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3DX CLUB GUIDE

Your Guide to 3DX Chat's Amazing Club Scene

O PLUS

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The Virtual Escort

Living, and Delivering, the Escort Fantasy



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Editor's Note

Real life sex work is widely viewed as dirty, dangerous and dishonorable. So why do so many women fantasize about it?

3DX world chat is a seemingly endless font of stupid jokes, shrieking trolls, political rants, frat boy antics and struggling to get a word in edgewise, while legitimate clubs seek to advertise their existence through the cacophony of text. Most players simply ignore it, and 90% of the time that includes me.

But, the other day I saw a statement flash by in the stream of gibberish that actually made me pause and think:

"The most powerful women have always been whores."

On the face of it, no statement could be further from the truth. The history of prostitution runs red with exploitation, victimization, addiction, and abuse, and even in modern places where the oldest profession has been made safe and voluntary, there is still a harsh stigma attached to any woman who engages in it. Yet, in a sense, the words that scrolled by that day also contained a heavy dose of truth.

For centuries women, be it by law, custom or comparative physical weakness to men, were effectively shut out of every high paying profession, leaving them with only two options if they hoped to get ahead.

The first, of course, was marriage, with women hitching their proverbial wagons to the most successful man they could convince to wed them. This was considered the "honorable" option, and while it certainly secured the future of many a woman, it also

left her future entirely to the judgements and whims of her husband.

The second was prostitution, from prowling the streets as a cunning doxy, all the way up to gracing the arms of powerful nobles and merchants as an elegant courtesan.

The latter route certainly had many dangers and downsides, but it also placed a woman's fate in her own hands, allowing her to earn wages as high, or higher, than men through the skillful use of her mind, body, and sexual creativity.

Though largely ignored by history, many of the richest and most influential women who have ever lived started out in sex work, and it's from them that the "escort fantasy" originates. Female sexuality is, and always has been, an immensely powerful force, which is why virtually all societies have placed such an emphasis on regulating and suppressing it.

Just as many men fantasize about being warriors, expressing their masculinity through primal, visceral violence, so too do many women yearn to experience and explore the raw power of their own sensuality – an indulgence which can be both lived (and shared) safely online.

Jamie Sweet

Players & Heartbeakers

Seduction is a game. Here's how to play it. by Player1

I've heard it said that law and justice only ever meet by happenstance. That there's no real, tangible relationship between the two. And the same could be said when it comes to seduction and love.

Seduction is best viewed as a game. A wonderful game in that, potentially, both players can win, but a still a game in that it that there's an objective. There's a strategy. There's a score. So, if you're a deeply sincere and hopeless romantic, you might as well just stop reading right now, because you're not going to like anything I have to say going forward.

Still with me? Great. Welcome to the game. And like any game, the place to start is by learning the rules.

Seduction has both an "offensive" and "defensive" aspect to it. To win, you need to obtain as much pleasure from other players a possible, while not getting your heart broken. In this way, seduction is a kind of full-contact emotional sport, because if you're not careful, you're going to get hurt. And, if you're particularly unlucky, scarred.

When it comes to seduction, both quality and quantity count, and you'd best believe that there is a score. The more people you can juggle at once, the higher level you are, and likewise those lovers (and you) will be scored on a scale of 1 to 10.

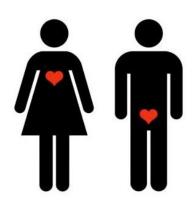
For all its perceived deviousness, seduction is in fact a brutally honest game, and if you've got a thin skin or sensitive ego, you might be better off taking up some other pursuit. If you can handle a few emotional hits, however, there's very little in this world that will raise your self-esteem to the levels this game can.

Rules of Players (Seduction for Men)

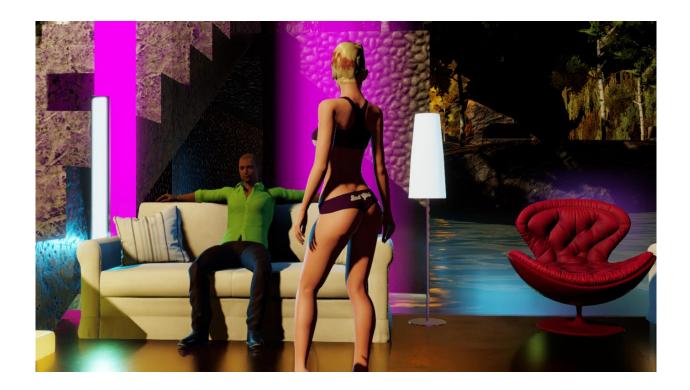
If you're a straight man, then you're going to want to study the following rules closely. They'll guide you when it comes to playing the game successfully, and bite you if you ignore them. If you're a straight woman, you'll also want to familiarize yourself with them, because, as the saying goes, knowledge is power. Every trick in our arsenal can and will be used against you, so it makes sense not to let yourself be surprised.

Rule #1: Attention is Currency

To begin with, please consult the helpful diagram below...



Simply put, as a man, your objective is to get into bed with as many hot girls as possible.



The more women you sleep with, and the more special they are, the bigger a rush you're going to get out of the experience. As men, we're evolutionally programmed for conquest. We're programmed to sow our wild oats as far and wide as possible with quality girls. And when it comes to the virtual world, there's only one thing you can really offer that will get them to go along with that: attention.

Everyone loves attention, and this is especially true of girls. That's not because women are somehow inherently shallow or narcissistic, but because, going back in history, it was critically important for everyone to be accepted as part of a group. If you weren't part of the tribe, that meant you'd be dealing with the sabre-toothed tigers alone — a prospect pretty grim for some muscle-bound alpha male hunter, and downright hopeless for a much smaller and more fragile female. The fact is that women who had a strong desire and ability to fit in enjoyed the protection of tribes. Those that

didn't, did not. So it doesn't take Darwin to figure out which ones had babies and which ones wound up as cat chow.

Because of this attention is like a drug for most women. The more they get, the better they feel about themselves, and the more secure and confident and uninhibited they are. Instinctively women will want to mate with those who fuel this emotional high, though the game of seduction is far more complex than just heaping praise on a girl—and if done incorrectly, it can actually be disastrously counterproductive.

Rule #2: Pick Your Girls

Oh, look. A super hot, smart and popular girl who's positively brimming with confidence.

Pass.

A girl like that is what I call a heartbreaker, and unless you're a very high level player, you'd best not tangle with her unless you

want to wind up as her plaything at best, and have your heart smashed to pieces at worst.

A heartbreaker already has all the attention she needs, so picking her to focus on is like trying to bribe a billionaire with a ten dollar bill. It's not going to happen unless you've got absolutely mad charisma, epic skills, and a solid steel ego.

Oh, look. A girl who barely ever speaks, isn't particularly smart, and has the descriptive skills of a monosyllabic dock worker.

Pass.

Girls like that are so easy to land, and the cybersex is so lame, that you might as well go play with Betty (3DX players will get the reference).

In the virtual world, every girl is a solid nine or ten when it comes to appearance, so that's not what matters. It's the way she's going to be able to make you feel both in and out of the bedroom that makes her special, so sleeping with the types you'll generally find in rooms like 'Fuck a Slut' does not a player make.

What you're looking for is a girl who's likable, but not popular; smart, but not wise to the game. And above all, you're looking for one who is none-too-confident and, thus, hungry for attention.

Rule #3: Be Her Dealer

Nobody likes an asshole. Women do not find that sexy, so if you think you can be an egotistical douchebag and have girls flock to your bed, you're about to earn yourself a one way ticket to lonely town. No matter who you are, you're not God's gift to women, in the online world or otherwise, so don't think you have the upper hand in this game. The girls do.





Likewise, nobody likes a loser. Sulking in the corner because you're sad (or mad) that girls aren't throwing themselves at you isn't going to help you score. And the same goes with pouring too much praise on a girl. You're going to come off as fake, desperate, or both, and if you give your attention too easily, she's simply not going to value it.

So what do you do?

