12 noon

Wednesday Mar 12th - Outdoor classroom - Weekly -
All About the Pani - Kazuma - 1:30 pm

Wednesday Mar 12th - Outdoor classroom - Weekly
Gorean Baker - Caecilla - 3 pm

Wednesday Mar 12th - Arena - Weekly
Write your First Dance - Raaja, Baby, Kira, Ceist - 4 pm

Wednesday Mar 12th - Gallery classroom - Weekly
Pleasure Slave Course (Full) - Ahwi - 6 pm

Wednesday Mar 12th - Amphitheatre - Weekly
Intermediate Scribe - Paul Susa - 6 pm

Thursday Mar 13th - Campfire - Weekly
Kajira Refresher - Thistle - 11 am

Thursday Mar 13th - Gallery classroom - Weekly
Pleasure Slave Course (Full) - Ahwi - 1 pm

Thursday Mar 13th - Campfire - Weekly
Reading Tarnsman of Gor (in voice) - Alekk Baroque - 2 pm

Thursday Mar 13th - Maproom classroom - Weekly
Slave Assistant to Ambassador - GAA - 4 pm

Thursday Mar 13th - Lounge - Weekly
Read Gor Like a Scholar - Rose - 6 pm

Friday Mar 14th - Amphitheatre - Weekly
How to Succeed in Roleplay - Ama Galaxy - 1 pm

Friday Mar 14th - Outdoor classroom - Weekly
The Tahari - Carrie Islar - 2:30 pm

Friday Mar 14th - Maproom classroom - Weekly
Gorean Ambassador - GAA - 4 pm

Friday Mar 14th - Maproom classroom - Weekly
Gorean Cartographer - GAA - 5 pm

Saturday March 15th - Arena - Occasional
Basic Dance Seminar (2 hours) - Raaja - 10 am

Saturday Mar 15th - Amphitheatre - Occasional -
Poetry Show - Quercus - 10 am

Saturday Mar 15th - Outdoor classroom - Weekly -
Villiany in Gor - Verona - 11:30 am

Sunday Mar 16th - Outdoor classroom - Bi-Monthly
Gorean FW Basics - Juvana - 9 am

Sunday Mar 16th - Temple - Occasional
Waiting Hand Religious Ceremony - Runyn - 1 pm

- Events

Saturday March 8th - Amphitheatre - Occasional
Combined Poetry Show - Panner & Alekk - 4 pm

Saturday March 15th - Amphitheatre - Occasional -
Poetry Show - Quercus - 10 am

Sunday March 16th - Temple - Occasional
Waiting Hand Religious Ceremony - Runyn - 1 pm

Sunday March 23rd - Chapel - Occasional
Concert - Dainial - 2:30 pm

Saturday April 12th - New Surprise Location
Grand Opening Event - Lady Jan - 1 pm

Monday May 5th - Games Pavilion - Occasional
Kaissa Tournament - matches to be advised

- Dance contests

Saturday February 15th - Arena - 1 pm - Beginners Dance Contest

Saturday April 26th - Arena - 1 pm

Saturday May 17th - Arena - 1 pm - Beginners Dance Contest

Saturday June 28th - Arena - 1 pm

GOREAN LEGAL ACADEMY (GLA)

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

LEGAL COURSES

Magistrate & Advocate Courses

Lady Janette Inglewood

Olni High Magistrate

Head of School, Gorean Legal Academy

~ GLA offers two main legal courses.

There is no charge and courses are open to both free and slaves.

1) GOREAN MAGISTRATE COURSE

~ eight, one hour classes and two pieces of written work. We cover issues such as the laws, sentencing, IC/OOC, court procedures, jurisdiction and day to day tasks. It is a friendly discursive style class.

~ graduation certificates for both your profile and for display (examples)

~ graduates receive a Magistrate's Wand of Office

~ next course begins

January 20th 2014

for 8 weeks

classes each Monday at:

1pm OR 5pm SLT

2) GOREAN ADVOCATE COURSE

~ Eight, one hour classes.

