

THE NEW VOICE OF GOR - WEEKLY GOR WIDE NEWSPAPER

PUBLICARE ET PROPAGARE!

Fourth volume, issue No. 162

(short online version without pictures, attached notecards or landmarks)

First day of the fifth hand of the month of Camerius 10165 Contasta Ar

Based in Tancred's Landing

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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.

02 EDITORIAL

A warm welcome to the pages of the 162nd issue of the NEW VOICE OF GOR !

[13:14] Verona Lorgsval: if people think being a sim owner and ubar is a headache, they should try publishing the Voice.

[13:15] Verona Lorgsval: I mean it is a service to everyone and you hardly ever get any thanks, no money, and a lot of drama.

Rarius Yuroki, editor of the NEW VOICE OF GOR

ALL OVER GOR

03 MEETING OF THE TRUE SOUTHERN TRADE ALLIANCE AT KASRA FAYHEEN RIVER

by Rarius Yuroki, editor of the NEW VOICE OF GOR and appointed general secretary of the STA

Delegations from 15 cities, harbors and oases gathered at Kasra at the Fayheen river for the monthly meeting of the true Southern Trade Alliance. It was the biggest meeting ever...

Present were the Kasbah of the Guard of the Dunes, the Oasis of Sand Sleen (Grand Vizier), the Oasis of Klima (Salt Ubar and ambassador), the city of Kasra/Fayheen, the harbor of Tancred's Landing (3 merchants), the Phoenix Trading company (owner), the HoY company (owner), the City of Jasmine (commander and delegation), the city of Tharna (Tatrix and delegation), the Port of Alsium (Admin), and as guests the city of Venna (Regent), the village of Abydos (Ubar and delegation), the town of Turmus, the city of Teslit (Head merchant and delegation) and the Island of Naath (Commander, ambassador and delegation).

The city of Venna, the city of Teslit and the Island of Naath have been voted unanimously in as new full members of the STA. The alliance has 17 members now, and three more cities are interested to join us.

Unfortunately the Ubar of Abydos and a representative Turmus declined to join the alliance and they announced in public that they will not respect the salt decree. The tone was not very friendly.

Remember: 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.

We announce and confirm that merchants who claim to sell red and yellow salt from the Tahari will be interrogated where they get that. If not from a certified STA member they would be in SERIOUS trouble.

The assembly of the true Southern Trade Alliance voted the guests out later and made some confidential decisions. The cities of Vonda, Sulport and Sais have been mentioned during the discussion. I am not authorized to write more about that.

GOREAN CITIES

04 PORT OF OLN

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

By Teal Razor slave of Siri Emerald Jr Port Olni Scarlet

I'M BAAAAAACK ~ Part Two

By Teal Razor

The season of En' Var is a good one to settle into a new city or for that matter a city you have already lived in. This is what many say. Well, it's better to move into a new house or change cities in a season that is known for good weather. Moving in Se'Var might subject you to pelting rains, ice, winds, and the ubiquitous mud puddles that are formed.

I slipped in a mud puddle once. It has to be the most disgusting experience one could have. If you are mostly naked then the mud you fell in becomes a facial mask on the whole body. As the mud dries all your skin starts to shrivel up and you are stiff in your movements. Then the mud, now dry, starts flaking off like old paint. It is very disconcerting. If one were clothed, it would be horrifying since mud stains are usually there to stay, whereas a naked person can dive in the river and not have to look at a long washday scrubbing out mud.

But, I digress. So it is best to move in a pleasant season. The only caveat is that everyone else seems to be moving also. The place you left and then returned to has changed. Change can be unnerving. A city in the south may see an influx of northerners who have had enough of the punishing winters and want to live in a more temperate clime. Then you have your

Southern types who, after years of sweltering in the deserts and plains of Gor, go North to the craggy views and conifer trees. The citizens in a temperate climate could go either way. They may want to go south to experience how warm breezes can caress your body or they may go north thinking they want to experience a real Se'Var. You then walk into a commons area and are jarred by the new people you see and the strange conversations you overhear.

I left a city with my Master just two weeks ago in which most people there were related. It was confusing for me to try to memorize relations between the free. Just as soon as you thought you had the genealogy in hand, someone would go and companion someone else and expand the family tree.

I was taken back to Port Olni by my Master. This season of En'Var is the time of the "great inundation" and so I was disoriented by the crop of new free and slave alike who have appeared in Port Olni.

I think I would clean up the market if I developed a name tag for Gor that we could paste on our clothing or bare skin. These name tags would have all the current particulars about a person. Upon this tag could be a bullet list of your main points which might read thusly: what city you hail from, what is your height, how many Master's you have had or how many free companions, what's your current beef, and are you long winded or brief in your communications.

Since I do not have a crystal ball I depend upon physical signs to help me size up who I am dealing with, even if those signs are hanging around the necks of Goreans via the "Name Tag". My idea about the name tag would help immensely. Many other things could be on this personal bullet list. But, since people are easily distracted nowadays with reading the Voice of Gor and the Gorean Times and all the scrolls that are delivered everyday to their doorsteps, it pays to speak in short but understandable Gorean. That's another point, not that I thought I was making any, the schools on Gor should be teaching its children, even slave children the grammar and diction so necessary to be accorded the gold star indicating that they are intelligent.

