CYBERSEX

EROTICA + TECHNOLOGY + DESIGN

JULY 2019

CYBER ADDICTION, OR CYBER LIFESTYLE?

The Science, the Fiction and the Absurdities of IAD.

PLUS

LivCloser
Beyond 3DX?

The Art of the Slut

The Psychology, Philosophy and Realities of Being a Female Hedonist



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In this issue...



The Art of the Slut



Cyber Lifestyle?



Nonconsent



The Digital Submissive



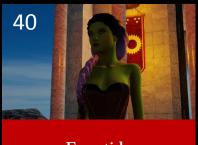
How to Host a Masquerade



LivCloser



Nym's Picks



Eventide



Sticky Kinks



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Editor's Note

When there are no rules, people will make them. But what shape will the future of cybersex take?

Once upon a time most Western nations had a very well defined order of morality, culture and tradition.

Men and women fully understood their place in the larger order, and there was zero confusion when it came to understanding what their roles and responsibilities were, both in the context of their society, and in their relationships with one another.

Was this an age of fairytale perfection?

Hardly. But there was clarity and stability.

In the decades since one revolution after another has torn down the old order. Sweeping industrial, cultural, sexual and technological changes have taken a sledgehammer to the ways of our greatgrandparents, leaving western society irrevocably changed and almost unrecognizable. And out of that real world innovation, rebellion and outright chaos, a whole new transnational (and perhaps postnational) society has emerged online.

This new cyber-society is still in its early infancy, so it's no surprise that at this point there is zero consensus amongst its members as to what cultural norms should be. On one hand an extremely libertarian mindset is held by many members of the community, with the only value being personal freedom, and the only moral limit infringement on the freedom of others. On the other extreme are those who would police every word, thought and

deed online, utterly convinced of their own infallible righteousness.

But the truth is that online society is unlikely to land at either of these extremes. Rather, like all cultures that have come before, it is in the process of negotiating its own complex rules as to what constitutes acceptable behavior — and that is especially true when it comes to cybersex and cybersexual relationships.

Presently we live in a digital 'Wild West' where anything goes, so it's small wonder so many people are confused about where the proverbial lines governing personal behavior should be drawn. Order is emerging, however, and in this issue we'll explore some of the interesting ways in which people are attempting to express it.

Nobody yet knows the final form digital society is going to take, but odds are good it'll be neither an anarchist's paradise nor a totalitarian wasteland – but something far more interesting and unexpected than either.

Jamie Sweet

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The Art of the Slut

The Psychology, Philosophy and Realities of Being a Female Hedonist by JamieSweet

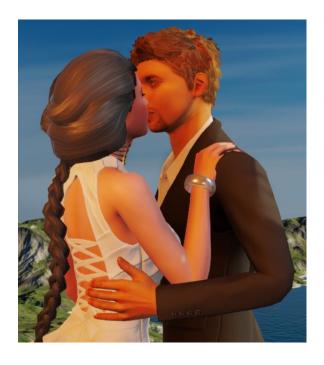
We have sex for a variety of reasons. Having babies is obviously one of them, but human sexuality is far more complex than that. We have sex for pleasure. For bonding. To express parts of ourselves we normally keep hidden away. We have sex because it's an instinct. Because it's a form of play. Because it gives us a license to be wild and primal and crazy with another human being - or several as the case may be. We have sex to revel in our masculinity or femininity, to experiment, to learn about ourselves, to establish roles in our relationships. In the case of Tantric sex we even have it as a form spiritual celebration. And barring the baby-making part, cybersex is identical to real sex in all of these respects.

And that's where it gets really complex, because the baby-making part is kind of a big deal.

The Gene Agreement

Up until the last century or so there was no way for a man to know, for sure, whether a baby was his or not. And very few men, given the general scarcity of resources, were willing to expend them supporting a child who didn't carry their genes. At the same time the vast majority of women absolutely required a partner to provide support and protection in order to successfully raise their kids. And so it was that men and women across the world reached a practical compromise called 'marriage'.

In a nutshell, women agreed to greatly limit



their sexual activity so that they would only get pregnant once they had found a partner who had made an oath before the entire community to care for them, and that they would guarantee that any children they bore carried their partner's genes by exclusively having sex with him.

Any man who failed to keep up his end of the bargain was condemned by the entire community, viewed as an irresponsible and untrustworthy cad, and risked suffering the very physical wrath of his partner's male relatives. Any woman who broke the code was condemned even more harshly, and not only forsook her own place in the community but that of her children. It was in some ways a merciless system, but it worked well enough

right up until 1960. It was then that the birth control pill hit the market, and it changed everything.

Suddenly women could have – at least in theory – as much sex as they wanted, with as many partners as they wanted, without having to worry about getting pregnant. All at once the main practical reason behind the ancient institution of marriage, and all its accompanying sexual regulation by church, state and society, was gone. Marriage, as an institution, did not fare well.

Within a decade divorce rates skyrocketed to previously unimaginable levels, millions of families shattered, fundamental values and traditions torn to shreds. The literal bedrock of society was shaken, and with the core values disrupted the number of new marriages began a steady and precipitous decline which has continued right to the present day. There were of course a lot of factors that came into play, but they all stemmed from women, for the first time in history, gaining reliable control over their own reproductive systems. In short, the pill shattered the age-old compact between the genders and threw open the doors of hedonism like never before.

The Virtual Slut

A slut is a woman who has sex with as many willing partners as she wishes, completely unencumbered by the traditional rules of female fidelity and chastity. In short, she's a woman who has sex with the sexual license normally only afforded to men, only being female she generally has a lot easier time finding sexual partners than her male counterparts.

While very few men would ever want to marry a slut (understandable seeing as her behavior flies in the face the fundamental precepts of marriage), sluts are extremely popular otherwise. And when it comes to cybersex that fact is even truer. In the digital world a woman never ages. She's forever in her sexual prime, completely infertile, free of disease and in no need of financial support. The more sex she has the more skilled she can become at pleasing her partners. The more kinky and experienced.

The Joys of Being a Slut

As humans we have a near universal desire for novelty and variety, and that's especially true when it comes to sexual partners. Sure we may have a special person in our life who we love more than anyone else, but very, very few people can honestly say that's the only person they'd ever want to hop into bed with.

Men love to have sex with a variety of women. Women love to have sex with a variety of men. And when you have a completely liberated digital society free from the physical limitations of the real world, both men and women get to enjoy lots and lots of fun, happy fucking. Every friend becomes a friend with benefits. Everybody wins.

As a slut you get to enjoy unfettered hedonistic access to pleasure and play. A wonderful means to bond with those you like, and a path to exploring your every desire. Into a kink that one guy doesn't care for? No problem! Just find another partner who does enjoy it and have fun with them. Enjoy everything from sensual love making to wild gangbangs, all while reveling in the joy of being a completely independent sexual being.

On the face of it there's absolutely no reason why every female online shouldn't fully embrace being a slut, not only for her own pleasure, but for the maximum pleasure of everyone around her. But as is often the case, there are complexities and provisos which need to be considered before adopting the lifestyle.

The Paradox of Being a Slut

As mentioned above, virtually all people desire novelty, variety and pleasure. But we also desire more than simple orgasms. Part of hedonism is enjoying meaningful relationships. Closeness and tenderness. Romance and connection. The simple pleasure of walking hand-in-hand with someone who we love and desire, and who loves and desires us.

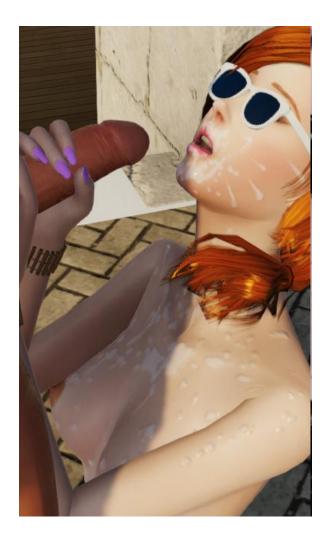
Most of us also desire control, and again that goes equally for both men and women. We want someone who's ours. Who is loyal and obedient and who promises to be ours forever and ever. And more often than not we don't want that control to be one way. On a certain level we want to be claimed. To be possessed. To have someone who gets jealous if we trn our eyes to another. And many of us secretly love the excitement of experiencing a little jealousy ourselves.

Not all lovers are created equal, and that's not just a matter of sexual skill or prowess. Different people will inspire different feelings in us, and it's possible to be madly, passionately in love (or lust) with two or more people for completely different reasons.

There are those that are wonderful for slow, joyful cuddles. Sweet afternoons spent sharing our hopes and dreams with as we talk and snuggle and tease before finally enjoying a delicious lovemaking session.

There are those with whom we share a great friendship. Common interests and senses of humor, perfect for a great time just talking and joking and swapping stories, capped off with a nice, hard quickie before you say goodnight.