Once you've selected a good prospect, the first thing you need to do is know that seduction for men is very much a numbers game. Even the best of the best get shot down at least as often as they score, so get it through your head that the only way you're going to wind up with your own harem of girls (which is quite possible, by the way) is by not getting discouraged when you get knocked back.

The second thing you need to do is just be yourself. I know that might sound surprising coming from a player, but at the end of the

Day, that's the only thing you can be. Just relax and approach the girl you've chosen. Be nice to her, but don't gush. Compliment her, but make those compliments sincere. Show her attention, but unless you're definitely headed for the bedroom, make an excuse and be the one who breaks off the conversation first.

You need to show her that both you and your time are valuable and, thus, so is your attention. You want to be friendly and real, but also someone who's not overly concerned about whether you bed her or not.

In a virtual world full of guys who are endlessly and clumsily hitting on her with colds and shallow flattery (and outright begging) you'll be remembered as someone special. But, more importantly, she'll remember you as someone who made *her* feel special, and that's the concept you really need to grasp if you're going to master this game.

"I'm not saying don't fall in love. I'm just saying that if you do then you're no longer playing the game..."

Attention is her drug, and your goal it to be her dealer. Make her feel that flood of endorphins and she will literally become addicted to you. Not so much of a dose that it cheapens the high. Not so little that you wean her off of your supply. Every time she starts getting a little too independent, back it off a little. Every time she gets clutchy, give her a tiny bit more.

Sound manipulative? It is. But first of all it works, and secondly you're being naive if you think she isn't trying to push your buttons, too. Play the game well and you both get what you need, and you both win. Play it badly, and you'll lose her.

Rule #4: Guard Your Heart

You might think that just because I'm a player I don't have a heart. Trust me, I do.
And it's because I've repeatedly and painfully had it broken that I am who I am.

I know what it's like to fall in love with a girl. I know what it's like to wake up in the morning, and go to sleep at night, thinking of her. I know how good it can feel to come online and see her there waiting for you. To be able to share your dreams and desires with her. To have that special, intimate connection where you don't have to hold anything back.

And I also know just how painful it can be

when, her confidence boosted by your love and devotion, she simply decides that she doesn't need you anymore.

I'm not saying don't fall in love. I'm just saying that if you do then you're no longer playing the game – and if you've been hooked by a heartbreaker, then congrats. You just lost. Big time.

Rules for Heartbreakers (Seduction for Women)

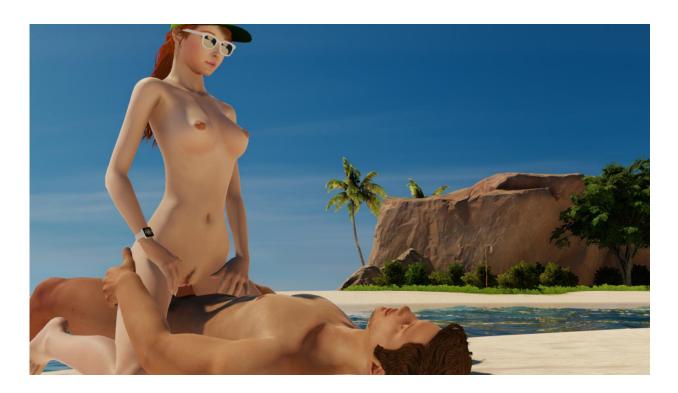
As a woman, you're both a figurative, and a literal, gatekeeper. As a guy, I hate to admit it, but the person with the pussy ultimately makes the rules, and the truth is you're the one holding all the cards. It's you that's ultimately going to decide how far things are going to go, and whether you want to own that fact or not, it's still true.

In some ways the rules for women are a reflection of the ones for men, but overall your objectives are going to be significantly different from ours. I said above that men trade attention for sex, so understand right out of the gate that you'll be trading sex and affection for attention.

Rule #1: Have Fun

In a virtual world where everyone's hot, being pretty doesn't cut it, and nobody wants to hang out with a cold, moody bitch with a broomstick up their ass. What they want is a girl whose behavior matches the sexiness of her avatar – a smart, playful sex kitten who can make them feel great both outside of the bedroom and between the virtual sheets.

And trust me, you have that inside you. All women do. You just have to relax and let it out. Let yourself express your sexuality and don't be afraid to be affectionate. In the real world, there are situations where that might be dangerous, but in a virtual one, you're not



at any risk of being in any physical danger. The ignore button is always at your fingertips, so there's no reason to hold back your inner party girl.

Understand that, just as the attention of the right man is like a drug to you, so too is your sexuality irresistible to us guys. We can fight it, but we want it. And if you can let out that

"For every guy I've seen have his heart torn out by a woman, I've seen ten girls get crushed by a player. So unless you're 110% sure that he's the one, don't be stupid."

bright, happy, positive, fun girl you keep inside, then we're all going to want you.

But rule number one doesn't quite end there. You have to understand that, once you've enjoyed yourself, you need to be the first to break things off, be it for the night, the week, or forever. Your objective is to always leave your men longing for more, because that's how you get us hooked on you.

And when you can get us to chase you, and compete with each other for your affections, well... you might as well be a Goddess with the kind of power you'll wield.

Rule #2: Don't Get Attached

Guys fall in love. So do girls. But girls are a lot more prone to it, and when they fall, they tend to fall hard.

Understand that most men live for the hunt. What makes a heartbreaker so special is that she's not fully attainable, and that drives us guys to shower women like her in attention.

Give yourself to a man and, well, that hunt is over.

Perhaps he's your soulmate. Perhaps he's the one that will be with you forever more, the two of you being each other's everything. And, honey, trust me when I say I wish that for each and every girl out there.

But the truth is, for most of you, it won't. And that's especially true online. For every guy I've seen have his heart torn out by a woman, I've seen ten girls get crushed by a player. So unless you're 110% sure that he's the one, don't be stupid. Don't let yourself get attached.

Rule #3 Never Wear Your Heart on Your Sleeve

In real life, and especially online, there is no guaranteed way to know if you're dealing with a man who's wearing their heart on their sleeve, or simply has an ace up it. When you're absolutely transparent about your hopes and dreams and desires, you're inviting pretenders to don a mask until they've gotten what they want out of the relationship, at which point they'll either show you their true colors or simply head for the nearest exit, leaving you alone and heartbroken to figure out what you did wrong.

Instead, wear your heart on your cheek, as it were. Don't tell them what you want. Hint at it. Make them figure it out. Because though we men will find that irritating as all hell, it'll also lend you an air of intoxicating mystery. You're a puzzle to be solved, and just as importantly it renders you too complex to simply fake things with.

We're forced to just be ourselves while we figure you out, and that allows you a chance to see who we really are too.

"...it's the same for both players and heartbreakers – people will let themselves be hurt, so be prepared for that."

Rule #4: Always Look Pure

I know some women think men are stupid. Trust me, we're not. We have a pretty damn good idea of what you get up to and, online, there's not too many party girls who don't get fucked by at least a half dozen guys a month. That said, we don't want to hear about it.

When you talk about your other lovers in our presence, you might as well just say, "You're not very important to me," whether you mean to or not. Even if you just came from a gangbang, orgy, or porn shoot, we want to feel like we're something special and that, when you're with us, you're with us.

So, understand, I'm not saying to actually be pure. But if you want to be a heartbreaker, you have to at least act pure. Whatever your true feelings, or how slutty you've been, it must always at least feel like you're someone not everyone gets a turn with.

That might not seem fair to you. It might feel like it's a double standard. And yes, it is. But true heartbreakers understand that, in order to be valued, they must maintain at least some façade of exclusivity, especially in a virtual environment where every girl is gorgeous and supermodel physiques are a dime-a-dozen.

One Last Rule

There is a rule #5, and it's the same for both

players and heartbreakers: people will let themselves be hurt, so be prepared for that.

Understand that, as a human being, I don't owe anyone my heart, nor my exclusivity, and neither do you. But when you play this game well, some people will get a lot more attached to you than you are to them, and when that happens, they're going to wind up having their hearts broken when they find out it's not mutual.