Course 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 (examples)

classes each Tuesday at:

1pm OR 5pm SLT

3) SCRIBE DIPLOMA COURSE

~ 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 jewellery, are awarded upon successful completion.

~ To commence this course, please contact me, Lady Jan (janette Inglewood) or my girl Krista (krista1k resident).

KNOWLEDGE

28 HOW MUCH TIME DO YOU HAVE ON YOUR HAND?

by Rose [MiriamRose Resident]

As with all things in life, things are oft up for debate. But time? Is there not only one way to count time?

This counter article will look at some debate on the use of the word the Gorean Hand.

TOO MUCH TIME ON MY HANDS

Hand, a representation of not only the fingers and thumb on well, your hand, but amount of time in a Gorean week and yes this author will stand by the use of the word hand to describe the word week, an earth term, as we know to that second, minute and hour have been replaced by the terms, ihn, ehn and ahn, so too then we can conclude that the term week would then be substituted by the word hand, as it describes, the last week for sure in each month and the last week in the whole year.

Complicated yes? It is, counter time always is, anyway that has us look at things we already take as an understanding causes us to re-look at our constructs and make new visual mind pictures. The clock that sits now in the Kronichle office, with its backwards movements and 20 hour day, has taken me quite some time to acclimate to. So then let's look to the books.

In *Captive*, published in 1983, appears this: it was said to be the year 10,1217:206 . However, since the action described in *Captives* is all flashback, no accurate dating can be gleaned from there.

From the books:

"Chronology, incidentally, is the despair of scholars on Gor, for each city keeps track of time by virtue of its own Administrator Lists; for example, a year is referred to as the Second Year when so-and-so was Administrator of the City. One might think that some stability would be provided by the Initiates who must keep a calendar of their feasts and observances, but the Initiates of one city do not always celebrate the same feast on the same day as do those of

another city. If the High Initiate of Ar should ever succeed in extending his hegemony over the High Initiates of rival cities, a hegemony which he claims he possesses already incidentally, a unified calendar might be introduced. But so far there has been no military victory of Ar over other cities and, accordingly, free of the sword, the Initiates of each city regard themselves as supreme within their own walls."

So we see then that time is often in debate across Gor, so then in scientific thought should we then try to make sense and logic of something that falls under scrutiny, the use of logic should then be the cutting edge to make sense out of as an abstract thought as time truly is abstract and left to the understanding of the one perceiving it.

Let us then look back to what we do know on time...from the books, also from Captives of Gor.

"There are 12 twenty-five day Gorean months in most of the calendars of the various cities. Each month, containing five, five-day weeks, is separated by a five-day period called the Passage Hand. The Passage hand separates between every month, there being one exception which is the last month of the year. This month is separated from the first month of the next year, which begins with the Vernal Equinox, not only by a Passage Hand but by another five-day period called the Waiting Hand. During the Waiting Hand is the time doorways are painted white, little food is eaten or drunk, no singing or public rejoicing is done. In its way it is akin to a period of mourning for the old year gone. Goreans spend much of their time outdoors, on the bridges between the cylinders and in the streets. They have a reverence for nature that is not always as appreciated on earth as it is on Gor."

So then we see the terms week and hand being used here, but who then is telling the story in this section of the book? It is an outsider to Gor, yes? so the term of week is used then to gain a visual word image of what the observer from outside of Gor uses to make sense of that which he is seeing. This is how the mind works. Let us look at this passage more.

"Each month, containing five, five-day weeks is separated by a five-day period called the Passage hand."

Knowing then what we know from simple grammar lessons let's look at adjective and noun...the noun in this sentence is hand...hand is the noun the descriptor for it is Passing, its capitalization giving it the Roman equivalent of greater import. So Passing is an adjective to describe the hand we are in, but it is special, has import because it is capitalized, but hand is not. Then when we come to the term for the Waiting Hand, we then have descriptor and noun but both are capitalized. Again under Romanization of word import, do we then see that both have a weighted import such as New Year on earth.