There are others who actually annoy us. That insufferable alpha who we just want to strangle, yet who can pin us to the wall and hate fuck us till we're squealing from one wild orgasm to another, leaving us curled up in a little ball of quivering satisfaction as they notch the bedpost and move on to their next conquest.



Choosing to be a slut doesn't somehow magically make you two dimensional in your desires, forever content with random hookups and shallow pleasure. As a human being you'll always retain all facets of your sexuality, and that's where being a slut becomes more than a mere lifestyle. It becomes a deeply powerful and uniquely feminine art.

The Art of the Self

To be happy and satisfied as a slut, you first need to embrace and embody a healthy, supportive psychology and true hedonistic philosophy. If you try to be a slut out of rebellion or anger, being a slut will only embitter you. People might have sex with you, but your attitude will quickly drive them away, and you'll find yourself feeling used and lonely.

If you try to be a slut as a desire to escape personal responsibility, being a slut will make you feel hollow and miserable. Refuse to consider the needs of others and you'll reap what you sow, with people treating you as the vacuous, disposable toy you're behaving like.

If you try and be a slut as a means of selfishly feeding your own ego, being a slut will destroy your self-esteem. No matter how good you are between the sheets, nobody likes a bitch, and though they might spend the night with you, they'll be sure to deflate your self-worth every chance they get – just as you did to them.

To be a true slut you need to see hedonism as being an innately positive choice not just for yourself, but for everyone in your life. A true slut doesn't feel guilty or bitter, soulless or worthless, because not only is she claiming



freedom and pleasure for herself, she is providing it to others.

When a true slut is with a lover she shares herself with them, and not just physically. Her warmth. Her intelligence. Her imagination. Her playfulness. Her kinkiness. She pours these into the experience, making her playmate feel more than just sexual gratification, but connection and value. The true slut thanks and celebrates her lovers, and shares with them why she enjoys their company. After an encounter with a real slut a lover comes away feeling on top of the world, desiring her more than ever because of the way she didn't just have sex with them, but honored them.

The slut is a hedonist at peace with herself because she knows that she does good in the world, and that her presence contributes to the happiness and value of others. A woman who is never destructively jealous, because she freely affords her lovers the same freedom she enjoys. A woman who claims the same sexual freedom as her male friends, not in spiteful competition, but in the spirit of joy and sharing.

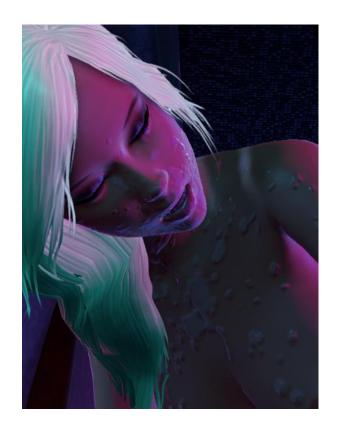
The Art of the Gift

As stated before, not all lovers are created equal. And, being human, a slut is quite capable of not just having favorites, but of falling in love. And when that happens – and it most certainly will – there is the art of the gift. Specifically the gifts of time, privilege and honor.

The gift of time is the most straightforward. If you have several lovers, but one is your favorite, then treat him or her that way. Make the time to be with them, and not just between the sheets. Be there to chat with them when they're feeling lonely. To console

them when they're feeling blue. To listen to, and keep, their secrets. Send them little gifts or love notes. Don't be afraid to show them they're special, or to play favorites if that's what gives you the most personal meaning and pleasure. Yet at the same time never try and hide or apologize for being a slut.

"To be happy and satisfied as a slut, you first need to embrace and embody a healthy, supportive psychology and true hedonistic philosophy."



The gift of privilege is another way to show someone how special they are to you. It could be that, when with them, you let them choose what you'll do together or where you'll go to do it. It could be that you'll indulge a sexual fetish of theirs which you don't for other lovers. That you'll let them pick what you wear, or how you'll do your hair or perhaps even roleplay a persona which excites them. In short, it's the gift of granting them special requests, and showing them that you two share something different than you do with your other lovers.

The gift of honor is one which needs to be carefully administered lest it inspire jealousy, but it is a powerful way to connect with your favorites. Place their name on your profile, announcing what an amazing person they are. Always wear an item as a sign of your connection to them. When with them put up your AFK message and ignore all private messages, or better still create a custom alt just for them.

Whichever you choose to give, however, understand that such gifts are not given as manipulative rewards or bribes – they are given from the heart, unconditionally and sincerely. If you cannot give a gift genuinely, then don't give one at all.

The Art of the Veil

The true hedonist never apologizes for her lifestyle, and if directly asked about her sex life need not feel guilt, shame nor a necessity to hide anything. At the same time, she also feels no need to advertise her activities. As a slut you have the wonderful opportunity to enjoy a plethora of fun and exciting lovers, but quite frankly there's rarely an advantage to telling the whole world about them, nor is it anyone else's business what you choose to do with your body, mind and time.

A slut lets her actions speak for themselves, and does not brag about who she takes to her bed. She respects her own privacy as well as those of her lovers, and does not create situations which inspire jealousy or competition. She cares too much for hers own peace, and the peace of those she pleasures, to invite trouble though insecurity.

A veil is not a mask behind which one is kept hidden. It is merely a symbol of modesty, and modesty is a trait which is always desirable – even for the hedonist.

Echoes of the Past

Rules of behavior that have existed since the dawn of civilization don't snuff out like a candle. They linger for many decades or even centuries, and there are always those who seek to turn back the clock through one means or another, no matter how far the genie has flown from the proverbial bottle.

This is especially true of the sexual regulation, and you will encounter people you like who simply cannot accept you being a slut. In fact, you will encounter otherwise warm, wonderful people who will attempt to shame you for it.

"The true hedonist never apologizes for her lifestyle, and if directly asked about her sex life need not feel guilt, shame nor a necessity to hide anything."

It is easy to feel hurt and angry when confronted by these people, but those emotions are never constructive for either you or them. Rather you must understand that these people are not so much angry at you, but afraid and uncertain of what will befall society now that so many traditions are either dead or dying. And given the enormity of the change which has occurred, and the tremendous uncertainty of what the future now holds, that's in no way unreasonable.

The best way of dealing with people is not through anger or trying to silence them, but by calmly and politely explaining your hedonistic philosophy. Understand that they might not agree with it, but then again it's not necessary that they do. There is enough room in the world for many systems of belief, and reasonable people can agree to disagree.



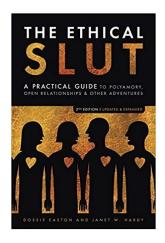
Conversion to a philosophy happens by showing kindness, patience and leading by example. Show them that you, as a slut, are a kind and respectful person, and you're infinitely more likely to have them come around to your way of thinking than if you allow the matter to devolve into argument.

A Final Word

The way of the slut is not for every woman. It takes independence, courage, emotional discipline and, most of all, tremendous generosity. The female hedonist enriches not just her life, but seeks to bring pleasure and joy to others in ways more traditional women simply can't.

The digital world is the perfect place to express and experiment with this lifestyle. A wonderful, safe arena in which you too can open yourself to the joys and satisfaction of hedonism. It isn't for the faint of heart, but pursued seriously and correctly the art of the slut can make you more than just a better lover.

It can make you a better person, and the world a better place.



Does the philosophy and psychology of being a slut interest you? Check out **The Ethical Slut** by Janet W. Hardy, Available on Amazon.

Cyber Addiction or Cyber Lifestyle?

The science, the fiction and the absurdities of IAD. by Futalicious

The DSM-II, the American classification of mental illnesses first published in 1968, originally listed homosexuality as a disorder. It wasn't till almost twenty years later that homosexuality was removed, but only after countless men and women were subjugated to entirely ineffective 'treatments' meant to alleviate them of their supposed illness.

The truth was that homosexuality never fell under any scientific definition of an actual disorder. It was included in the DSM simply because enough influential people felt it was undesirable – a supposed crime against nature – and in their desire to eradicate a lifestyle they didn't understand they turned to mental health professionals to "medicate the gay away".

Today Internet Addiction Disorder (IAD) is being touted by some as a mental health crisis. An online-related, compulsive behavior which interferes with normal living and causes severe stress on family, friends, loved ones and the work environment. And what's the root cause of this illness? Pornography and cybersex are almost always listed to be the main culprits, and some truly unprecedented claims have been made regarding how destructive addiction to them is.



According to the experts the mainstream media had brought out to talk about IAD, the addiction is responsible for destroying otherwise happy marriages, alienating sufferers from friends and family, destroying victims' ability to function at work and, perhaps worst of all, causing almost irreparable harm to the libidos of sufferers, making it impossible for them to enjoy normal sexual relationships without years of 'cyber-abstinence' and extremely expensive therapy.