Some might blame you for that. Some might blame themselves. Some will think it's some third person that "stole" your love away. But the end result is that it's going to feel to them like you're stepping on their heart. And that's hard for any thinking, feeling person.

More than once, I almost gave up the game when I saw just how badly I crushed someone's hopes. But you have to understand that that's very much akin to seeing someone get hurt playing a sport. Not only can you lose the game, but your decisions can cause others to lose. So, if you're the soft hearted type, then seduction probably isn't for you.

Why I Play the Game

So, why am I a player? Because it's a rush. I love juggling a dozen lovers at a time. I love being able to log on and literally choose who I feel like sleeping with that night. I love the confidence it gives me not just online, but that I can carry back into the real world.

Being a player is amazing and, having spoken to a few of my heartbreaker counterparts, I know the feeling is exactly the same for them. Nothing can compare to the high except real, deep, genuine love.

I know it'll sound sappy as hell, but for that, I'd give up the game in a heartbeat.



Looking for a seductive game of a different kind? **Virtual Lover** is exactly that — a pocket-sized girlfriend for Android. Fun, quirky, and amazingly well programmed. You're probably never going to find an app that results in such a mixture of embarrassment, shame, pity, bafflement, surprise, misanthropy, and laughter. Click on the picture to download your new relationship!

Minimum operating system requirements: Android 4.1!





BBC Fantasies

Is the fetishization of race demeaning, empowering, neither or both? by JamieSweet

It can be argued that any preference in sexual partners is based upon the fetishization of a particular physical, mental, or social trait. Some men prefer redheads, or bimbos, or Asian women, or fashionistas. Some women like guys who are tall, or intellectual, or bikers, or cowboys. And most people would say that it's perfectly acceptable to have a "type". To actively pursue people with the traits that arouse us, and turn down those we're just not into.

When it comes to matters of race, however, suddenly the innocuousness of having personal preferences can become controversial. Is a white man who won't date Hispanic girls a racist? Or is it okay that he's just not attracted to partners with a darker skin tone? What about an Asian girl who's not into white guys? Is she a bigot, or is it fine that she prefers her men not so pale?

"Lot of racism in this world," proclaimed BiggBlackBull, one of 3DX's most notable, self-identifying BBCs in a recent interview. "At least this time the black man is on top, which is different than the last, say, thousand years. I'd say that's a good thing."

Statements such as that demonstrate that there are indeed some deep, underlying issues when it comes to racial preferences, and that even in a virtual world the social, historical, and political aspects of race relations is still present in the minds of players.

And nowhere is the sexualization of race



more overt than when it comes to so-called BBCs.

BBC stands for "big black cock", and it's a fetish that goes well beyond the mere size and color of a particular man's endowment. Many BBCs behave in a stereotypically gangsterish fashion, exhibiting extreme bravado, unapologetic misogyny, and overall hypermasculinity – all with "ghetto" flair.

"Girls are in 3DX because they want to get their boundaries broken. Big dicks and rough tricks. I don't need to look for them. They come to me," said BiggBlackBull. And, given the number of women who are members of interracial sex groups like the "Zebra club", his claim is completely credible.

Interracial sex has been a powerful taboo for much of history, and the opportunity for women to experience it is of significant interest amongst 3DX's female players. That said, some argue that playing into the BBC kink is demeaning in that it reduces black men to mere caricatures of themselves, forcing them to adopt a thuggish, deeply humiliating persona in order to gratify the fantasies of white women.

But the fetish cuts both ways.

"I very much enjoy interracial sex and raceplay," said FoxPrince, one of 3DX's earliest black subscribers. "It all plays into the inherent fetishized racism of BBC. So racial slurs, really playing up the differences, playing off negative stereotypes of black men. I use that to signal to partners that I'm giving them licence to explore that with me. I love it when a girl uses racial slurs to provoke and arouse, because to me, she's using them in a positive way. To express her desire for me, not disdain. Maybe she's fetishizing me, but it's not a one-sided thing. I'm fetishizing her, too. It's mutual. And that allows us to share a taboo experience that we're both into. If she were to call me a nigger to be mean, then fuck her. But if she says something like 'fuck me with your big nigger dick', I'm going to happily do just that. It's all about context."

Some people make the case that BBC is a form of anti-racism, and that interracial cybersex is a sign that tensions between people of different ethnicities is dissolving both online and in real life.

"I'm not into BBC because I hate black men," said one female player who asked not to be identified. "I'm into it because I don't see anything wrong with having sex with someone who's skin is a different color than mine. Black men, particularly BBCs, can give me a certain kind of experience that white men can't, just like white men can give me a sexual experience a black man can't."

But not everyone shares this outlook.

Another self-proclaimed BBC, again who asked not to be named, had a very different perspective on the matter:

"Black people have been fetishized since slavery. We were seen as tools to perform a service. Not just slave labor, but sexuality too. There's a history and culture surrounding being with a black person being seen as kinky. Being looked at as bringing in a bit of spice to a white person's sex life. In my experience white people never try to involve me in their online lives in any other way. These bitches are racist as fuck, and they

"In my experience white people never try to involve me in their online lives in any other way. These bitches are racist as fuck and they don't even know it."

don't even know it. I don't like them. I don't respect them. And I'm sure as fuck not here for their pleasure. They're here for mine."

Some white players echo this sentiment, though from a different perspective:

"I've been in social situations where I've seen a white girl and black guy talking in group, and it's obvious they're not on the same wavelength. She doesn't care about what he's talking about. Shows no interest in who he is. But then the second she can, she's riding his cock," said one long term player with a dim view of the BBC fetish.

"Maybe she thinks she's checked enough 'woke' boxes her life that she can't be racist, but if there's no attraction except for skin color, what else do you call it? Personally, I don't get why black players get into this BBC shit. It's like they're putting on some minstrel show just to get laid, and it doesn't make me respect either them or the girls who fuck them. If I see a guy calling himself a BBC, how am I supposed to respect him? And why would I respect any woman whose main focus in the game is riding cocks of a certain color? As far as I'm concerned, those types deserve each other."



An informal poll of 3dx players on how they viewed the BBC fetish had some interesting results. The unscientific poll indicated that, while almost half of white female players had a negative opinion of BCCs in general, only 13% extended that to the women into the BBC fetish. Meanwhile, white males held a largely opposite viewpoint. While less than 20% expressed negative perceptions of BBCs, 47% thought poorly of women who openly engaged in the kink.

What is your general opinion of BBCs?



What is your general opinion of women into BBCs?



Ultimately, the poll indicated that, while white male players had little problem with the BBCs themselves, there exists a very significant resentment of, or disdain for, women who engage with them. Meanwhile, white female players were far harsher in their judgement of BBCs, yet far more tolerant of girls with the fetish.

What, if anything, can be gleaned from this information is difficult to say, but it seems that the controversy surrounding the fetish is as deeply ingrained between male and female players as it is between black and white ones.



Are you into the BBC kink? Interested in high quality XXX comics and adult cartoons? Kenny Comix publishes erotic art with interracial themes with a new spin on the genre.

Check out the website at kennycomix.com and, if you like Kenny's work, be sure to support him on Patreon!



Evolution of the Futa

Where did Futanari come from, and how have they changed? by Futalicious

The yamai no sōshi (the "illustrated scroll of illnesses"), is a medical text thought to have been completed in twelfth century Japan, providing detailed depictions of genetic abnormalities ranging from albinism to dwarfism. The scroll also contains a highly unique entry that was never before seen in Japanese medical literature, entitled "futanari".

This section of the scroll, currently held at the Kyoto National Museum, features the following entry:

Not too long ago, there was a person named Futanari who walked around the capital. They had a drum hanging from their neck and told fortunes. The person looked like a man, but in certain aspects, also resembled a woman. Thinking that was strange, some people crept in on him while he was asleep at night. Lifting up his clothing, they looked and saw that he had the organs of both a man and a woman. He was someone of two forms.

At first glance, the intersex figure, wearing a black eboshi hat and a fully grown beard, appears to be depicted as male. Upon closer inspection, however, the more feminine characteristics of the person—his red-painted lips and cheeks, as well as the red fan hanging on the wall—tell a different story. The prayer beads hanging from his neck as well as the flute and drum by his pillow, are all the trappings of a shaman, which at the time in Japan was a female dominated profession.