And so I am back in a temperate climate. Port Olni resides in a good place on the planet. It's weather is neither too hot or too cold. The nights are a little chilly which makes snuggling in the furs that much more delicious. Its days are pleasantly warm so the robes of concealment do not cause free women to perspire and slaves can wear brief silks and not display "gooseflesh" which would indicate they were cold.

It is nice the way the seasons slide into each other without too much of a drastic change. Se'Var can sneak up on you though. You crawl out of the furs one morning in Se'Var and lift the animal skins away from the window thinking to invite the rays of La Torvis into the room, and instead you are hit in the face with pelting snow or a rain squall. These can be bracing, to be sure, but after being hit by these weather barrages, it can take an hour to re-warm yourself by the hearth.

Those are the days I dream of being taken to the Tahari where I can run naked over the cool tiles of the city. The Tahari, where I can feel the warmth of Tor-Tu-Gor on my naked skin.

I have again digressed. That is a bad habit I have. My return to Port Olni was marked for me

by being marked. No sooner had we finished unpacking all his tchotchke's and placing them in the home, than my Master told me we were going to the market to get me some cream cakes and candy. This was a dastardly ruse on his part for he was taking me to the metal workers shop to be branded. Yes, my Master forced me into a brand. I thought I could escape the hideous pain of the hot iron upon my thigh but it was not to be. He strapped me on the cross and took his bloody sweet time heating up the branding iron. I shouted loudly the whole time to make sure he knew of my displeasure. Not that he cared about that, Gorean men do not care about branding slaves. It is just a natural course of events for them. So with all my yelling, a crowd gathered. This was not a good time to be displayed publically. My tears made my cosmetic applications run down my cheeks. I was covered with sweat and my face was fixed in a semi-permanent grimace. My Master, rather coolly, did the horrendously painful deed with alacrity. I screamed and cried.

The crowd that gathered wore blank stares. I did not see a face that I knew. I was hoping for sympathy from them. But, I simply was another animal being marked as being an animal. Once again, a natural part of Gorean culture and law. They had no need to be concerned.

After that unpleasant welcome back to the city I went home with my Master. There was chocolate and cream cakes waiting for me there.

OLNi UNDER ATTACK

The city of Olni has been raided recently, but the brave warriors drove the attackers back and all were downed and capped. The Ubar and the members of the red caste of Besnit were in Saleria by chance and assisted Olni to get rid of the raiders.

[SCHEDULE]

Capture the Flag every thursday at 5:00 pm

First Saturday of Every Month @ 4 p.m. slt

Olni

Sword Tournament

Contact: Lucy Bronet

05 THE SOARING HERLIT

2014 JUBILEE - THE SOARING HERLIT

From the Ubarate of The Soaring Herlit

Article content by Aralia (Resident) Torkelsonn

It is with pride and humility that we mark the end of our Fifth Year and beginning of the Sixth on SL Gor!

We kicked off our celebration with a Thursday night "sock hop" fashioned from ancient stories of some place called "earth". But in the Gorean tradition, we rocked it! and socked it! and raised a few \$L for Relay for Life as we danced under the three moons!

Friday, we began with wheelbarrow races. The Men seem to love the view on their end of the slave "wheelbarrow" We even had some interesting twists on the traditional.

and you know it was great fun! Followed by a Gorean Trivia contest. Gatz and Roland's girl, koko, hosted the contest, with brain teasers and a few twisters to stump, confound and amaze. First place went to Lady Demure of Black Tarn with an astounding score of 29! Well done, Lady!

We began Saturday's events with Battle Tarns! First, we hosted a Ladies 5 lap race in basket tarns won by Lady Demure of Black Tarn. Awesome job! Then the Tarnsmen took to the air! With two qualifying heats, the field was narrowed to four for the 10 lap finale. Winners were: Daedalus (Azaereus Resident) in first, winning \$3000L and a House Rau Tarn plus taking the winner's cup, with Ace Steele in second netting \$1000L Gold Bar from Primus Weapons and \$1000L purse, and third was taken by Keldar of Black Tarn who takes home a new House Rau bosk.

In between events, we have games and activities in the Market and the Archer's Stand is open, with prizes to be awarded for high scores at the close of the weekend.

At noon, we began our Gorean Dance Exhibition which featured seven dancers. The first to turn the sands was the lovely jungle vixen, ebony breda and she did not disappoint with her she'larl dance. Followed by ahava, rosa, mariyah, chara, flame, and jasmine. The dancing was exquisite and luckily it was not a contest as it would have been nearly impossible to pick a winner.

Our Jubilee wouldn't be complete without a few OOC events all in good fun and good benefit for Relay for Life. On Saturday night we held the Men's Chip-n-Tarn Dance Competition. It was hot ...it was steamy ...it was hot ...did I say that already? It was nearly more than us delicate Free Women could handleNearly! What an opportunity to see the Men take the stage in a tantalizing twist for the Womenfolk.

And we wrapped the festivities on Saturday with an OOC ball, some dancing in good company beneath the moons, with many friends old and new. Jake spun tunes while we danced and visited. What a lovely way to end the day.

Sunday kicked off with a clash of steel at 10 AM SLT. The Board was full and closed by the start time, and the Warriors took the sands. First up, was Blue Conover against AusGre Resident and the ring of steel continued for nearly two hours as Men continued to meet in the sands until only four remained.