But how widespread is IAD? How robust were the studies used to define it? And, finally, does it even really exist, or is it based on the same kind of pseudoscientific biases that once had homosexuality listed as a mental disorder?

The Story of John

To help answer this question, let's look at an actual example of an individual supposedly suffering from IAD, with only the names changed to protect the privacy of the individuals.

John had a typical office job, and after a long commute came home each day to his wife, Jane, and their two teenaged sons. Rather than spend time with his family (and particularly Jane) he retreated to his home office as soon as he could, locking the door and logging on to his favorite game: Second Life. Jane noticed that since John started doing this their sex life had declined to the point that it was almost non-existent, and John seemed to have extremely little interest in spending any time with her at all.

Jane wasn't naive. She strongly suspected that her husband was engaging in cybersex, and she felt deeply betrayed and hurt not just by the likelihood of his virtual infidelity, but his seemingly complete disregard in their entire life together. So finally Jane gave her husband an ultimatum – either turn off the computer and spend time with her, or she was filing for divorce.

John capitulated to her demands, yet still had no apparent interest in her sexually. When together he seemed to half-heartedly go through the motions of their marriage like a zombie. And at every opportunity he snuck off to his computer, and more than once she caught him playing Second Life the second her back was turned. Surely to goodness John was suffering from IAD, thought Jane, and her therapist agreed that indeed John should be

encouraged to seek treatment to free himself

from this destructive and terrible addiction.

On the surface it may seem quite apparent that John was at risk of losing everything over his virtual life. That he had obviously lost control of his ability to regulate himself and had developed a mental illness. But let's take a closer look at John's situation.

When interviewed away from Jane, John confessed that he utterly hated his job, but dared not quit because he had a wife and kids to support, a mortgage to pay, and credit card debt to service. Like most Americans he was living paycheck to paycheck, constantly struggling to turn out good enough work to keep his job even though he was under constant stress.

Though John had certainly put on a few pounds since getting married, he pointed out that Jane had completely let herself go and was fifty pounds overweight at this point. He complained how she constantly reminded him of how none of her needs were being fulfilled. How he never make love to her anymore. How they never went out anymore. How the neighbors were doing so much better than they were. How, in short, he was a constant disappointment and source of unhappiness for her.

"... John felt young and happy again, and the stress relief gave him the strength to get up each morning and face the day, fulfilling his obligations ..."

"... under the threat of divorce he felt blackmailed into treatment for enjoying what felt was a needed social outlet, not an addiction."

The cumulative effect of Jane's physical appearance and endless complaining had stripped him of any desire to be intimate with her

In a desperate bid to have some reprieve from his unhappy situation and his growing resentment for his spouse, John joined Second Life, and online his life was radically different. In the game world John was free to express himself, and had made several close friends that he loved hanging out with.

Without breaking the bank he could look great and socialize in exciting locales every night, enjoying wonderful company and the occasional sexual encounter with one of the countless beautiful women that populated the online world. When he was on Second Life John felt young and happy again, and the stress relief gave him the strength to get up each morning and face the day, fulfilling his obligations to his family.

It was an unpleasant shock when Jane demanded that he quit the game, and under the threat of divorce he felt blackmailed into treatment for enjoying what felt was a needed social outlet, not an addiction. Caught under the threat of a separation that would

destroy all that he'd toiled and sacrificed for, John reluctantly complied, though he confessed that his resentment for Jane was starting to blossom into full-fledged hatred.

With the complete picture revealed, it's pretty obvious that John had a deeply unhappy and stressful life no matter how one measures it. But was John suffering from an addiction, or was his time on Second Life a harmless, inexpensive way for him to cope with what would otherwise be a completely joyless existence?

The Absurdities of IAD

Porn addiction as a mental health disorder does not officially exist outside of pop culture. In formulating the latest update of the Diagnostic and Statistical Manual of Mental Disorders (DSM-V), the most prominent mental health professionals in the United States were not able to find a single study which definitively proved IAD is anything more than fiction. In spite of heated, contentious, and highly public debate, fueled by sensationalistic media coverage, there is exactly zero in the way of quality supporting research that the disorder exists.

For starters, there is no consistent definition of what IAD even is. In reviewing literature on the topic, half of the studies simply relied on participants' self-assessments to determine if pornography use or cybersex encounters were problematic (e.g., "Do you think your pornography use is excessive?"). Such a completely inconsistent and arbitrary means of determination is the medical equivalent of asking people "Do you feel overweight?" in order to determine official obesity levels.

Other IAD studies utilized a hard number as a measurement of problematic porn use (e.g., ten or more times in the past three months),

but that number was again completely arbitrary. Why ten times? Why not five? Or twenty? Where did the number ten come from? The papers were silent on this point.

Even the common claim that porn and cybersex equates with sexual problems is very highly questionable. In 2015, a study by Landripet and Štulhofer challenged the assertion that pornography use is harmful to sexual functioning. Using a large crosssection of men living in three countries, the authors found extremely little evidence of any association between pornography use and male sexual health disturbances. They concluded public concern about pornography use and sexual dysfunctions were completely misplaced, and instead surmised more likely factors to be unrelated substance abuse, stress and depression.

IAD's lack of scientific foundation is even more appalling when you consider that, despite it not officially existing, and thus there being no standardized protocol for its treatment, thousands of patients (almost entirely men) are paying for psychologists to assist them with the supposed disorder. In many cases, as with John's, the men are husbands who are submitting to care to preserve their marriages – effectively diagnosed by their wives and then sent to therapists to be 'fixed'.

In literally all other cases the patients are self-diagnosed. This is because while it would be completely illegal and unethical for a therapist to offer IAD treatment to a patient due to the lack



of protocol, it's perfectly fine to administer a completely untested treatment so long as it's the patient approaching the doctor with the request. This results in the bizarre and somewhat ridiculous situation that literally anyone can diagnose themselves with IAD, yet a professional mental health specialist cannot.

The Story of Alexa

Alexa (named changed) was a serious university student, trying her best to not just get through her classes, but score the best grades possible. She didn't want the drama and stress of a real life relationship, and didn't really have the time or money to go socialize with her wilder peers. Instead she began logging on the adult MMO of 3DX Chat, enjoying virtual friends with benefits and a casual sexual lifestyle that she could come and go from as she pleased.

Her time online allowed her to have a social and sex life without risk, stress or significant expense, and that in turn facilitated her to be a more effective student, despite spending a good hour or two online most evenings.

Few people would consider Alexa to be mentally ill for her choices, and that's because she tried to made use of cybersex in a positive way that benefited her real life. She made a conscious decision to adopt a lifestyle that suited her tastes and desires. John, though his situation was far darker, could be argued to have done the exact same thing, yet he is unwillingly undergoing, and paying for, treatment.

The Realities of IAD

It should be made clear that nobody is making the assertion that IAD doesn't exist as a form of mental illness, just that at this time there seems to be no hard scientific evidence that it does. The level of concern expressed by the media is thus rather overstated, if not utterly sensationalistic.

The fact of the matter is that pornography and cybersex, as well as general internet usage, could be argued to be a great way to reduce stress, experience pleasure and help individuals get through hard times when they need a psychological boost. Properly utilized, the internet can help us meet new people, form friendships, find lovers and even have deep, meaningful relationships, so of course we spend a lot of time online – just as people once spent lots of time in front of their television sets, and before that in front of their radios, and before that watching plays or reading books. And interestingly enough in every day and age there was talk of 'addiction' to such simple pleasures by the moralists of the day.

To demonize the human need for escapism, connection and sexual expression is neither constructive nor honest, and there is growing reason to believe that IAD might just be pseudoscience, a mental illness fabricated by people less interested in the truth than their own social agendas.

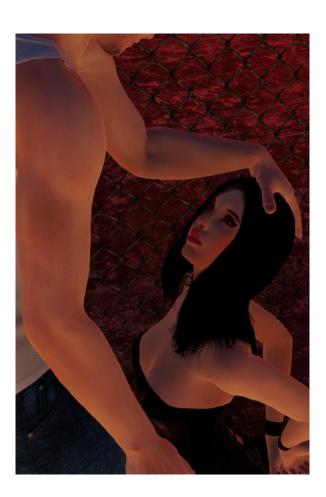
"This results in the bizarre and somewhat ridiculous situation that literally anyone can diagnose themselves with IAD, yet a professional mental health specialist cannot."

Consensual Nonconsent

The Strange Taboo of Violent Cybersex by DarkAmber

Every day, tens of millions of video game players sit down to carnage on an epic, global scale. In games like Mortal Kombat, Fortnite and Call of Duty, they slaughter each other in a hail of endless deathblows and gunfire, spilling enough pixelated blood to fill a small ocean — only to do it all again the very next day in a grand digital Valhalla.

Countless players not only don't mind butchering their friends, but are pretty okay with getting their heads punched in or blown



off too, the countless murders being all in good fun for the simple reason that nobody ever actually gets killed.