When we capitalize the word year it is only at the beginning of a sentence or in the use of it for describing something great, but what we still see here with the use of Hand...is that it is the noun. So taking what we know of time we go from simple to complex....ihn...ehn..ahn....so in turn we could say, hand ...Passage hand, Waiting Hand.

Well it doesn't say it in the book! Ok, well dears it does not say how to breath or how slaves used the bathrooms either, but I am pretty sure, and we must assume that they did;) So then logic.

"On the Vernal Equinox, which marks the first day of the New Year there is great rejoicing; the doors are painted green there is song, games, contests, visiting of friends and feasting which lasts for the first ten days of the month, thereby doubling the period taken by the Waiting Hand. Month names differ from city to city, but among the civilized cities there are four months, associated with the equinoxes and solstices and the great fairs of the Sardar."

Here again we see discrepancies for understanding time amidst the greater cities. This is a common thing to among all people of Gor, as the Tuchuck and the Kaiila also have their own time measurements, so to the Red Hunters.

We can see this so evidently mirrored on earth for example this real year...the year that we are in...by earth standards is 2014 yes? Well to some...but to others it is...the Jewish Year of 5774, marked by feasts, and the start of the New Year for them which is in September. In other areas of the world, then do we have the year, 1435 which started in October, in Asia did the New Year start in February, this year being the year of the Horse. So as you can see on earth we have many ways to break up time....so let us look back to the books again.

"...There are twelve twenty-five day Gorean months, incidentally, in most of the calendars of the various cities. Each month, containing five five-day weeks, are separated by a five-day period, called the Passage Hand, from every other month, there being one exception to this, which is that the last month of the year is separated from the first month of the year, which begins with the Vernal Equinox, not only by a Passage Hand, but by another five-day period called the Waiting Hand, during which doorways are painted white, little food is eaten, little is drunk and there is to be no singing or public rejoicing in the city; during this time Goreans go out as little as possible; The Initiates, interestingly enough, do not make much out of the Waiting Hand in their ceremonies and preachments, which leads one to believe it is not intended to be of any sort of religious significance; it is perhaps, in its way, a period of mourning for the old year; Goreans, living much of their lives in the open, on the bridges and in the streets, are much closer to nature's year than most humans of Earth; but on the Vernal Equinox, which marks the first day of the New Year in most Gorean cities, there is great rejoicing; the doorways are painted green, and there is singing on the bridges, games, contests, visiting of friends and much feasting, which lasts for the first ten days of the first month, thereby doubling the period taken in the Waiting Hand. Month names differ, unfortunately, from city to city, but, among the civilized cities, there are four months, associated with the equinoxes and solstices, and the great fairs at the Sardar, which do have common names, the months of En-'Kara, or En-'Kara-Lar-Torvis; En-'Var, or En-'Var-Lar-Torvis; Se'Kara, or Se'Kara-Lar-Torvis, and Se'Var, or Se'Var-Lar-Torvis." - Assassin of Gor: page 78-9

There are many passages back and forth from the author of counting of time and always does he come back to earth terms to make things fall into context, so then back to logic...

Hand or week? Well week is an earth term, a week on earth is 7 days...for Goreans it is 5, 5 days...

Oddly enough the same number that is on my ...hand...

So I still conclude, that to count the smaller passages, as hands, fits the way we look at

measurement, well that is logical, and when it comes down to the classification of items, I am afraid dear friend that logic will have to be our cutting rule.

Measurements such as this can be seen too in the Old English form of counting things by stone, how many hands tall, etc...etc...it does not matter how you do it..but that you understand it...

That dear friends with the event coming up this weekend is all the time I have. So you be the judge.