3rd Place: Keldar (Toric Mistwalker) of Black Tarn
2nd Place: Daedalus Grey (Azaereus Resident)
and our Tournament Champion: Khronos Ryu (Dark Kegel)

Last Man Standing: Darien Ghostaltar

The Home Stone Ceremony is always most solemn and uplifting. Six residents pledged for the first time, and many residents re-pledged to their Home Stone. On Gor, there is nothing more revered than the Home Stone. Ta Sardar Gor!

The Jubilee Weekend wrapped up with the now famous Sex Shoes Exhibition. An OOC event, where the Free Women don some rather exciting and "non-traditional" footgear, with matching outfit, strike a pose and strut what the Priest Kings gave them to raise \$L for Relay for Life. As always, we have a few medical emergencies as extra oxygen was piped in to support the heavy breathing by the audience. All in all, it was a very memorable event.

We have been blessed with many residents and guests throughout the weekend, and look forward to seeing everyone again and often! We hope the spirit of our celebration warms you as it has us, and we wish you most and always well!

A CLASH OF STEEL SCHEDULE]

2nd Wednesday of each month

Prizes to be announced at tournament time

Held in Association with Gorean Tournament Guild

06 CITY OF AGRHI SCHEDULE]

City of Agrhi Sword Tournament

Monday Nights @ 7pm SL
Sign-up begins @ 630pm SL

L\$6000 purse

L\$2500 - First Place

L\$1500 - Second Place

L\$1000 - Third Place

L\$1000 - Last man standing Battle Royale

RARE DIALECTS OF GOR

[Eine Neu-Uebersetzung des "Handelsrechts von Gor" findet ihr in der "Knowledge"-Sektion unten]

07 WANDERMARKT

Am 15.06 findet in Turia der Wandermarkt statt.

Info zu den Markt kommt wie immer vom Sim Betreiber selbst.
Freuen wir uns auf ein neues Land im unsern Kreise.
Be well und sichere Marktwege...

Hadrian Troncon

[Da es schon ein grosses Turia gibt, ist sicher ein Vorort davon gemeint, der Herausgeber]

TRADE

08 TRUE SOUTHERN TRADE ALLIANCE (STA)

Southern Trade Alliance members:

The Kasbah of the Guard of the Dunes
Oasis of Nine Wells
Oasis of the Sand Sleen
Oasis of Klima
City of Tor
Kasra - Fayheen river
Ukunga Region - Land of the Family Kron
Asperiche
Tancred's Landing
Tabuk's Ford
City of Jasmine
Port Alsium
Teslit
Island of Naath
The Phoenix Trading Company
House of Yuroki Company
Tharna (associated member)

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 Alliance.

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.

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.

09 HOUSE OY YUROKI COMPANIES

FACTS

The HoY Companies are currently located in ancred'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:

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
CITY OF JASMINE

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

10 CURRENCY EXCHANGE RATES HOY BANK

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

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)

LYRICS

12 THE SUNSET WINDOW - A GOREAN SHORT STORY

By Atlas Tereshechenko ~ Warrior Port Olni

Lysette hurried along the stone floor, a small bundle of wood under one arm, and fragrant oil in a small bowl in the other. Small bare feet gliding as quickly as possible over the cold stones, she rounded the corner, and paused before her Master's door. Taking a deep breath, filling her small frame with courage, she dropped to her knees, and then knocked on the wooden door frame. From behind the door, the deep rumble of her Master's voice fell on her like an avalanche, causing her skin to dance, and a shiver to race along her spine. "Come" was all He said, and so she did, pushing the great door to her Master's study open just far enough for her to slip in. Gently pushing the door closed with her small, firm bottom, she quietly moved as fast as she dared, to place the wood on the fire, and pour the fragrant oils into the decanter hanging above the flames.

She turned to flee the room, when He spoke a second time. "Kneel" was a simple word, yet His voice made it sound like a low rolling thunder in her ears. She immediately fell to her knees, wracking her memory for some mistake, some error she had made in this tiny service to her Master. Head down, clearly trembling, she held her breath as she heard her Master rise from the desk behind which he had been sitting. He crossed to in front of her, and began to speak.

"You are the new kajira, are you not? Recently brought to my House?" His words were deep, sonorous notes that fell on her tiny shoulders, and simply caused her to tremble even more. "Speak to me girl, answer my question," he said, and from somewhere inside her she heard her voice answer, "Recently bought my Master". She watched his feet, for she dared not raise her head, move to a set of cushions on the floor, and saw him lower himself down on to the cushions. "Turn around, then stand, in that order." She swiftly spun about, and stood, straight and still, terrified she was about to be punished, and not knowing what her failure had been.

"Walk over to the window girl," he rumbled, and she did. She looked out the window, over the city and then the far fields, and found herself slightly awed by the immensity of the city in which she found herself. "You look out of my 'Sunset Window', from which I can watch the sun set over my city, and appreciate the glory of my world." She had never had a Master, and now her own, speak this much to her as if she was a real person. She felt terribly exposed, terribly confused, and wanted more than anything to fall to her knees and beg her Master to allow her to return to her chores, one slave of many.