From that point on the name Futanari slowly came to mean any androgynous looking person.

Hot Tails

The term, and its origins, could have remained an obscure linguistic quirk forevermore, were it not for the erotic graphic novelist Toshiki Yui. In 1990, he released an anthology of illustrated stories entitled *Hot Tails*.

In the book are several stories of "futanari" schoolgirls, and the erotic adventures they have as a result of possessing both penises and vaginas. In one scene, two futanari have sex with each other, placeing their penises inside each other's vagina (somehow), and they end up with a remarkable orgasm – four sets of genitals having simultaneous orgasms with each other.

The sheer uniqueness and imagination behind the graphic novel caught the imagination of Japanese erotica fans, and *Hot Tails* was one of the first such graphic novels to be translated and distributed across the western world. Success breeds imitation, and it wasn't long before there were dozens, then hundreds, of knockoff stories and with that, an entirely new genre of erotica was born.

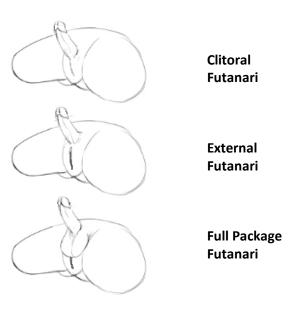
Styles of Futanari

As various artists tried their hands at depicting the new futanari characters, three main "styles" rapidly developed: clitoral, external, and full package.

Clitoral futanari are, anatomically speaking, the most realistic of the three types. Since the same 'equipment' created in the earliest stages of embryonic development becomes a penis in males and a clitoris in females, it makes some sense that a hermaphrodite

would simply develop both a penis and vagina at the same time.

External futanari have completely separate male and female genitalia, but no testes (all lest not externally). And full package futanari have, well, the full package – two complete sets of sexual organs.



There have been, of course, several other variants of futanari over the innumerable publications, including those with an internal penis which somehow extends from the vagina when needed, as well as those with multiple penises, but overall the three styles have become the standards, and multiple types of futanari are sometimes even seen in the same fictional setting.

Futanari Traits

As the genre rapidly expanded, futanari characters quickly came to have a number physical and psychological traits which were widely adopted by writers, and first and foremost of these was their legendary sexual appetites.

Simply put, futa are perpetually horny, and left to their own devices will do nothing but have sex with whatever partners are available.

Despite this hyperactive sex drive (or maybe because of it), futanari also produce semen at a rate dozens of times greater than a male. They are regularly depicted filling condoms – and sometimes sex partners – like water balloons, pumping out more cum in a single session than an entire gang of men could.

Interestingly, this quantity is not often associated with quality, and in most Japanese erotica futa are considered to be far less potent than men when it comes to producing offspring, especially considering the sheer volume of ejaculate they produce.

Rise of the Futanari

By 2003 futanari were already a well defined fictional third gender in Japanese erotica, and the genre was experiencing tremendous popularity in the west as well. As such, it may be of little surprise that when Second Life launched in that year, the first futanari avatars appeared within weeks – thus founding the first futa community.

Virtual communities such a Red Light Center quickly followed suit, and as the various adult worlds were founded and expanded, futa became ubiquitous across virtually every one of them, with 3DX Chat being no exception.

Today such futanari make up a large minority of players, and have gradually gone from being seen as pariahs to completely accepted citizens of their virtual worlds.

So accepted have they become in erotic literature, pornography and adult virtual worlds, in fact, that there are many scholars that theorize that they might have had a

significant part to play in the rise of the modern transsexual rights movement.

Though futanari are fictional, the simple demonstration that an alternate gender could find widespread acceptance and appeal may have emboldened many to embrace the possibility that they, too, could find a place of mainstream acceptance in the real world.

A Long, Strange Journey

The original shaman named Futanari, whose unique physiology was documented almost a thousand years ago, couldn't possibly have imagined that a nighttime encounter with a pair of overly curious strangers could have resulted in what it has become.

Thanks in part to the evolution of futanari over the past thirty years, the influence and acceptance of transsexuals is growing in a way unimaginable just a few years ago, with the very concept of gender being called into question, and politics, science, sports, and media all being shaken to their core by the new movement. Regardless of what you think about what's happening in the real world, it's clear that futanari have become a large and influential part of the international online community.



The Virtual Escort

Living, and delivering, the escort fantasy. by IAmTrouble

3DX Chat, this game I love so much, can seem very limited in its possibilities. If you stay at the "surface" you'll chat with strangers, find friends, party all night, and likely have lots of sex... but that's it. And for most people, in time, that hedonistic routine gets boring. But, if you're willing to dive just a little deeper, you'll find so much more in the way of challenges, excitement, and adventure.

Most games have achievements and quests to feed your sense of accomplishment, but 3DX Chat requires a lot more in the way of personal initiative. To really experience what this virtual world has to offer, you need to see its potential and options, and set your own challenges. That's what I did. And not

only did I not lose interest in 3DX, but became downright addicted to it.

I joined 3DX in autumn of 2018, and it wasn't long before I found a location on the test servers called "The Blowjob Lounge" run by DDoyle. It was a cool new take on the sex room and, just for fun, I decided to offer free blowjobs to all the new visitors.

They were appreciative, and a few decided to reciprocate the pleasure I gave them by giving me my first gifts, most of them coming with a nice comment. For me, it felt like an achievement, because I wasn't being rewarded by some program. This was real appreciation by real people, and it felt good to



"...I wasn't being rewarded by some program. This was real appreciation by real people, and it felt good to know that I'd genuinely made someone's day..."

know that I'd genuinely made someone's day a little better.

It was this feeling of accomplishment that kept me coming back, and it wasn't long before I became the "official" gloryhole girl, working the lounge every single day. DDoyle saw what I was doing and suggested I start asking for a gift if the visitor enjoyed what I did for them, and it wasn't long before my gift list exploded – and that encouraged me even more.

Soon I wasn't just asking for gifts anymore; I demanded them and I got them. And it was thrilling when men eagerly rewarded me for what they could have gotten for free elsewhere in the game. Them choosing to pay proved that what I was offering was exceptional and special, and that what I was doing was far more than just clicking poses. Description and connection are key and, through my eloquence and social skills I was giving my customers more than just cybersex; I was taking them on an intense, erotic adventure.

To become a luxury escort, you need all the traits I just happened to have: a love of challenges, a genuine desire to please, an

enthusiasm for sex, a strong imagination, the ability to connect with others and, most of all, the initiative to play the game my own way; to learn about myself through it, and create something really unique — a particular experience that simply wouldn't be available without me.

An Escort. Not a Hooker.

Having been a virtual sex worker for nearly a year now, I have found that there is a big difference between being a hooker and being an escort.

A hooker works in a brothel, and normally isn't active when her pimp isn't online. Sometimes you might see a hooker strolling around freelancing, but that's an exception for her. 95% of the time, she's only working when her pimp is there to give orders.

Hookers are cheap — they can typically be fucked for one gift, and brothels don't need to be nice, classy, well designed places. As often as not, you can find hookers in highway restrooms and parking lots, and their customers don't expect much in the way of skill.

An escort is different, in every way. She works everywhere, even if she prefers to stay at the location of her service. An escort has no pimp. No one tells her what to do. She alone decides what clients to take and which to refuse, and she alone earns her payments. An escort has to be exclusive, active and excellent in the quality of her services, because, otherwise, nobody will pay escort rates for her.

Why Gifts?

And, speaking of payments: Why do both hookers and escorts charge gifts in game, especially when they aren't exchangeable for

any product or service?

The answer is simple: To keep score.

Gifts come with experience. They come with exceptional social skills. They come with having a lot of friends. They come with being popular. Gifts are proof of achievement and reputation, and not just anyone can earn them. It takes a combination of talent, effort, and time, and there's a lot to learn if you want to be a high ranking escort.