How will you measure time? How your people will understand time is ...in the case of roleplay, be entirely up to you and your people, for this person logic dictates order and classification down to the smallest form. Which reminds me? Day, an earth word yes? So while you struggle with that one, remember not all things are in the book, but you as critical thinkers must decide...what is logical?

Extended Commentary and sources:

En`Kara - Lar-Torvis [first turning] - the first month of the Gorean calendar, that of the vernal equinox, which is the Gorean new year; roughly equivalent to the Earth calendar month of March

Dates are referred to as the ninth day of the month, like the following from Assassins:

5:234-235 "He did so late in the spring, on the sixteenth day of the third month, that month which in Ar is called Camerius, in Ko-ro-ba Selnar."

Ko-ro-bans and Larans, however, refer to dates by the hand they're in. Thus, the 16th day of the 3rd month in the example above is the 1st of the 3rd hand of Selnar. Their reasoning is that it doesn't make sense to refer to some days as relative to the start of a month, and some days (in the Passage Hands in general and the Waiting Hand in specific) as part of a hand.

6:1 "It was the fourth day of the sixth passage hand, shortly before the Autumnal Equinox, which in the common Gorean calendar begins the month of Se`Kara.

En`-Var - Lar-Torvis [first resting] - the fourth month of the Gorean calendar, that of the summer solstice, roughly equivalent with the Earth calendar month of June.

Fifth Passage Hand - Love Feast [occurs in late summer-best time to sell slavegirls]

Se`Kara - Lar-Torvis [second turning] - the seventh month of the Gorean calendar, that of the autumnal equinox, roughly equivalent to the Earth calendar month of September

Se`Var - Lar-Torvis [second resting] - the tenth month of the Gorean calendar, that of the winter solstice, roughly equivalent with the Earth calendar month of December

Sources:

Assassins of Gor

Captives of Gor

Savages of Gor
Slave girl of Gor
Tarnsman of Gor

Websources:

<http://www.gorean101.com/measurement.htm>
<http://www.colelchabad.org/Calendar.bp?gclid=CMzGoJOv4LwCFQgOwwodQ3AACA>
<http://www.islamicfinder.org/Hcal/index.php?lang=english>
<http://www.oxforddictionaries.com/definition/english/Romanize>
http://en.wiktionary.org/wiki/Wiktioary:Transliteration_and_romanization
<http://en.wikipedia.org/wiki/Hour>
<http://www.gor-now.net/delphius2002/id19.htm>
http://en.wikipedia.org/wiki/Time_standard
<http://www.grammarbook.com/punctuation/capital.asp>

Remember this is supposed to be fun...and to always think...thinking versus living between pages, is what gives life to the human soul. Not all things can fall in between the pages of a book, so that requires us to think. This I feel, truly describes a free person.....

~Rose the Typist~ as 'Mira of Bazi' @};~

ONLINEISM OF THE WEEK

THE MOST STUPID MAN ON EARTH

"If a woman has (the right to an abortion), why shouldn't a man be free to use his superior strength to force himself on a woman? At least the rapist's pursuit of sexual freedom doesn't (in most cases) result in anyone's death." [<http://tinyurl.com/kpxbazo> The Morning Sentinel]

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 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
for members of the group Marktverbund
for members of the group - Neu auf Gor -

Available in character:

Village of Abydos (in front of the Borgin Herbs & Spices store)

<http://slurl.com/secondlife/Saints%20Row/189/44/651>

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

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

New Tancred's Landing (new library) <http://slurl.com/secondlife/Hunters%20Cove/128/128/2>

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

Outskirts of Tarnwald (docks) <http://slurl.com/secondlife/Daydreams/192/159/29>

City of Victoria (caste tower) <http://slurl.com/secondlife/Wakame/216/114/32>

Available OOC:

Gorean campus (Library) <http://slurl.com/secondlife/Serena%20Aquarius/76/16/25>

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>