"Remove the cloth girl, let me watch the sun wash over you, and see my newest slave with my own eyes." She shook her head, barely able to comprehend the moment. She was but a slave, a bit of property, and yet here was her Master, asking to see her. Trembling, she reached to her shoulder and loosed the small knot, and felt the material slide off of her skin. She looked out of the window, and watched the sun setting against the far hills, and stood as still as she possibly could. The blood pounded in her ears, and she barely heard her Master's next words, instructing her to turn around. She did, head down, hands to her side. She was kajira, and the blood that had been pounding in her ears, seemed to leap to her breasts, then to her loins, as she was sure her Master was appraising her. She was young, and though she was familiar with men, they had not been her Master, but simply Masters eager to share their furs with her. She smiled in spite of herself, at the memory of those Masters, warm and strong, desirous of her skin and skills, and in general pleased with her.

Lost in her thoughts and memories, she was shocked to feel a hand gently tilt her chin up. She started, then opened her eyes as she lifted her chin, to look into the face of her Master. He was easily half her height taller than herself, broad and heavily muscled, a short beard upon a strong face, and two dark green eyes peering down at her. He tilted his head, and smiled slightly "What are you called girl" he said, and she was unable to answer for a few ihn, lost in her Master's eyes and voice. "Lysette my Master, I am called Lysette." His smile broadened, and she watched His face light up as he repeated her name. "Lysette...a good name for a kajira. I see you wear my House collar, and my brand upon that thigh. Did the Blacksmith mark you well?"

She stuttered at the request, her skin flushing as she realized she was both embarrassed and aroused. Embarrassed as she was required to comment upon another Master, and aroused as she knew she stood naked before her Master and had begun to wonder if He found her even the slightest bit interesting. The other kajirae told her she was unattractive, and she would be lucky if the Blacksmith would even be willing to touch her to place the House brand. "My Master, I am proud to wear your brand, the pain was nothing", she stammered out, her voice trembling with emotion.

Her Master moved around the room, heavy muscles rippling as he did so, scars of past battles marking him with honor. He tugged the tunic shirt off, and tossed it on the floor. Her brows knitted slightly, she glanced down then back at Him, then held her eyes to the floor. She heard her Master cursing his sandals, as he tugged on them. He held up a hand, but said nothing when she moved to take them off of his feet. He wore only the tunic bottom wrapped around his waist, and she risked a longing glance at her Master. Deeply tanned skin, large hands calloused from wielding a blade and spear, scars crossing his chest and back, she felt her breath catch in her chest, for to her He was magnificent.

Crossing the floor towards her, she suddenly felt terribly exposed. Fighting the urge to flee, or drop to her knees, she struggled to remain conscious as her Master came to a halt before her, such that the muscles of his midsection brushed lightly against her exposed nipples. "Return to the window girl, face the dying sun, and attend your Master's words." She was certain she did not want to turn, the fire in her breasts from where her Master's warm skin was brushing up and down across her tight nipples as he breathed, was beyond ecstasy. She had felt no man's touch in many hands, only work and little sleep. Reluctantly, she turned and stood before the Sunset window.

Warm hands, encircling her from behind, cupped her breasts and words low and soft were whispered in her ear "Watch the sun as it sets, feel the warmth of its rays replaced by the heat of your Master's hands". She closed her eyes, as her Master's hands caressed her naked skin, gently tugging on her nipples, sending waves of heat and desire across her body. "Bracelets" was what she heard, and though she could not get to her knees her hands immediately went behind her back. It was then that she realized her Master's tunic bottom was gone, replaced with his hot skin, and the stiff manhood against which her hands brushed. She recoiled only for a moment, then eagerly grasped her Master, his shaft filling her hands with its size and warmth. She closed her eyes, a hot moan escaping her throat, and she pressed herself back against Him.

"Aye, there you are, I knew there was a fiery girl inside the shy one." His voice resonated

along her neck, his hands roaming downward over her flat belly, to seek an answer to a question she was sure He had asked himself. It was if her body was of a single mind, and she arched her hips to meet his hands, and as his fingers found the softness they were seeking, she uttered her first words of passion "Master, please....please". His lips kissed her neck, and hands softly moved over her hips, his knees bending that he might be of the correct height.

She moved like a wild animal now, hips gyrating and soft skin pressing against hard skin, until suddenly her eyes flew open, her Master was inside her now, and as he filled her with His passion, she watched the last rays of the sun depart the sky, and she found her home in the Sunset window.

SIM ADVERTISEMENT

(draft)

13 AXEHOLM FJORD RECRUITING

Hail Torvaldslanders!

We, the residents of the Axeholm, are Farmers, , Traders, and Healers of Torvaldsland as detailed in Marauders of Gor by John Norman. Ours is a small settlement Located 20 Passangs north of the Torvalds mark on the coast of Torvaldsland. We are northern clans and have returned to our roots to restore our by-the-book (BTB) stead, One we can be proud of.

Axeholm wants MEN that thrive in the harsh northern lands, that are driven by a strong sense of HONOR and STRENGTH.

Axeholm wants WOMEN that know their place in Gorean life, who know how to be strong, confident, intelligent supports of their families.

Axeholm wants BOND-MAIDS who are assertive, and creative, who can take initiative as well as instruction.