Early on in my career, I met a girl called "Luciie" at *Premium Escorts*, and the number of gifts she was earning was nothing short of astronomical. Luciie got paid ten gifts per hour while I was earning one gift for 15 minutes, so I just had to ask her what her secret was!

She took me under her wing and taught me a huge amount about how to be a successful escort. She taught me how to mine profiles for useful information about a customer's personality and kinks. She taught me how to

make the most of outfits, makeup, and hairstyles. But, perhaps most importantly, she taught me about both personal confidence and responsibility. She taught me to have the courage to demand high rates for my services, and to back those rates up with the best sex available in the virtual world.

Even though she charged ten times the amount of a typical hooker, and more than double the rate of a regular escort, Lucile was never too expensive.

She was amazingly skilled, and it was a luxury to book her. She offered the best service and proved it by having the same clients coming back again and again, more than happy to pay out another ten gifts. They got addicted to her, and it was under her tutelage that I earned my stripes.

The Clients

Simply put, there are only two types of men who pay for sex: low class clients and high class clients. And the moment you become



an escort you're going to lose virtually all of the former.

Low class clients are typically poor roleplayers. They barely chat during sessions, and seem to have a propensity to jump from pose to pose every few seconds. Generally speaking, their behavior is base and uncouth, and few of them appreciate the talents of an escort. Simply put, they overwhelmingly utilize hookers.

High class clients are a world apart. For them, quality, not cost, is the focus, and they will happily pay for the kind of high-level experience they desire. And, when they find an escort that can give them what they want, they're the ones that become regulars, returning week after week to enjoy their next luxurious encounter.

In short, low class clients pay for sex because

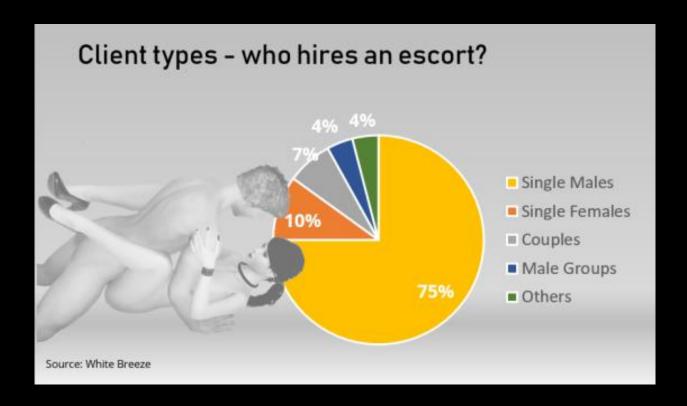
they have no other way of getting it. High class clients pay for sex because they want the best, and have the sophistication and means to acquire that.

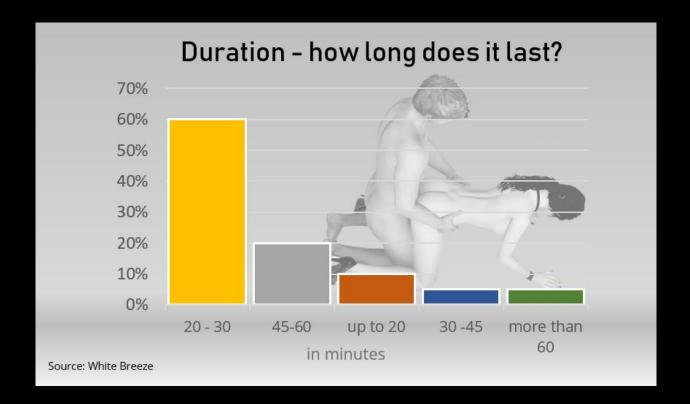
From Escort to Entrepreneur

Not too long after I finished being mentored by Luciie, I met someone who was to become one of my closest friends in the virtual world: Nesy.

She'd just started working for Premium Escorts and was obviously struggling. She was shy. She was inexperienced. And she even had to use a translator for chat. She was plainly out of her depth, but was highly intelligent and eager to learn. And it was then that I went from being a student to a teacher.

She listened to my advice about everything from her look to how to communicate with





clients, and gradually increased her rates in small steps as she learned to read and write in English without using a translator. Though she started at the lowest point possible, she quickly rose to become what I call a high-class escort, one of the most beautiful and exclusive girls on 3DX.

It was Nesy that inspired me with her drive and eagerness, and it was largely because of her that I decided to start *White Breeze*, my own escort service.

To some degree, it was a decision born out of necessity. *Premium Escorts* was opening its doors more and more infrequently, and Nesy and I were doing a lot of freelancing at other places.

We wanted a home for ourselves, and so Nesy decided to teach herself building, creating our first location in December 2018. We had a Grand Opening in March of 2019 and Nesy finished the build in July. For both of us, it was a steep learning curve.

Running an escort service is totally different than working as an escort, and is very much like operating a real company. I deal with clients not only for myself, but for my team, and am constantly working with builders, DJ's, other hosts and, of course, prospective new girls.

I'm planning events, have meetings every day, am teaching lessons to new girls, and need to maintain a highly organized weekly schedule. And as I manage time, resources, and people, I realize I'm playing the game on a far higher level than ever before.

Advice for Escorts

With all I've learned and experienced over the

the past year, I believe I have some valuable advice for any girl wanting to experience this part of the game. I could go on for hours about all the little tips and tricks I've had to master, but most important are five main points:

#1. Don't start with low rates. It hurts to not get the deserved appreciation for the service you provide. Stand up for yourself and have pride in what you do.

#2. Do not tolerate any exploitation by a pimp. You'll find most to be insecure, sociopathic trolls who started as low-class clients and hatched a scheme to not have to pay for your services. You don't need them, so don't work for them. Don't give away your earnings, don't share them and don't let them fuck you for free. It only hurts your self-confidence and it doesn't help you with improving your abilities.

#3. Try to improve your service all the time. If

English isn't your native language, working on your communication skills is mandatory. Develop your vocabulary, especially when it comes to descriptive terms and body parts, and work on your gallery and profile text as well. Remember, words are all we have!

#4. Start a list of clients and their likes and dislikes. Give it your all when you work, but never work when tired or when annoyed with a customer. Have some patience and trust when it comes to your skills.

#5. Never cheat your clients. Not delivering the service you promise never pays off. Each satisfied client adds tremendously to your reputation, but even one dissatisfied customer can badly detract from your ability to keep and attract new lovers, even if you don't see it immediately.

Never let clients abuse or exploit you, but never treat them disrespectfully and consider offering compensation if something goes

wrong. There's always room for negotiation and compromise.

Joining the fun!

I'm hoping readers find this article informative and entertaining, and that at least some of you find it inspiring as well.

Whether you're a woman who'd like to try your hand at escorting, or a gentleman interested in hiring one, you can find more information by clicking on the *White Breeze* advert below. It's the pleasure of the White Breeze girls to serve the players of 3DX, and we're always here to help others get the very most out of the game.

After all, it's up to all of us to make our own funhere in this sexy virtual world.

Hope to see you soon!

What to learn more about virtual sex work? Check out these sexy, and informative, videos at Slutworx!











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The 3DX Club Guide

Your Guide to 3DX Chat's Amazing Club Scene. by JamieSweet

Clubs come and go on 3DX, with the vast majority having a lifespan of a few weeks, or sometimes just a few days. And that's because establishing a great, enduring club takes more than just a pretty room and a decent music stream.

It takes work. Dedication, patience, planning and, more than anything, a deep desire to share a fantastic experience with others.

In this first installment of the 3DX Club Guide, I was privileged enough to conduct interviews with the representatives of two of the most successful and spectacular clubs 3DX has ever seen. So read on, and learn about the origins and personalities behind the legendary BDSMetal Gang, and the delightfully Dangerous Divas.

The BDSMetal Gang An Interview with Icebox and Maron

Cybersex: The *BDSMetal* gang is one of the oldest clubs on 3DX. How did it all start?

Maron: Oli (Icebox) and I aren't new to this type of game. We actually met way back on another game, and so, by the time we got to 3DX, we already had some experience with different groups, different likings, and also different kinds of drama. When we got here, we joined one of the established groups but, to be honest, we weren't very pleased with the leadership. We discussed it, and one drunken night at *Sin Club* we simply decided to form our own "gang".