Study after study has proven that violent video games do not make people more aggressive. If anything they serve as a cathartic release that might actually help reduce stress and mitigate anger issues. Even as such games have become ever more pervasive, violent crime rates have continually dwindled.

So why does everything suddenly change when you add sex into the mix?

While games featuring non-consensual maiming, evisceration and decapitation are deemed perfectly fine, non-consensual sex is absolutely taboo, to the point where any game that even hints at such content faces instant condemnation and deplatforming, seemingly regardless of context.

Militant activists of religious, feminist and socialist camps all actively judge such "rape play" as being utterly abhorrent. A perversion that actively promotes violence against women and fosters 'toxic masculinity' in men. Yet oddly there's not a single serious scientific study to back up such claims, and having such fantasies is actually extremely common not just with men, but with women too.

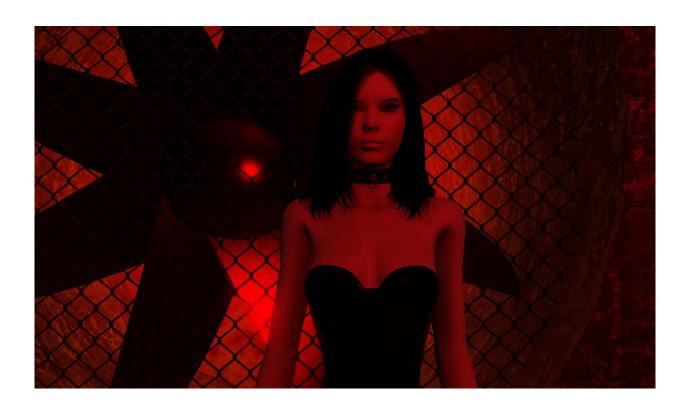
The Rape Fantasy

Erotic fantasies take a myriad of forms, and for a very large minority of people that includes fantasies of coerced sex. Between 1973 to 2008, nine surveys of women's rape fantasies were published in prominent psychology journals, and for many their findings were highly surprising. Between 31% to 57% of women (an average of about 40%) admitted to having non-consensual sexual fantasies, with a median frequency of once a month, and it's quite possible that the actual number who harbor them is probably higher simply because many women might not be comfortable saying so.

In the latest such study (Bivona, J. and J. Critelli. "The Nature of Women's Rape Fantasies: An Analysis of Prevalence, Frequency, and Contents," Journal of Sex Research (2009) 46:33), North Texas University psychologists asked 355 female college students: How often have you fantasized about being overpowered / forced / raped by a man / woman to have oral / vaginal / anal sex against your will?

62% said they'd had at least one such fantasy, and the percentage remained high even when the question was altered to highlight the nonconsensual nature of the fantasy. When asked about being "overpowered by a man", 52% said they'd had that fantasy. Even when the term "rape" was specifically used, 32% still confessed to it.

To anyone who read romance novels in the 1980's and earlier, this might not have come as such a shock. Rape and near-rape fantasies were central to many romance lines, perhaps the best-selling category in all of fiction. Bodice-rippers with titles like Sweet Savage Love certainly implied force, and featured handsome heroes who became so overwhelmed by the heroine that they lost all control over their desires. The hero simply had to have her, and even if she declined (which she often initially did) his aggressive advances quickly dissolved her resistance into mutual sexual fulfillment.



Consensual Nonconsent in Cybersex

Cybersex has, in a lot of ways, a lot in common with violent video games. Both provide a visceral experience which may stir deep, primal desires and emotions. And as with virtual violence were nobody actually gets hurt, nobody actually gets pregnant or catches an STD online. Likewise, just as it's an impossibility to force someone to participate in a virtual battle against their will, nobody can get digitally sexually assaulted. Thanks to the ignore and power buttons, 100% of online interactions are 100% consensual. Period.

Given the prevalence of people who enjoy what amounts to violent roleplay, and those that enjoy sexual roleplay, and the sheer commonality of so-called rape fantasies among men and women alike, why exactly are nonconsensual cybersex scenes considered so taboo? If anything, one would think that they'd be extremely common.

And as it turns out, they are.

Termed "consensual nonconsent" to make it clear that everyone involved is a willing participant, the majority of cybersexuals will try this kind of sexual experience, or something very close to it, at least once. Common variants include...

Rape Play: A simulated sexual assault, typically involving either violence or the direct threat of violence.

Blackmail Play: A scene in which one participant roleplays getting coerced into sex by threats against their reputation, loved ones or livelihood.

Hypnotic / Mind-Control Play: A fantasy in which some form of hypnotism, magic or technology reduces a participant to an

obedient sexual puppet.

Sleep Play: A roleplay scene in which a participant is rendered either asleep or semiconscious, typically by being slipped some kind of date rape drug, and then sexually molested.

Vampire Play: A gothic fantasy where a vampire renders a participant sexually submissive though the sheer force of their seductive aura.

Snuff Play: A dark roleplay in which not only is one participant sexually assaulted, but then



winds up stabbed, shot, suffocated or similarly dispatched by the aggressor – only to instantly resurrect the second the play is over, of course.

Excitement from such cybersex is derived not just from the violent and/or coercive nature of the play, but also its sheer taboo – the very act of enjoying such a condemned and forbidden fantasy can be in itself amazingly arousing, especially when it's being shared with someone one knows and trusts. And though the majority of cybersexuals will never make such encounters a staple of their online sexual adventures, there is a significant minority of both male and female players who do.

Why so serious?

No sane person wants to be the middle of a battlefield, risking life and limb in a desperate attempt to kill enemies before they kill you. No sane person wants to be coerced into sex, be it by force, blackmail or drug. This should go without saying by anyone with a scrap of morality.

Just because millions of gamers riddle each other with virtual bullets each day in no way suggests that people want to shoot other people, much less get shot by them. And just because some people love to bring violence into their digital bedrooms doesn't in any way mean they think it would be fun to get sexually assaulted in real life.

Fantasies are just that. Fantasies. And the double standard in viewing one kind of brutal violence as totally acceptable while another isn't is glaring. Consensual nonconsent in cybersex certainly isn't everyone's cup of tea, but condemning it may be far more an exercise in self-righteousness than it is scientific, logical or fair.

HORRORPORN.com

Interested in porn that delves into dark, twisted and extremely nonconsensual fantasies? Horrorporn.com features high quality, full length porn films that are not for the faint of heart...







The Digital Submissive

Three simple rules to make virtual submission all it can be. by HeatherRose

The popularity of BDSM is growing, especially in adult online communities and virtual worlds such as 3DX Chat and Second Life, with special emphasis on D/s (Dominance and submission). But what are such relationships really about? It is just a love of kinky sex? Is it abuse? How much more is there to them than we see on the surface? There is no simple definition of a true D/s relationship, but in this article I hope to give you some idea of the concepts and challenges behind the lather, whips and chains.

Most people are familiar with the terms Dominant and Master, and submissive, sub, and slave, but I want to focus on the role of the submissive for this article, taking a deeper look at what it truly means to be 'sub' in a virtual world, and sharing three key rules with you.

Online submissive Rule #1: Don't Submit to False Dominants

The very foundation of a D/s relationship is counterintuitive. Despite the 'power exchange' in the relationship, it is always the submissive who should hold the true power. Let me explain; when a new D/s relationship is being considered both the Dominant and the submissive need to talk and discuss their limits and how they match up. Regardless of what the Dominant wants, if the submissive isn't inclined to enjoy that kink then it is completely off limits. Simply put, it's the submissive who dictates to the Dominant



what can and cannot be done in the relationship.

Unfortunately this crucial step is quite often skipped in the online world, or is overlooked by individuals who consider themselves Dominant but have no true grasp of what the relationship should mean. And there are just as many submissives who don't realize they should be given this opportunity to state their sexual boundaries because they haven't been educated in the process.

The online submissive is typically, but not always, someone who has never been involved in the BDSM lifestyle outside the internet and has, in most cases, never known anything other than how submission is portrayed in a romance novel. This leaves the submissive vulnerable to the false Dominants, individuals who also have no knowledge of the lifestyle and simply want to be controlling and/or abusive rather than negotiating and earning true, consensual submission.

Both in a virtual world and in real life, anyone who even considers entering into a submissive role needs to understand that submitting to another is a gift. To give up your control, to allow someone to lead and guide you, to give your body and self is something precious and requires trust and communication. There is no more beautiful way to share yourself with another than through submission.

How to Spot a False Dominant

False Dominants are people who have no concept of what the D/s lifestyle is about. They don't care about the deep bond and complete trust that the relationship can bring. All they want is to be seen as in control. As such, the first and primary sign of a false Dominant is that there's little in the way of

communication or reciprocation – just harsh orders and the pushing of their own desires to the exclusion of all else. If you don't feel like you can say "no" without upsetting them, you're with the wrong person.