Axeholm wants THRALLS who are hard working and fierce fighters who help defend the land.

IS THIS YOU? if so..... WE WANT YOU in AXEHOLM. We offer a home that you can be proud of.

ADVERTISEMENT

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>

Schedule - Calendar (group.calendar.google.com)

All times and dates correct at time of publication, but please check the schedule boards on the Campus docks for any last minute changes.

Classes

Monday June 9th - Main classroom - Weekly
Gorean Merchant Course - Ehnnanola - 10 am

Monday June 9th - Lounge - Weekly
Gorean Freewomen 101 - Lady Lacey - 11:30 am

Monday June 9th - Olni classroom - Weekly
Gorean Magistrate - Lady Jan - 1 pm

Monday June 9th - Amphitheatre - Weekly
Kajira Review - Lady Amari - 1:30pm

Monday June 9th - Main classroom - Weekly
Gorean Merchant Course - Ehnnanola - 4:30 pm

Monday June 9th - Olni classroom - Weekly
Gorean Magistrate - Lady Jan - 5 pm

Monday June 9th - Arena - Weekly
The Gor That Is (WHIP radio show) - Jacob Gatsby - 6 pm

Tuesday June 10th - Gallery classroom - Weekly
New to Gor - Lady Lynn - 10 am

Tuesday June 10th - Meet at the docks - Weekly
Guided Tour of Gorean Zoo - Dani - 12 noon

Tuesday June 10th - Courtroom - Weekly
Gorean Advocate - Lady Jan - 1 pm

Tuesday June 10th - Courtroom - Weekly
Gorean Advocate - Lady Jan - 5 pm

Tuesday June 10th- Gallery classroom - Weekly
New to Gor - Krista - 6:30 pm

Wednesday June 11th - Campfire - Weekly
Panther Girls Discussion - Minx - 12 Noon

Wednesday June 11th - Maproom classroom - Weekly
Preparation of Medical Herbs - Lady Lynn - 4 pm

Wednesday June 11th - Maproom classroom - Weekly
Path of Luther - Thais - 6 pm

Thursday June 12th - Main classroom - Weekly
Essential Kajirus - Mars - 2 pm

Saturday June 14th - Arena - Occasional
Pleasure Slaves Graduation - Ahwi Ash - 1 pm

Sunday June 15th - Amphitheatre - Occasional
Poetry Show & Skits - Quercus - 12 Noon

Monday June 16th - Main classroom - Weekly
Gorean Merchant Course - Ehnnanola - 10 am

Monday June 16th - Olni classroom - Weekly
Gorean Magistrate - Lady Jan - 1 pm

Monday June 16th - Amphitheatre - Weekly

Kajira Review - Lady Amari - 1:30pm

Monday June 16th - Main classroom - Weekly
Gorean Merchant Course - Ehnnanola - 4:30 pm

Monday June 16th - Olni classroom - Weekly
Gorean Magistrate - Lady Jan - 5 pm

Monday June 16th - Arena - Weekly
The Gor That Is (WHIP radio show) - Jacob Gatsby - 6 pm

Tuesday June 17th - Gallery classroom - Weekly
New to Gor - Lady Lynn - 10 am

Tuesday June 17th - Meet at the docks - Weekly
Guided Tour of Gorean Zoo - Dani - 12 noon

Tuesday June 17th - Courtroom - Weekly
Gorean Advocate - Lady Jan - 1 pm

Tuesday June 17th - Courtroom - Weekly
Gorean Advocate - Lady Jan - 5 pm

Tuesday June 17th - Gallery classroom - Weekly
New to Gor - Krista - 6:30 pm

Wednesday June 18th - Campfire - Weekly
Panther Girls Discussion - Minx - 12 Noon

Wednesday June 18th - Maproom classroom - Weekly
Preparation of Medical Herbs - Lady Lynn - 4 pm

Wednesday June 18th - Arena - Weekly
Philosophy of Gorean Dance - Raaja - 4 pm

Wednesday June 18th - Maproom classroom - Weekly
Path of Luther - Thais - 6 pm

Thursday June 19th - Main classroom - Weekly
Essential Kajirus - Mars - 2 pm

Sunday June 22nd - Main classroom - Bi-Monthly
Medical Seminar Arrow Wounds - Jerrod - 6 pm

Events

Saturday June 14th - Arena - Occasional
Pleasure Slaves Graduation - Ahwi Ash - 1 pm

Sunday June 15th - Amphitheatre - Occasional
Poetry Show & Skits - Quercus - 12 Noon

Sunday July 5th - Amphitheatre - Occasional
Poetry & Comedy Show - Panner & Alekk - 2 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
June 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)

~ next course begins,

June 2014
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).

ROLEPLAY

14 PILGRIMAGE

The pilgrimage is a thrilling idea for role playing in Second Life Gor, it is the role play background itself and is a way for pilgrims to explore the amazing and wild world of Gor more or less in safty.

Pilgrims to the Sardar mountains have to endure endless journeys, have to travel through dangerous regions and visit a lot of cities, villages and camps.