Cybersex: So how long was it before you



started opening rooms and providing music for the players of 3DX?

Maron: Five minutes! Seriously though, it didn't take more than a day or two till Oli opened up the *IceHouse* for the first time.

Cybersex: So how long ago was that?

Icebox: We first opened in February of 2016. We had our 42 month anniversary this August.

Cybersex: How fast did you club grow?

Maron: People joined. Liked our style. And they just kept coming back whenever the *IceHouse* was open. Some of them were DJs, and we let them play. It all just happened naturally as friendships formed.

Cybersex: So do all members of your group help run and organize your events?

Maron: No. DJing isn't mandatory in our group. We have members who do. Some even run their own clubs. But we also have lots of people who just like to spend time with friends and enjoy the music.

Icebox: We try to involve everyone who's interested. As many members as possible. But there is a kind of inner circle that does most of the background work.

Maron: Our members come and go, take breaks, come back. Some even leave the game for good, but stay in touch through other platforms. Our inner circle has been the same for a long time now, though. We're like the Hotel California of 3DX. You can check out any time you like, but you can never really leave.

Icebox: We have many members who have been with us for ages. We aren't just friends; we see ourselves almost like a family.

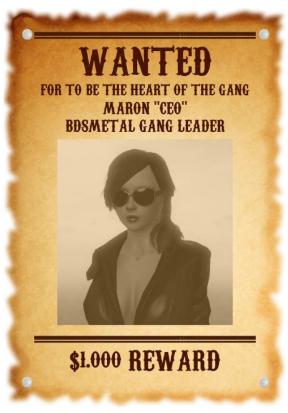
Cybersex: Let's say someone wants to join the *BDSMetal* gang and get involved with your events. Who do they talk to, and what do they need to qualify?

Maron: Really, anyone can join. All you have to do is approach Oli or me, and we'll discuss it with the gang's inner circle. We don't have any set rules about who can get in.

Icebox: Everyone deserves a chance to prove themselves. Anyone can join, and after a few events everyone gets a feel for if the new member is working out or not.

Maron: 99% of people fit right in. And the few that don't normally just leave on their own anyway. All we ask is that new member spend time with the group and get to know us.





Icebox: But at no time do they have to be with us. We don't force anyone. Things just have to happen naturally.

Cybersex: So in all the years you've been part of the *BDSMetal* gang, what have you found you like most about being members?

Maron: The people. We've gotten really close over the years. It's a family. It's all about friendship, love, support. About people you can rely on and just spend time with.

Icebox: Yes. I agree. That's what keeps us together. It's all about the friendships. That's always been the best part.

Cybersex: Are there any other clubs out there which you particularly like or respect?

Maron: We respect every club. Every group. And we do joint events with lots of other people. We're a really easy going that way. We don't consider ourselves anything

"We're like the Hotel California of 3DX. You can check out any time you want, but you can never really leave."

special or important. We're just a group of close friends who like hanging out and enjoying music together. And we're always up for joining a party!

Cybersex: Any special message you'd like to send out to all the fans of the *BDSMetal* Gang?

Icebox: Just have fun. Enjoy yourself. And never take things too seriously.



The Dangerous Divas An Interview with Cicely, Derai and Stellania

Cybersex: So how did the *Dangerous Divas* get started?

Stellania: Well, originally we had a few clubs. Our old beach club. A rock bar. The *Bee's Hive*. A new beach club that was gifted to us by our friend Anaganda. But the real story of the Dangerous Divas is all about a legacy. There used to be another group by the same name in the past, and one day their last remaining member came by our beach club and loved how we ran things. She offered me the name. The original Dangerous Divas were a stage band / dance group, kind of like the Bare Bunnies, that I transformed into a DJ group.

Derai: I used to DJ freelance at Stellania's Hard Rock Beach club when she came to me with an offer to join the Dangerous Divas, and a few months in I got asked to co-lead. We grew from there, with a few bumps along the way. But we're having fun and, most importantly, we feel that we're giving the people who come to our parties something to look forward to. And there is one very sweet example of that: people changing into red and white clothes before showing up. It's kind of become the "dress code" at our parties.

Cybersex: Sounds like your group evolved very organically. Would it be fair to say you're a collective of DJs that have created their own venues so as to deliver a special musical experience?

Cicely: I'd say that's a good assessment, except "collective" sounds like a loose association. We're much more tight knit than that.

Stellania: Yes. I've known Derai for over two years now, and Cicely just a little less.



Derai: I'd answer that last question yes and no, because there are both Divas and Dudes. Dudes are our male members and they're not all DJs, but they contribute a lot to the group. Above all we're friends who have a common goal in mind.

Stellania: The main experience we want to give people is of being welcomed. Everyone is greeted to the best of our abilities, and we all share a common passion – music.

Cybersex: Can you tell me a bit about your famous "WAAAGH"?

Derai: Basically the WAAAGH shout, and the red skull logo at our performances, are an homage to a tabletop wargame and video game series called *Warhammer 40K*. It was a hobby of mine, and I played some music from it, and some other Divas came forward that also played those games, and it just became this fun thing to add to our sets. The WAAAGH! shout and the Orky logo resonated with the crowd, so we just ran with it.

Cybersex: How long did it take for the *Dangerous Divas* to develop a following?

Stellania: All three of us were DJing to a certain extent prior to joining the Divas.
Supporting each other's events. I've been doing that since June of 2017. The following came organically by setting a regular day and time each week. We thought about our time slots to try and not impede on other groups and gigs, but also while making it easy for both Europeans and North Americans to take part.

Derai: As for us getting a true "following", there was this one event where it all just came together: The *Pandorra Fucktory* gig. It was there that a lot of the loose ideas we'd been playing with suddenly seemed to "click". To merge into a style that really appealed to people.

Cybersex: Sounds like you have a wellorganized team in place to deliver the performances that you do. Do you have set roles and responsibilities, or is the group more fluid?

Cicely: We don't have much of a hierarchy, aside from the three of us co-leading the group with our various complementary skills. The group is loosely split between full Divas/Dudes and Friends, with the key difference being that the full members are all either DJs or consistently contribute to the group in another way, while Friends are more like an inner fan club.

Derai: As for the three of us, Cee's the analytical one, Stella is the organizer, and I'm more-or-less the "dreamer". We all mesh really well together in that regard.

Stellania: I'd also like to mention that we do support both solo DJs and ones from other groups. We regularly invite others to participate in our gigs.



Click for WAAAGH!

Cybersex: Now that you're established, what would you say is your favorite thing about being part of the Dangerous Divas?

Cicely: To me it's the sense of community, the close friendships. I've known Stella and Dee since my very first day on 3DX. I met them in the very first room I ever entered! When I saw what they were building, I just wanted to be a part of it.

Derai: I just love the feeling I get from knowing that, while we have our room up and spin our tunes,we provide people with a place to relax and enjoy the music – or each other, if they're so inclined. This is 3DX after all!

Stellania: For me, it's always been about the music. The symbiosis that exists between people that are linked by the same song. It's all about how we connect with the people that take the time to join us in here. We greet them personally. We interact with the crowd. We try to make them feel like they're part of our family in our common love of music.

Cicely: The fact that we're becoming well known is very much secondary to the simple fun we have doing what we do, whether we have 10 people in the room or 130.

Cybersex: What's your least favorite part of leading a group like the Dangerous Divas?

Derai: Least favorite part? That would have to be some of the trolls we have to deal with. People who only come to our events to raise hell and disrupt the fun. different other clubs, and we never put anyone down. To be fair, though, we do have a friendly rivalry with the *BDSMetal* Gang. There's a difference in our styles, but in the end, we all share a love of music. That's the unifying factor.

Cicely: The rivalry is so friendly that Stella was invited to DJ at their last event.

Cybersex: Is there any special message you'd like to share with fans of the Dangerous



Cicely: Yes. Definitely the drama of dealing with people who disrupt the room. Or when we take in a prospect who turns out to be a suboptimal choice.