The other major sign of someone being a false Dominant is their being a collector, someone who has accumulated several submissives and is still looking for more. A sub needs attention and care, which can't be provided when the Dominant has an ever growing harem, their focus on acquiring more playmates rather than enjoying the ones they already have. For such people, a submissive is nothing but a status symbol, and they will not invest in a lifestyle dedicated to mutual satisfaction.



Online submissive Rule #2: Don't Just Obey, Play With Your Dominant

In the real world BDSM is of course a physical activity, but real online submission is in some ways far more demanding. Online there is no actual contact — something normally very important in developing a bond with a Dominant — but this doesn't mean that digital submission can't be deep and fulfilling. The keys are imagination and communication. If both parties are open and honest (even brutally so), a bond of mutual excitement, pleasure and trust can be built almost as strong as if they were in the same room — but this will take time and commitment.

An online submissive must be willing and able to not just obey, but to be descriptive in their play. Every small detail provided by the submissive as to what they are experiencing helps their Dominant feed more intensity into the relationship. To better fire the submissive's passions and imagination, and turn image and text into a thrilling, orgasmic experience. The more a submissive gives the Dominant to work with, the more enjoyment they'll share.

Online submissive Rule #3: The More You Know, the More Fun You'll Have

An online submissive, especially a new submissive, will often find a lack of educational materials or proper sub mentors to help guide him or her. Learning about the BDSM lifestyle can be vital, especially if there are any doubts in the mind of the submissive. Nothing replaces experience, but knowledge can be a close second. Taking the time to visit online resources such as submissiveguide.com and kinkly.com can be a great investment. Both sites feature numerous great articles about the BDSM lifestyle, and are well worth reading.

One Last Word of Advice

The depth and challenges of a D/s relationship can be expansive, far more than what could be explored in a single article or covered with a few basic rules, but I hope I've given you even just a glimpse inside the world that so many claim to be a part of, but so few understand. Follow this basic advice, and I guarantee you'll have far better experiences, and perhaps even create a special bond which you, and your Dominant, can treasure for many years to come .

Looking for some great resources for learning about digital submission, and figuring out what your limits may be? Check out these three amazing websites!





Profile Safari

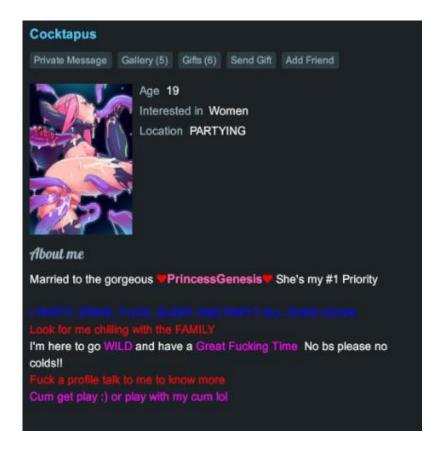
Five 3DX Chat profiles in a class all their own. by MaxPower

Most profiles are kind of boring. Full of humdrum stuff like the person's interests, thoughts and feelings. Luckily there's a few intrepid souls out there with tremendous originality, impeccable literary workmanship and a complete disregard for convention which allow me to satiate my thirst for adventure. Today let's look at five profiles I was fortunate enough to encounter while on profile safari.

Cocktapus

Font color is a very useful tool in building a profile. It can highlight key parts that you wish to bring to the reader's attention and really make you stand out from the crowd. Another way to achieve this is to have a multitude of orifice-probing tentacles as your picture. Cocktapus has mastered both of these skills.

The best thing about the profile is that it is true to its name, everything is as expected. Too often I open a profile that's so different from what I was looking for that I wonder if I clicked the right name.



I don't want to read Oscar Wilde quotes on the profile of someone called CockMasterFuckMan and I don't want to see anteater porn on HappyBunny's profile. But this profile absolutely nails it. It's fun, it's over the top, it's quintessentially Cocktapus. And you can't ask for more than that.

MisterClean

If you've been playing 3DX for a while, then chances are you'll have come across MisterClean. For those that haven't, yes, it's an avatar based on the cleaning product mascot of the same name.

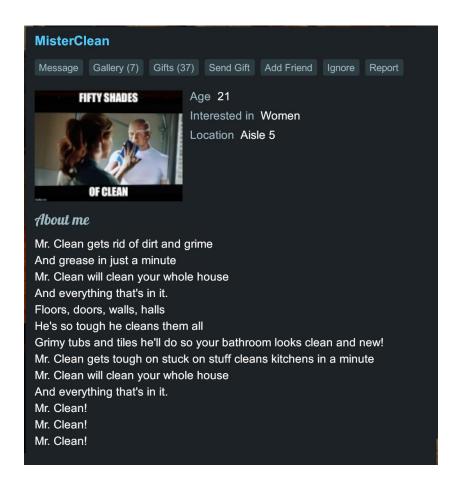
He's been playing for quite a few years now, even before the infamously sexy Super Bowl commercial of 2017. Frankly I've always thought a parody of Cillit Bang would have made for a much better 3DX persona but hey, what can you do?

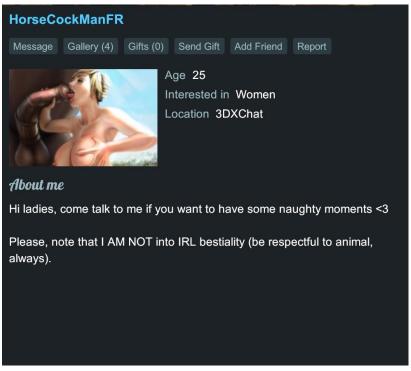
This profile is the result of years of work and a lot of thought must have gone into it. Being such a well-known figure, he has taken it upon himself to distance himself from the Mr. Clean brand. Clearly wary of legal threats from the corporate overlords of P&G, there is now a disclaimer in his profile. He has even gone so far as to subtly tweak the jingle in his profile. Yes, I looked up the lyrics to the Mr. Clean jingle.

HorseCockManFR

HorseCockManFR, or ChevalCoqHomme as his compatriots call him, is a man with the cock of a horse. And that makes him the most powerful superhero in all of 3DX.

With the gargantuan proportions to put to shame even the most well-endowed futa demoness, Horse-CockmanFR roams the streets for all of us. He fights for freedom, for justice and for hay. There are plenty that doubt him but he will defeat these neighsayers with his







signature move: putting his penis inside them.

There's also something so very wholesome about HorseCockManFR's message, reminding us to be respectful to animals. Although I do wonder what happened to prompt him to put up the disclaimer.

ORCtheRAPER

Okay, a lot to unpack here.

Firstly, the name is a thing of beauty. And there's real thought behind it too. It makes sense for 'ORC' and 'RAPER' to be in capital letters so putting 'the' in lower case gets around the spacebar constraints of 3DX.

Secondly, the profile itself is finely worded. The erratic spacing adds suspense and the use of 'ORC' after every phrase reminds us of his true nature. With an exclamation mark to words ratio of 51:32 in the main body of text, he has made sure that his message is loud and clear. This is an orc not to be taken lightly.

Finally, the profile picture is truly striking. Although on closer inspection, if he does want to 'PREGNANT THE HUMAN' then he's going about it the wrong way. Perhaps orcs conceive anally, but this author isn't being paid enough to research that. Tune in next month for our article on Orc-consensual nonconsent.

Psychotropic

If you've ever wondered what the profile of a vagina-wrecking, kitten-destroying, prophet-murdering wizard might look like; you're probably on as many drugs as Psychotropic is.

He claims to have been pimping hoes since 420 BC, which was around the same time 3DX was last updated. Since then he's cultivated a bright profile with a great use of color, lines and crown symbols.

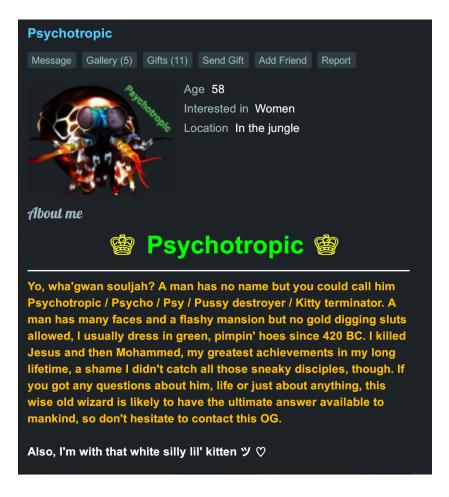
The profile picture is worthy of its own article. It's an image of a mantis shrimp with our man's name written beside it in green.

Why?

Because he's on a lot of drugs.