The pilgrimage is not only an idea for the pilgrims, it also enriches the entire world of SL Gor. Go !!! join the adventure, contact: Luqara Darkwatch

<http://www.ta-sardar-gor.net/index.php/en/>

KNOWLEDGE

15 DAS HANDELSGESETZ VON GOR (GERMAN, NEU UEBERSETZT)

GESETZE DER KASTE DER KAUFLEUTE UND HAENDLER, AUCH: HANDELSRECHT ODER HANDELSGESETZ

Weiter gefasst: Ordnung und Struktur des menschlichen Lebens, Stabilitaet in der

Gesellschaft, ja in gewissem Sinn die Zivilisation selbst, beruht auf Sanktionen. Eine Gesellschaft muss willens sein, Sanktionen zu verhaengen und sie zuverlaessig und effizient durchzusetzen. Mangelnde Entschlossenheit, das zu tun, ist ein Symptom des Niedergangs, oder der drohenden Aufloesung der Gesellschaft. Eine wahre Zivilisation fusst auf moralischer und physischer Staerke, und, um es so auszudrocken, dem Willen der Maenner und Herrscher und der allgegenwoertigen Praesenz von Peitsche und Schwert.”
(Zauberer von Gor, fehlt in der deutschen Ausgabe, uebersetzt von Rarius Yuroki)

Gesetze der Kaste der Kaufleute (“Handelsgesetz”)

Das Handelsgesetz wird fast ueberall im zivilisierten Gor akzeptiert und angewendet, und gilt auch ueberall dort, wo Kaufleute ihrem Beruf nachgehen. Es stellt einen von beiden Seiten akzeptierten Rahmen von Messeinheiten, Vertraegen und den grundlegenden Rechten von Leben und Eigentum dar. Sein Umfang ist begrenzt, aber es ist dennoch nuetzlich fuer den beabsichtigten Zweck.

Die Schwierigkeit beim Handelsgesetz ist immer, wie man es durchsetzen kann. Goreaner sind pragmatisch, besonders wenn es um Geld und Politik geht. Es ist sehr wahrscheinlich, dass, wenn das Kaufmannsrecht durchgesetzt wird, es aus einer Kombination der persoenlichen Prinzipien der Beteiligten bestehen wird und den Interessen der lokalen Machthaber, die den jeweiligen Magistrat, der ueber die Angelegenheit Recht sprechen soll, unterstuetzen und ihn kontrollieren.

Das Folgende ist ein Extrakt aus den Beispielen fuer gesetzliche Vorschriften, die sich ueberall verstreut in den Buechern finden, und Verallgemeinerungen aus diesen Einzelfaellen.

Wer beschuldigt wird, gegen eines der Gesetze verstossen zu haben, kann und muss sich an einen der Magistrate der Kaufmannskaste oder der Stadt wenden. Falls der Verstoss bewiesen werden kann, wird die schuldige Person bestraft nach Massgabe des Magistrats und der Schwere des Vergehens.

1. Freie Personen haben das Recht auf Leben. Das Toeten einer freien Person kann Mord sein, es sei denn, zwischen dem Taeter und dem Opfer herrsche Kriegszustand, der Taeter handelt in einem Akt der Selbstverteidigung oder verteidigt seinen Heimstein, oder der Taeter ist ein ausgewiesener Meuchelmoerder (Assassine), der angeheuert wurde, gemaess den Pflichten seiner Kaste zu handeln. Ein Angriff auf eine freie Person, der Schaden verursacht, ist eine Koerperverletzung. Wenn das Ziel war, eine freie Frau gegen ihren Willen sexuell zu missbrauchen, liegt eine Vergewaltigung vor.

Auf Mord, wenn er beweisbar ist, stehen als Strafe der Tod oder die Sklaverei. Bei Koerperverletzung ist die Strafe – je nach Schwere des Schadens – Auspeitschen oder Amputation, falls das Opfer verstuemelt wurde. Auf Vergewaltigung einer freien Frau stehen der Tod oder die Sklaverei.

2. Freie Personen haben das Recht, ihre Freiheit zu behalten, es sei denn, sie entscheiden sich aus freiem Willen, sich zu unterwerfen, oder sie wurden im Krieg gefangengenommen oder auf Grund eines Vertrages, einer nicht zurueckgezahlten Schuld oder eines

Richterspruchs versklavt. Wird eine freie Frau zu einer Sklavin gemacht und keine der obigen Voraussetzungen trifft zu, ist das eine Koerperverletzung; bei einer freien Frau kann zusaetzlich noch der Tatbestand der Vergewaltigung vorliegen.

Wer eine Frau unter falschen Voraussetzungen versklavt, kann nach dem Ermessen des zustaendigen Magistrats bestraft werden, falls die Tat bewiesen wurde. Wenn das Opfer verurteilt wird, versklavt zu bleiben, wird dessen Familie finanziell entschaedigt. Wenn die Versklavung sich definitiv als illegal herausstellt, kann eine schwerere Strafe gegen die schuldige Partei verhaengt werden – bis hin zur Todesstrafe.

3. Freie Personen haben das Recht auf ihr Eigentum, so lange, wie sie sich darum kuemmern, es bewacht wird oder es anderweitig aktiv genutzt wird. Wer mit Gewalt, heimlich oder durch Taeuschung oder Betrug lebendiges Eigentum oder die Sachen einer Person stiehlt, macht sich des Verbrechens des Diebstahls schuldig. Unbeaufsichtigtes Eigentum kann benutzt werden, vorausgesetzt, es wird nicht vermindert, verschwendet oder beschaedigt.