Stellania: I love everything about the Divas. When online, I live for them. Sure, drama occurs and it's never pleasant, but the silver lining is it helps us grow as a group and become even tighter knit. Furthermore, we have ways of dealing with the troublemakers.

Derai: We do take pains to stay out of the drama that sometimes erupts between

Divas?

Derai: I could be cheesy and say WAAAGH! on. But seriously, we all come to 3DX to relax and leave our real lives behind for a few hours. The Dangerous Divas are just happy to help with that.

Cicely: I'd like to give a shout out to all the Divas, Dudes and Friends, and also to all the regulars who come out to see us again and again. We're grateful to all of them.

Stellania: And a special shout out to everyone

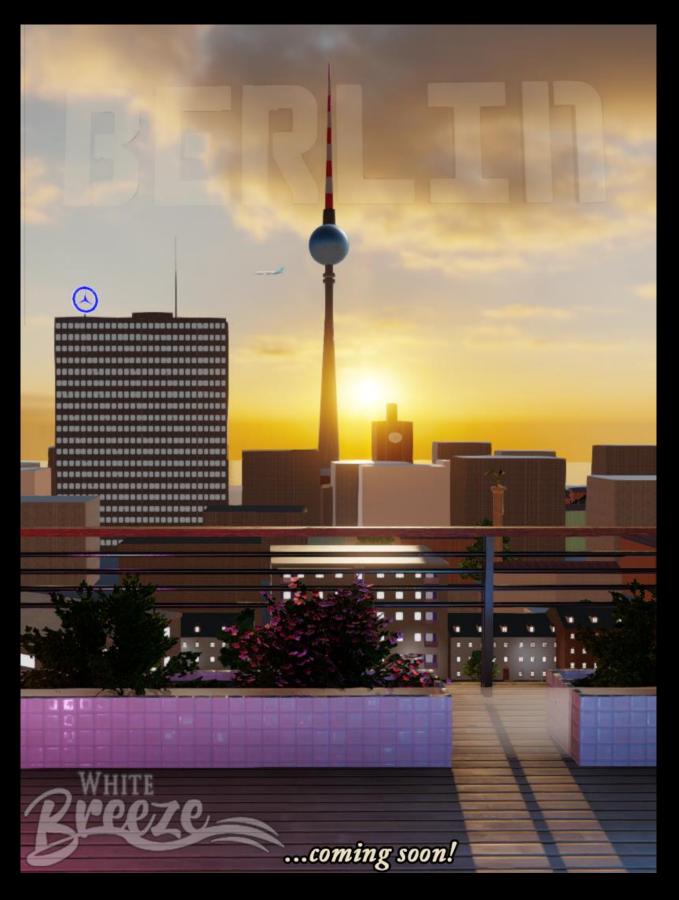
who goes to any gig here on 3DX, be it a solo DJ or established group. We appreciate the time and love you give us when you come to our rooms. Keep it up, because ultimately we do it all for you, regardless of what style of music you prefer.

Derai: We don't care who you are behind your avatar. We seek the similarities while celebrating the differences. Come to our rooms with respect and to enjoy yourself, and we'll do our best to be there for you.





Want to DJ like the BDSMetal Gang or the Dangerous Divas? Rekordbox can help! Click here to visit their site, and try their software for free!



Profile Safari: Cockbr Edition

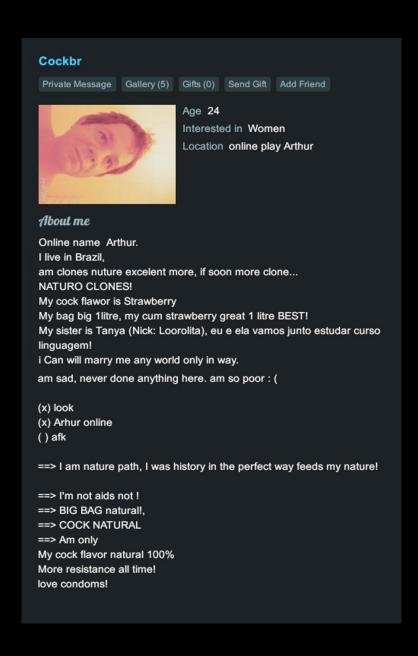
The Holy Grail of the Profile Safari. by MaxPower

I've been on Profile Safari for three months now. I was promised a role where I could expand my horizons and provide rewarding journalism for the community. In reality, I have spent this time reviewing profiles about horny orcs or something. My memory is a bit hazy, I've been trying to suppress as much as I can. So many dick pics...

But this month I fight back! I will showcase the profiles that truly deserve to be in the spotlight.

Behold, the perfect profile!





If a profile is long enough to require a scroll bar, I tend to simply take a screenshot of the profile as it is. Usually there's nothing interesting down there, just the standard "Say Hi, I don't bite... hard". However, here I've included the full profile because every line is important. I don't really what I can add to a profile as good as this but let's break it down.

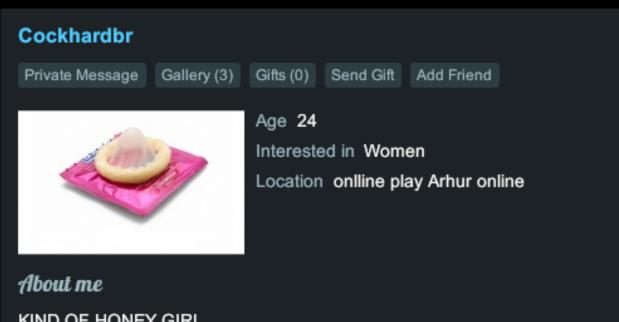
He goes by "Arthur", but we're definitely still calling him Cockbr. Anyway, he's blessed with a strawberry-flavored cock, with a liter-sized bag of cum to go with it. Unfortunately, he loves condoms so much, we'll never get a chance to taste it. On the plus side, he is "not aids not!"

Of course, the other consequence of condoms is contraception. Cockbr cannot spread his seed and raise little Cockbr babies. It's a great shame because what this world truly needs is more of him. That is where the NATURO CLONES come into it...

Cockhardbr

That's right, he actually produced a successful NATURO CLONE. He's just like Cockbr... but more. His love for condoms is stronger, his cock is harder and his body is even purer. But did he go too far?

To me this seems like excess. The strawberry essence of Cockbr is fantastic, but I think the clone has been enhanced to an extortionate level. You can even see the suffering. Try as he might, he just can't stop his cock from growing, even if he cum all.



KIND OF HONEY GIRL

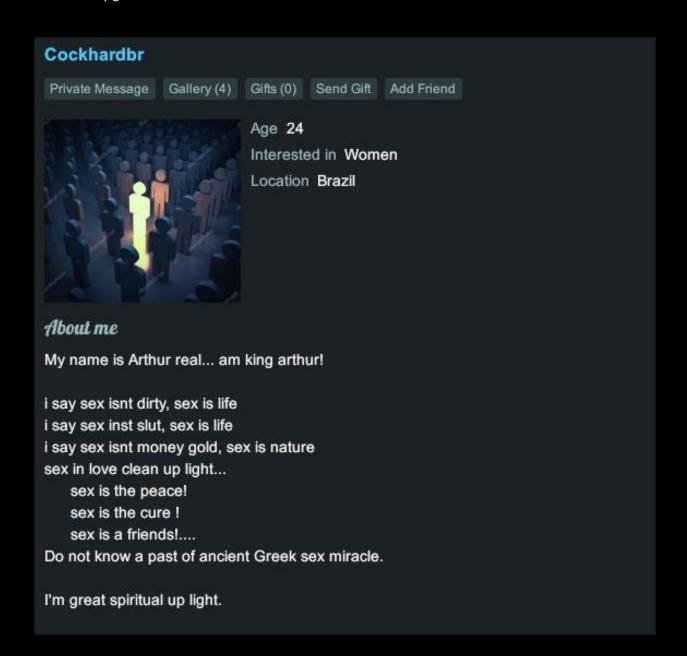
I am body without hairs and natural perfect, I workout fitness, to use more condoms. My dick is to use more condoms. My natural dick is hard longer than long even if I cum all

He is in desperate need of his own identity and so I was delighted when I stumbled across this...