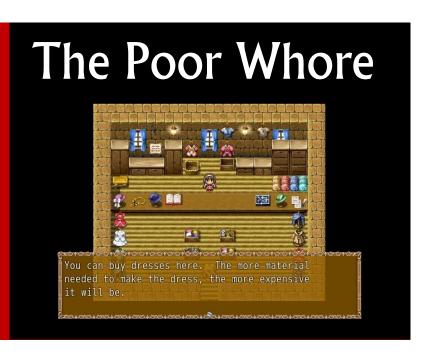
But also because mantis shrimps are the best. Humans see colors from a combination of red, blue and green but mantis shrimps can have up to sixteen color receptors. That's thirty-two receptors when on LSD.

Long live the mantis shrimp and long live Psychotropic!



Have kinky sense of humor and a love of adventure?

The Poor Whore is a free-to-play fantasy RPG game with an amazingly rich storyline and multiple endings, all revolving around a young prostitute's quest to become the most famous (or infamous) whore in the kingdom. Though the graphics are strictly g-rated, the kinks the main character can encounter are both varied and not for the faint of heart.



How to Host a Masquerade

A step-by-step guide to throwing an amazing erotic party. by PlatoConsidered

A masquerade, in terms of cybersex, is a very special kind of sex party in which the aim is not merely to engage in an orgy, but to create a certain atmosphere of mystery, eroticism and suspense which enhances the experience. Anyone who has seen Stanley Kubrick's film *Eyes Wide Shut* will understand the kind of vibe such a party must have, and just how different it is from normal 'play parties'.

Fortunately such events aren't as hard to organize as one might think, especially when one breaks the process down into a series of simple, easy-to-follow steps. So, without further ado, here's the magic formula for holding a truly memorable masquerade.

The Setting

Masquerades are entirely about capturing the right kind of mood – an ambiance of dark hedonism and mysterious opulence in which the participants are never quite sure what will happen next. As such the setting needs to be appropriately shadowy and slightly menacing, yet at the same time extremely rich in its colors, textures and styling. The location needs to put participants slightly on edge by being mildly intimidating.

For players of 3DX Chat there is no better example of this ambiance than Le Marquis Libertin: Orgy Club, built by Garance and downloadable at 3dxchatsharing.com.



The Guest List

There are three factors which you will want to consider when it comes to your invitees.

The first, and perhaps the most important, is that everyone on the list feels sexually comfortable with each other. Inviting two people who despise each other, or mixing extremely kinky players with very vanilla ones is just asking for trouble.

The second is that everyone in attendance is willing to follow your simple instructions for the evening, and to treat the event with a level of decorum and seriousness. Having people run helter-skelter at your masquerade, or not show up in costume, is not only going to ruin all your careful preparation, but destroy the experience for the other guests as well.

The final thing you'll likely want to take into account is gender balance. Having far more men than women, for example, is likely not going to be very fun for the guys or the girls, and will cause needless tension at the event.

The Costuming

One does not appear at a masquerade in a t-shirt and jeans. All guests should come properly dressed in formal yet sexy attire, ideally in deep, rich colors such as crimson, colbalt, laurel green, royal purple or velvet black. Women's hair should be put up, opulent jewelry should be worn, and makeup done to exude an exotic, high class appearance, while the men should arrive well-groomed and attired. And most importantly of all, all guests should come wearing masks, and ideally ones which do not cover their mouths.

Costuming is critically important for a



masquerade, not only because it helps sets the mood, but because it helps guests feel like they're not just visitors, but true participants. It encourages a form of subtle roleplay and immersion that greatly enhances the clandestine feel of the party, and makes it all the more special when the clothes come off!

The Ritual

Most orgies are somewhat of a free-for-all, with participants showing up, getting naked, and getting down to the business of pleasuring one another. Masquerades are considerably more formal in that they take the time to engage the participants. To tease them with the anticipation of what is to

come, and to keep them slightly off balance in that they never quite know what is going to happen next.

This is where the role of the maquerades' host or hostess comes very much into play. It is up you to direct your guests without constraining them, gifting them the experience of the masquerade while making them feel a real and important part of the events.

There are innumerable rituals which you can enact to accomplish this, but here is a sample which may serve as inspiration:

Act 1. The guests arrive and are asked to follow a row of candles which runs from the mansion entrance, up the grand staircase and to the library. There they are asked to change their game settings so that the 'player names'

"Masquerades are entirely about capturing the right kind of mood – an ambiance of dark hedonism and mysterious opulence in which the participants are never quite sure what will happen next."



is switched from 'show all' to 'hide all', and to mingle till all invitees are present.

Act 2. The women are asked to leave the library, and make their way to one of the many bedrooms. There they are to undress so that only their masks and jewelry remain, and await their first sexual partner for the evening.

Act 3. When all the women are ready, the men's names are announced one at a time and in random order. As they're announced they're to leave the library and go in search of the women without the benefit of being able to see where in the mansion they are. The first woman each man finds shall be their first sex partner for the evening.

Act 4. When the 'couples' have finished enjoying themselves they are to dress and return to the library to chat and mingle. When everyone has returned the process will repeat, this time with it being the men who leave the library first, and the women who seek them.

Act 5. Upon the return of the guests from their second sexual encounter, the host will thank everyone for attending and the masquerade will gracefully conclude.

The Rules

Even through masquerades are far more structured events than most orgies, it is best to keep rules simple – both in the sense that they're very easy to remember. As such it is recommended that you only have two strict rules.

Rule #1: Listen carefully to the instructions of the host or hostess, and follow them to the best of your ability.



Rule #2: Do not remove your mask for any reason. That is the one item of clothing that must remain on in order to maintain the ambiance of the event.

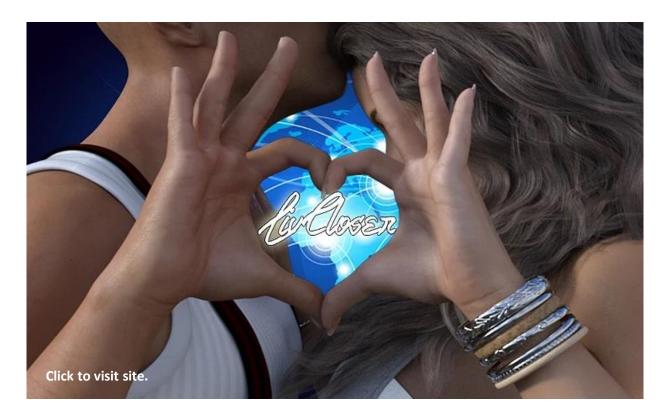
A Final Word

A well-orchestrated masquerade is a sexual experience like no other, and the virtual world offers a level of decorum and atmosphere that might very well be impossible to achieve in the real world without immense expense. It is a special event which participants will remember, and which they'll count themselves very lucky to have been invited to.

Does it take a significant investment of time and planning? Indeed it does. But I can promise you that the results are more than worth it.

LivCloser

Beyond 3DX? by JamieSweet



LivCloser is an adult virtual world presently under development by Lussian, well know 3DX personality and, up till recently, more-or-less permanent fixture at the Fresco night club.

Still in alpha, and being worked on by a modest team, there are those which have shown skepticism that the project will ever see the light of day, but after having the privilege of interviewing Lussian himself I'm happy to report that not only is LivCloser alive, but that steady progress is being made towards launching the beautiful, feature-rich environment that so many have been wanting.

Building a virtual world is a big task. What made you decide to take on the challenge of constructing LivCloser?

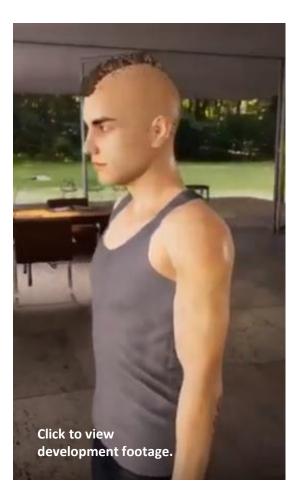
The reason is because this kind of universe has great potential, and me and my friends couldn't find an ideal place we wanted to play in. Some games had graphics that were outdated, and some hugely lacked in features and updates. So we decided to create our own.

We're about a year into development and still in alpha, but we are a small team and while what we have works, it still needs to be polished and optimized. There are several other adult worlds out there. 3DX Chat. Red Light Center. Chathouse 3D. Second Life. How is going LivCloser going to be different from them?

Every game has its' own pros and cons. Livcloser will have its' own spirit that I believe will resonate with the large number of players that aren't fully happy in their present games.

Plus there will be some surprises when it comes to the communities and people who come to join us. LivCloser will be free to play (freemium), and we'll welcome comments from our new players and improve based on their suggestions. We'll be very active with our player base.





Many players of similar games are pretty adventurous, and are often looking for something beyond vanilla sex. Is LivCloser going to cater to any specific kinks or fetishes?

LivCloser will try to give players the maximum freedom and ability to roleplay, and that roleplay can be had in clearly identified and dedicated special areas.

That way people will can choose to enter that roleplay area or not. We want to maximize choices while at the same time keeping everyone comfortable and happy. Everyone should be able to express themselves, but everyone should have their limits respected too.