Auf streunende Tiere kann Anspruch erhoben werden. Wenn diese unbeaufsichtigt und nicht markiert waren, verfaellt der Anspruch des Eigentuemers nach einer Hand.

Land kann beansprucht werden, wenn man es mit einem gelben Stock markiert. Falls man in der Lage ist, das beanspruchte Land von Sonnenaufgang bis Sonnenuntergang zu verteidigen, geht es auf den neuen Eigentuemmer ueber.

Die Strafe fuer Diebstahl kann auch die Rueckuebertragung der Gueter bedeuten, zusaetzlich ein Bussgeld ja nach ihrem Wert, und das Durchbohren eines Ohres, um den Dieb als solchen zu kennzeichnen. Auf wiederholten Diebstahl kann die Todesstrafe stehen, die Sklaverei oder das Brandmal fuer Diebe.

4. Freie Personen haben das Recht, durch ihren Heimstein geschuetzt zu werden, und diese Heimsteine sind der Souveraen. Jede Art von Gemeinschaft kann einen Heimstein besitzen. Unter der Souveraenitaet des Heimsteines kann diese Gemeinschaft sich selbst regieren und Gesetze erlassen, wie sie es will, um sich gegenseitig zu schuetzen und um sich regieren zu lassen, wie sie es fuer richtig haelt. Wenn die jeweiligen Gesetze des Heimsteins mit dem Handelsgesetz kollidieren, gilt das Recht des Heimsteins.

5. Freie Personen haben das Recht auf fairen Handel, sei es ohne Muenzen oder mit Muenzen. Jeder Heimstein soll einen Muster-Fuss (Metallstab) und einen Muster-Stein (Gewichtseinheit, ca. zwei Kilo, ein Metallzylinder) als Mass fuer Laengen und Gewicht haben, dessen Standards mindestens ein Mal jaehrlich auf der Sardar-Messe ueberprueft werden soll. Alle Kaufleute und Haendler muessen ihre Gueter und Waren mit diesem Fuss und Stein messen, nach Massgabe ihrer Vertraege. Falls sie das nicht tun, sind sie des Betrugs schuldig.

Standardisierte Buchstaben und Symbole, so wie das Kef des Brandzeichens fuer Sklaven, sollten immer benutzt werden, so dass die Kunden den Typus und die Qualitaet dessen einschaeltzen koennen, was sie erhalten haben. Die Markierungen und Zeichen der Waren muessen klar erkennbar sein, die Papiere ueber Qualitaet der Gueter muessen wahr sein. Muenzen minderen Werts, falsche Gewichtsangaben oder andere wissentlich verfaelschte

Waren oder andere minderwertige Waren, die nicht den Standards entsprechen, koennen eine Anklage wegen Betrugs nach sich ziehen.

Die Strafen fuer Betrug richten sich nach dem Ausmass der Tauschung. Zusaetzlich werden die Vertraege und Genehmigungen fuer den Handel widerrufen, die fuer den Betrug genutzt wurden. Im Wiederholungsfall oder bei kapitalen Faellen wird die Zunge des Taeters herausgeschnitten, um kuenftige Verbrechen zu vermeiden. Zusaetzlich werden Faelle, bei denen Waren falsch deklariert wurden, bei der zustaendigen Kaste angezeigt, dass diese Strafen gemaess ihrem Kodex aussprechen koennen.

6. Freie Personen sollten keinen Meineid schwueren und die Wahrheit sagen, und sollen nach dem Gesagten beurteilt werden. Wenn eine Vereinbarung dauerhaft und ohne Zweifel Bestand haben soll, muss ein Vertrag abgeschlossen werden. Alle Vertraege, ganz gleich welcher Art, muessen vom einem Schreiber aufgezeichnet werden. Eine Kopie muss sich im Archiv-Zylinder befinden, der zu der gesetzgebenden Gewalt gehoert, unter deren Zustaendigkeit er vereinbart wurde. Falls eine der vertragsschliessenden Parteien nicht in der Lage ist, den Verpflichtungen nachzukommen, kann deren Eigentum beschlagnahmt, die Frauen versklavt werden oder die Person selbst, bis der Vertrag erfuellt wird.

Wer einen Vertrag bricht oder sich falscher Zeugen bedient hat, erfuellt – falls beweisbar – die Tatbestaende des Meineids und der vorsaeztlichen Tauschung. Meineid und vorsaeztliche Tauschung werden wie oben als Betrug geahndet, obwohl der Nichterfuellung schriftlich abgeschlossene Vertraege gewoehnlich noch haerter bestraft werdenn. Bei Meineidigen werden zusaetzlich mit dem Brandzeichen der Luegner bestraft.

7. Freie Personen haben das Recht, Krieg gegen ihre Feinde zu fuehren. Der Kriegszustand – wurde der zwischen Heimsteinen ausgerufen – setzt viele der Bestimmungen des Handelsrechts derjenigen ausser Kraft, die unter dem Schutz des Heimsteins leben. Wenn der Kriegszustand ausgerufen wurde, kann das Handelsrecht den Schutz der Buerger des jeweiligen Heimsteins nicht mehr garantieren – im Falle eines Angriffs, des Todes auf dem Schlachtfeld, der Sklaverei oder im Falle der Zerstoerung oder der Wegnahme von Eigentum der am Krieg Beteiligten.

Das Recht der Gefangnahme bestimmt, dass jeder freie Mann sich die Frauen der Feinde nehmen kann, falls der Kriegszustand deklariert wurde. Sklaven koennen ebenfalls genommen werden wie alle andere Kriegsbeute, aber eine gefangengenommene Person bleibt solange frei, bis sie einen Kragen erhalten hat, gebrandmarkt wurde oder sich unterworfen hat, und kann im Rahmen ihrer Moeglichkeiten versuchen zu entkommen.

8. Freie Personen haben das Recht zu verhandeln, sogar wenn die Kriegszustand herrscht. Botschafter oder Herolde, die eine goldene Schaerpe tragen, geniessen Immunitaet. Falls den Botschaftern die Immunitaet versagt wurde, duerfen diese sich entfernen oder sich verteidigen im Rahmen ihrer Moeglichkeiten. Falls die Immunitaet garantiert wurde, darf ein Botschafter weder angegriffen, versklavt oder getoetet werden, es sei denn, er verstoesst selbst gegen die Immunitaet, in dem er seine Feinde angreift.

9. Freie Personen haben das Recht, Sklaven zu nehmen und zu behalten, oder sich selbst zu unterwerfen, wenn sie das fuer noetig halten. Ein Sklave ist eine Person, die zum Eigentum geworden ist, und die genau so wie ein Tier in der Wildnis behandelt wird. Da Sklaven nur als

Eigentum ihres Besitzers existieren, koennen sie keine Eide schwören, keine Vereinbarungen treffen oder Verträge abschliessen, sie koennen keiner Kaste angehören, nichts bauen und nichts besitzen. Sklaven haben keine Familie und keinen Heimstein. Sklaven koennen keine Verbrechen begehen, weil ihre Taten ihrem Eigentüemer zugerechnet werden und dieser das uneingeschränkte Recht hat, die Regeln fuer die Sklaven festzulegen und diese nach Gutdünken zu bestrafen. Um Sklave zu werden, muss diese Person sich willentlich unterwerfen: Das bedeutet, vor einer anderen Person zu knien und diese "Herr" oder "Herrin" zu nennen, aus ihrer Hand zu essen, um einen Kragen zu bitten oder ein anderes Symbol der Sklaverei, vor Zeugen zu bestaetigen, als Sklave akzeptiert und behandelt zu werden.

10. Freie Personen haben das Recht, die Handelsgesetze zu missachten. Wenn sie das tun, deklarieren sie sich selbst zu Geächteten. Ein Geächteter darf nach den Handelsgesetzen weder Wasser noch Nahrung noch Schutz durch einen Heimstein erhalten.

Zusammengestellt und uebersetzt von Rarius Yuroki (Yuroki Uriza), House of Yuroki Handelsgesellschaft, Tancred's Landing, Monat En'Kara 10165 contasta Ar

16 [OOC] WEBSITES OF ACTIVE GOREAN CITIES

City of Jasmine: <http://city-of-jasmine.jimdo.com/>

City of Thentis <http://thentis.com/>

Oasis of Klima <http://klima.unblog.fr/>

Omen Valley <http://omen-valley.jouwweb.nl/>

Sands of the Tahari - Home of Sand Sleen, Nine Wells and the Black Dagger Mercs
<http://sands-of-the-tahari.jimdo.com/>

Ukunga region - the family Kron <http://www.familykron.com/>

The Soaring Herlit <http://tsh.phlsystems.com/>

Arcadia <http://buccaneer007.wix.com/arcadia>

Isle of Tarns <http://isleoftarns.weebly.com/>

Tancred's Landing <https://www.facebook.com/pages/Tancreds-Landing/1433226383591759>

United Continent of Gor <http://united-continent-of-gor.ga-weblog.com/>

Valkyrie Panthers <http://www.valkyriepanthers.com/>

Jorts Faehre (GER) <http://jortsfaehre.wordpress.com/>

Kasra / Fayheen (GER) <http://feuerkrug.blogspot.de/>

Oase der vier Palmen (GER) <http://oase4palmen.de/>

ONLINEISM OF THE WEEK

17 BTB OR GE?

<http://whatthegor.tumblr.com/post/81160927767/what-to-tell-my-btb-friends-after-i-started-doing-ge>

18 SAFE ZONE

ABOUT THE NEW VOICE OF GOR

The NEW VOICE OF GOR is a weekly Gorean newspaper since 2011 - actual: volume four, issue 162.

Forerunners were the "Vonda Voice" (since 03-26-2009, issues 1-56, editor Verona Lorgsval), the "Voice of Gor" (since 07-14-2010, issues 1-133, editor Verona Lorgsval), the Ianda Times (since 2011, issues 1-71, editor Rarius Yuroki [Yuroki Uriza])

(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 rence 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:

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>

Port of Alsium (docks) <http://slurl.com/secondlife/Sympathy%20Islands/70/189/31>

The Soaring Herlit (docks) <http://slurl.com/secondlife/The%20Soaring%20Herlit/165/231/100>

Living Gor (library) <http://slurl.com/secondlife/Fini/128/128/42>

Village of Abydos (temporarily removed)

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>