When LivCloser is completed what do you think are going to be the primary features that draw players to it?

We want to make the sheer number of features a feature in itself. Want to add a lot of them as soon as possible, and many have already been tested and panified. All of them will come in time, and our game will be very active on updates.

We're going to have advanced avatar customization, including layered clothing so you can wear, for example, a jacket over a shirt. Have a huge number of readymade animations when it comes to dancing, actions and poses. You'll be able to have things like tattoos and pets, and even choose how you move around since there will be not only be cars you can drive, but everything from skateboards to boats to jetpacks.

There's also going to be lots to do, with areas like clubs, casinos and eventually a full adult theme park. And they'll be a high focus on providing mini-games so there's never a shortage of variety, especially as the game will features physics items such as balls your avatar can pick up and kick around.

But perhaps most importantly, LivCloser will be very creator friendly so that players can make their own maps, clothes and animations. Plus our site will have full audio and video integration with YouTube, Shoutcast and video streaming.

That all sounds amazing. So when do you estimate the site will go live?

We should be launching in 2020, but exactly when I don't want to speculate. The game will be ready when it's ready, and we don't want to sacrifice quality to meet some artificial deadline.



Nym's Picks

Ten incredible builds from the beginning of 3DX to the present. by Nym

I was asked by JamieSweet, editor of this magazine, to put together a list of my ten favorite 3DX Chat builds (several of which you'l see are currently available on the Modz forums). This was an impossible task as I have seen so many outstanding builds on 3DX that there's no way I could fit them all into a top 100, let alone a top 10.

There are a few that are very special to me, however, displaying a level of artistry and creativity which make them exceptionally memorable. And it's these builds, some predating even the world builder, that I would like to share with you.

#1: Infernus by AsherReins



My #1 would have to be Infernus by AsherReins. Asher doesn't play 3DX a lot anymore, and while there are still a lot of amazing builders around, Asher is a true artist. Infernus was one of Ashers' first builds with the new world editor, and it still stands out as my personal favorite of all time.

#2: Versailles Castle by xRosa



Versailles Castle by xRosa is probably the closest I've ever seen to a perfect build. The level of detail is breathtaking, and yet the room is still very functional. Putting such love into your work is important, but having too many special touches can make a room lag. xRosa got this just right.

#3: Winter Cabin by AmyLaRouche



The world editor brought with it the ability to give our builds a seasonal feel to them, and no build better captures this than Amy's Winter Cabin. I'll admit I have a soft spot for log cabins, and just love what Amy created here. It's very special.

#4: Prismarine Forest by Llavi



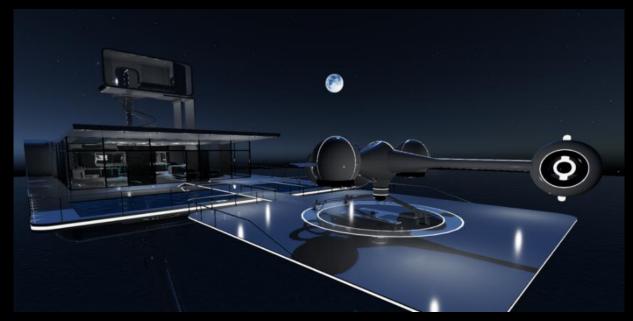
Llavi has created several breathtaking rooms, but her forest is my favorite. The time spent on the tiny details are a testament to both her immense patience and pride in her work. This build shows what can be created if you just take your time.

#5: Spanish House by Lexzia



One of the most downloaded rooms on Modz, this build has to be on my list. Lexzia is truly one of the greats, and I've been privileged to see most of her work over the years. The Spanish House has clean lines and has a real atmosphere about it that makes it as popular as it is unforgettable.

#6: Tribute for Oblivion by Manyasha



This build is simply stunning. I have seen Manyasha's work close up before and I know the level of skill required to create what she does. If you ever see one of her rooms open, take the time to go see it. Just be prepared to be amazed.

#7: Medusa by Gallaxxa



This build dates back to the days before the world editor, and for those that don't know, back then we had to create rooms out of props (such as tables, chairs and bookcases). This build always stood out for me as she created a room that gave the impression you were under water (remember water never existed back then), and the environment was both modern and realistic.

#8: Sonata by Lucifer



Lucifer's '62 Corvette C1. We all know that building in 3DX is not just about clubs and houses. Some of the cars, boats, trains and planes that have been built are equally amazing. This Corvette always stood out as something special. The benchmark for realistic vehicle builds.

#9: Jukebox Radio by Lea



This build has to get mentioned simply because I have seen in it so many rooms in 3DX. A classic Juke box is something we can all relate to as it represents the things everybody loves about the game: music, socializing and a fun environment.

#10: House from Up



I realize that normally top ten lists count down rather than up, but I wanted to save my tenth pick for last because, in a way, this build is also my very favorite.

I pulled this picture from the thousands I've collected over my four years in 3DX Chat, and I'm sad to confess that I don't even remember who's creation this is. It was made back before the world builder, and is in fact one of the earlier builds even from that time. But as simple as it is and as crude a set of tools as we had to work with back then, it still makes me smile whenever I see it.

Even after all these years this little floating house inspires me, and it proves that with a little imagination and patience, you can create anything.



A Note from JamieSweet

You've seen Nym's picks, but I just couldn't resist sharing a link to one of my all time favorites, the amazing Avatar Tree build by soubida.

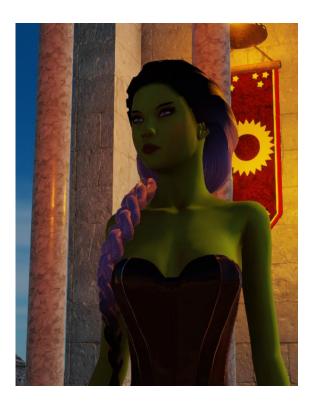
Definitely worth checking out for the incredible use of lighting, color and the beautiful skyscape.

Eventide

Fantasy LARPing is coming to 3DX. by DarkAmber

If you're a 3DX player with a love of roleplaying games like Dungeons & Dragons, or a fan of fantasy fiction like Game of Thrones, then you might be excited to hear about a new LARP set to launch in late July of this year.

LARP stands for Live Action Roleplay, and if you've ever participated in a murder mystery party you've already tried it. Participants improv the roles of fictional characters — and in the case of Eventide they're the lords and ladies of a dying empire, each one seeking to claim the throne for their family, or maybe even for themselves, before the nation dissolves into civil war.



Described by its co-creator, DireTeddyBear, as an "ongoing erotic fantasy roleplaying experience", the world of Eventide is based around the court of a decadent kingdom and the four great clans that scheme against one another to form its next great dynasty.

Players compete by achieving secret objectives through veiled threats, deft negotiation, cunning trickery and, of course, brazen seduction - and the first clan to accomplish them all shall rule.

Playing the Game

In Eventide players choose one of four clans for their character to belong to, each a powerful noble family with their own strengths and weaknesses, and each with their own unique approach to obtaining power. Your character's clan is effectively your 'team' when it comes to playing the game.

This being an erotic fantasy, each family is known for their own sexual predilections, and seduction is designed to play a large part in how the various decadent factions get what they want from each other. A love of descriptive roleplay and a great imagination are musts for those interested in participating, and as the storyline carries on from week to week a fairly flexible schedule doesn't hurt either.

The game is entirely scalable, meaning potentially dozens of players can participate in Eventide's sexual intrigues.

The Four Families

The four clans of Eventide include the bold and militaristic Pax, the rich and devious Pompados, the religiously hedonistic Archoni and the magically powerful (if somewhat inbred) Nyx. Each faction is detailed in the game's downloadable player's guide, along with the basics of how the Eventide empire operates.

Also included in the player's guide are instructions on how to make a character for the game, a quick and easy process revolving around the strengths, weaknesses and quirks you'd like to roleplay.

Getting Involved

To play, download the game's Player's Guide by clicking on the picture below, then email your completed character to

eventide3dx@gmail.com.



PLAYER'S GUIDE

The ten page player's guide covers all the basics, including details on Eventide's geography, history, politics and religion, as well as information on each of the four clans.



Pax

Pompados

Archoni

Nyx

Sticky Kinks

For some, a kink isn't fun unless it's delightfully wet and messy. by Squishi

Whenever you French kiss with someone, you exchange a bodily fluid – notably saliva. And nobody I know considers deep kisses to be unsanitary or 'gross'.

Whenever you give someone a blowjob, you're ingesting a bodily fluid. You're swallowing pre-ejaculate (more commonly referred to as precum) for certain, though typically at least a little semen as well. The same goes for cunnilingus, only then it's vaginal fluids. And again, you have to be pretty conservative to consider that to be anything distasteful.

That's important to remember when discussing what I call 'sticky kinks'. Sexual play that involves the tasting, swallowing, swapping and 'application' of bodily fluids. If you're okay with rubbing your tongue to someone else's, why would you not be okay with them, say, spitting in your mouth? If you're okay with swallowing their semen, why not their urine – seeing as the latter is no more or less safe to ingest than the former?

The answer is social conditioning. We are taught that certain sexual acts are disrespectful, dirty or even downright perverted when, in reality, they're not really any different than what you're doing when you kiss, or practice oral sex.

The truth is that when you're given licence by both your partner and yourself to experiment, it can add a tremendous level of excitement to your love life. And it could be

argued that Cybersex is a great way in which to try things – sharing experiences digitally before living them out in the real world.

Cum Play

The so-called 'money shot' has been a staple of porn films since at least the 1960's. Generally speaking the ejaculation of the partner with the penis is both the literal and metaphorical climax of sex. As such, the tasting, swallowing and wearing of cum holds wide appeal with both men and women.



As such there's several kinks involving cum that you may wish to try, and I've listed several below for your consideration.

Facials

As the name implies, facials are ejaculation over a partner's face and upper body, including in their hair, and on their throat, chest and breasts. There's nothing quite like being 'marked' by a partner in this way, in that depending on the situation it can be anything from messy fun to an intimate experience of him 'marking' you.

Bukkake

The term 'bukkake' is Japanese in origin, and was originally used to refer as a type of severe punishment reserved for adulterous women. A husband who discovered that his wife had been unfaithful would turn her over to the men of his village, and after taking her a short way outside the community each of them would take a turn masturbating and

ejaculating on her face. Then, her face dripping with semen she was not allowed to wipe away, she was forced to take a 'walk of shame' back home.

What once was an act of humiliation in one context turned out to be a lot of fun in another, and those into group sex have found that bukkake can be an intensely exciting experience, as one partner after another coats them in semen.

Snowballing

This kink is the oral sharing of sperm – receiving cum into your mouth and then French kissing, letting your partner (or a third party in the case of threesomes) taste the cum on your tongue.

Gerbaling

Gerbaling is when your partner ejaculates into their cupped hand and then 'feeds' it to you. It's at once a very playful, messy and



dominant act, and if you're in the mood to be impishly submissive can be immensely fun.

Creampies / Sloppy Seconds

Creampies are when your partner orgasms into, or onto, an exposed orifice (vagina or anus). This leaves you particularly messy between your legs, and if you have another partner ready to have their way with you the term 'sloppy seconds' comes into play.

Felching

The act of orally sucking semen out of a partner's vagina or anus. Basically what you get when you have oral sex immediately after a creampie. If you're into either cunnilingus or analingus, this can add a new, naughty level to your pleasure.

Spit Play

Spitting on someone is one of those universal insults. It's a sign of huge disrespect for anyone you spit on; essentially you're stating that that they're as low as dirt.

So what's the appeal of being spat on while you're being fucked?

The answer is fairly simple. It's the degradation inherent to the act. Sexual interplay is one of those activities where your base instincts come out, especially when it involves aggressive or rough sex.

Having someone spit on you can be very erotic if both partners understand its context, just as your partner calling you a slut in the bedroom can get you excited, even though you'd take it as an extreme insult in regular situations. And as with cum, there's several versions of this kink to explore.

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Generally speaking, when it comes to spitting it's best to start at the bottom and work your way up. Spitting on a partner's cock or pussy as a form of lubrication can be deliciously lewd and exciting, and can be done with someone you don't know intimately. Spitting on someone's face, however, is very much another matter.

Sweat Play

If you've ever had sex during a heat wave, you probably remember the experience. The slick feel of your lover's body. The scent of them as you went at it. Fresh sweat has a feel and scent and taste all its own, salty and slick and deeply primal.

As such, sweat play can be an amazingly

Intense experience, whether you have it after vigorous exercise or in a hot environment like a sauna. It's also a very playful kink as having your lover lick the sweat from your body can be as ticklish as it is erotic.

Definitely something to try the next time you want to literally turn up the heat on your sex.

Pee Play (Watersports & Golden Showers)

Urine is, counterintuitively, one of the cleanest substance to come out of our bodies. It isn't sterile, but so long as you're not ingesting large quantities of it, it's absolutely harmless so long as the donor is healthy.

The taboo around it is very similar to that surrounding spit play, and by and large the same guidelines apply.

If your partner is willing to experiment it's best to 'aim low' to begin with, then gradually work up to taking it on your face, then in your mouth, then actually swallowing it.

Fun Fact: Normally urine has an extremely salty taste, and actually isn't that different from the sea water in your mouth. That said, by drinking a lot of water, and urinating a few times before the act, the amount of salt can be tremendously reduced and the urine taste more or less just like warm water.

Another Fun Fact: Drinking diet sodas will make your urine taste extremely sweet. That's because the artificial sweeteners aren't absorbed, and thus make your urine taste like sugar water when it comes out.

The point is, the 'disgusting' aspect of pee play is psychological, not physical, especially when it's especially prepared for.

Experimenting with it in real life is as perfectly safe and hygienic as playing with cum, and it's

taboo aspect can be both thrilling and intimate, depending on how it's approached.

Blood Play (Vampirism)

Blood is generally something most of us would like to keep inside us, and is directly associated with pain, injury, or in the case of us girls, the unpleasantness of our monthly cycles. As such its incorporation into sex acts is seen as extreme by most.

That said, those into the 'pointier' and 'sharper' ends of BDSM will know that tiny cuts or pinpricks, when done with a clean instrument, can result in effectively harmless bleeding, no worse than a papercut.

The sexual smearing and ingestion of blood is again very taboo, but has also been highly romanticized for generations by vampire stories – most of which revolve around dark eroticism. As such many people are actually more comfortable with the idea of bringing blood play into the bedroom than pee play, as it feeds into their fantasies of the sensual undead.

When it comes to this kind of play one way to start is with needles. Though a needle hurts, it's in no way a threatening as a blade, and the result of a pinprick is normally just a tiny droplet of blood. Just enough to taste and share as part of an wickedly sensual sexual ritual.

Menstrual Play

Yes. I know. I just keep turning up the 'ick' factor in this article for many readers, but as a subset of blood play, menstrual play should be mentioned. Suffice to say, menstrual blood is nothing but normal blood mixed with tissues lining the uterus. Contact with it is not harmful in any way.

Lactation Play

Yet one more form of sticky kink is lactation play, or using our boobs for more than just decoration. In reality, lactation is of course limited to a very small part of a woman's life — late pregnancy and while nursing, though obviously human breast milk is perfectly safe to ingest.

The idea of incorporating it into sex might seem weird or even unsettling due to its association with infants, but can be a deeply bonding and warm experience as it's a substance seen as intensely pure, and as the act of nursing is entwined with feelings of safety, acceptance and love. For those who can take the kink in its adult context, the experience can be wonderfully sweet and satisfying.

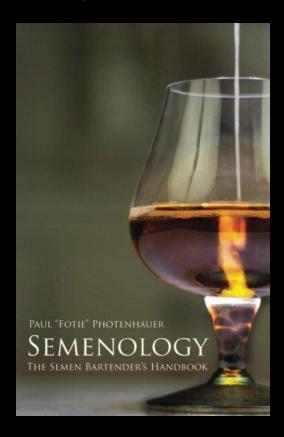
Exploring the Sticky Kinks

The sticky kinks I've detailed here are all interesting in that each has the power to engender a powerful psychological reaction. A venturing across the line of "normal" sex, and into a kind of sharing that many people will never feel comfortable with. And it's exactly the types of emotion inspired by such kinks that makes them so uniquely suited to cybersex, where there is nothing but the connection and exchange of imagination.

If you and your partner (or partners) have the kind of open relationship where you can freely discuss your desires, it may be worth having a talk about which, if any, of these you might like to try together.

For cybersex can be more than just pleasure. It can be a wonderful erotic adventure into our deepest desires. And it's up to us to see just where they can lead us, and what they can teach us about our own sexual natures.

Now that you've read about some sticky kinks, would you like to learn more about some sticky drinks?



Driven by a commitment and passion for the freshly harvested ingredient, Semenology pushes the limits of classic bartending. Semen is often freshly available behind most bar counters and adds a personal touch to any cocktail!

No, I'm not kidding. Available now on Amazon.

Bonus Sperm Joke by Squishi

A sperm donor, a carpenter and Julius Caesar walked into a bar.

He came. He sawed. He conquered.



Coming Next Month...





Cyber Polyamory



Adult Atlas of the Virtual World



Drama Llama



The Future of Cybersex

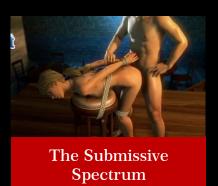


Names of the Game





How to Host a **Key Party**



Special thanks to everyone who made this issue of Cybersex Magazine possible!

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