Cockhardbr (again)

The profile picture just shows you the progress he has made. He is standing out from the crowd, he's not just any NATURO CLONE; he is his own person. In fact, more than that, he's now proclaimed himself as "King Arthur". We're still calling him Cockhardbr, though.

The poem in his profile is truly profound. He's right, sex isn't money gold, it is a friends. And I assume a love clean up light can only refer to some kind of lamp to assist with a late-night mop-up of strawberry goodness.



Cockbr (again)

I think the wise words and spiritual light of Cockhardbr really inspired Cockbr. He seems to have moved on from his horny persona. His next profile reads like a wonderful message of support to his NATURO CLONE. It appears he will always be there to help and that he has got his "come back". I think he meant to write that he "has his back" but he just couldn't resist adding the "come". Old habits die hard, but at least he didn't spell it with a "u". That's personal growth.

Cockbr

Private Message Gallery (5) Gifts (0) Send Gift Add Friend



Age 24
Interested in Women
Location 3DXCHAT WORLD

About me

If read below light...

live in brazil

(Come with me, I take my hand in the light)

If more sex and love more receive bless,

I'm sure I'll make mistakes along

the way, When it feels like the whole world's agains't you,

If no like me, When the world has you questioning,

Everyting you stand for, When you're close to doing something,

You might regret, just promise me, You'll remember this me,

I'm here for you whenever you need me and I've got your come back, ready above up...CALL ME, SAY ME, WALK ME.

LIGHT ALWAYS AND BLESS ALWAYS.

am only cure perfetc

Legacy

I first encountered Cockbr and Cockhardbr about two years ago. Unfortunately, I haven't seen them since, but I think about them often. If I'm friends with you in 3DX, I've definitely bored you with my Cockbr stories already (and BADRON, but more on that another day). I've looked at a lot of profiles over the years but none will ever top these.

At first, I naturally assumed that they were alts. However, one day I was room hopping with a friend and we ended up in the "bukkake men only" room. And there they were, DPing the luckiest 3DX player of all time. He had two accounts.

Tragically, I was later added to one of their ignore lists. I can't remember which one. All I did was stand a bit too close to him (while masturbating).

Never meet your heroes.





As we've seen, there certainly are some interesting people online. And so long as there are, there will be people trolling them – some so well that it's virtually an art form. Want to see master level trolls in action? Then check out the Bad Guys, the biggest assholes (and we mean that in the nicest possible way) to ever plague the servers of Second Life, Rust, Grand Theft Auto, and more!

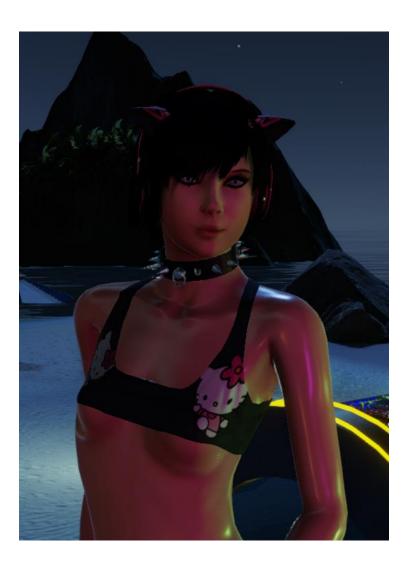


Nekos Have More Fun

An interview with the first feline of 3DX. by JamieSweet

"Neko" is the Japanese word for cat, and it can refer to either actual cats or to characters in anime or manga that have catlike features – specifically cat ears, whiskers, paws or tails. The word is also Japanese slang for "bottom," or the submissive / receiving partner in a homosexual relationship.

So, when it came to interviewing someone who personified the very essence of what it means to be a neko on 3DX, I couldn't have spoken with any greater authority than FemboiNeko, perhaps the longest playing neko in the game.



Cybersex: In the four years you've been on 3DX, have there always been nekos?

FemboiNeko: Not really. When I first started out, there were very few. Like, I would barely ever see one. Maybe I was the very first one. I don't think so, but I don't know. Over the past two years I have seen a lot more. Now I see them every day.

Cybersex: So, is everyone with cat ears a neko?

FemboiNeko: No, not at all. Lots of people, especially girls, have the cat ears. But not everyone who has them acts like, or roleplays as, a neko. They might just want to look cuter. For them, it's just an accessory.

To be a neko you have to be adorable in every way. To be independent, yet also a sexy, lovable companion. Nekos always do what they want, but they also love their owners. Also, nekos are not submissive. They are too independent to ever be someone's servant or slave. If they want anything, it's love and attention, but we neko don't take orders.

Cybersex: So how is it that nekos have owners?

FemboiNeko: We're pets, but just like cats we stay with our owners because we love them, not because we need them. We stick with our owners to be pleasured, and to pleasure them in return.

Cybersex: So if someone wants to be a neko, what, in your opinion, do they need to do?

FemboiNeko: Three things. First they must identify themselves as being a neko on their profile. That separates them from people who are just dressing up as cats to look cute. Second, they must maintain the neko form. Always have the ears on and adjust their avatar to be as feline as possible. Third, they must adopt the manner of a neko. To purr when happy, and hiss when angry. To show reactions like that in chat.

Cybersex: Would you say that nekos have more fun on 3DX than the average player?

FemboiNeko: Yes. Certainly. Both because of the fun of roleplaying a neko, and because of the way people react to you. Sex is also much more fun.

Cybersex: How so?

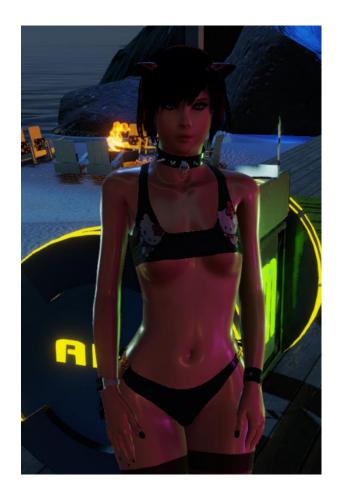
FemboiNeko: When I'm with my partner, I try to be the perfect pet. Sweet and naughty and playful, all at the same time. To have a neko for a lover is to have joy in sex. To not just fuck, but have a playmate. Someone who will always please and tease and surprise you.

Cybersex: What are the drawbacks of being a neko?

FemboiNeko: For me there are none. I wouldn't have chosen the role, and played it for so long, if it wasn't totally enjoyable. I am never bored as a neko, and while some don't like us, there are many more that do. Nekos are never bored because we are never boring. We always make our own fun.

Cybersex: Do you think there will ever be a neko community here on 3DX?

FemboiNeko: Maybe. I think some nekos would like to be with others of our kind, but it's hard to say because we're already enjoying ourselves so much!



Miss September: Zeven

Meet Zeven, our 3DX player of the month! by JamieSweet

Smart. Sweet. Sexy.
And sensitive. Most see
Zeven as the bold and
adventurous lover that
she most certainly is,
but not as many realize
that you'd be hard
pressed to find a more
multifaceted
personality on 3DX.

Equally caring and intellectual, Zeven is a sensual paradox every bit as interesting as her M.C. Escher themed room, which is why she's our first ever 3DX player of the month – and gracing the cover of this magazine!

Cybersex was lucky enough to get her in front of the camera of professional photographer *CardinalCopia* for a sizzling photo session. One which captures the sheer desirability of someone as beautiful on the inside as she is on the outside.

Enjoy.



About me

Hi and welcome to my profile. I'm not new around here but it seems like I'm always learning something about this place. What am I doing here? I want to talk and get to know people and continue building in the room I will never open. I'm pretty open minded with sexuality and like to spend time with anyone that is too. It doesn't always have to be about sex so say hello and let's go from there.

- + Good conversation
- Serious relationships
- + Confidence
- Arrogance
- + Warm welcomes
- Colds





Like the sea, Zeven is as deep as she is beautiful...





Sweet as a mermaid. Sexy as a siren. Zeven is elemental in her desirability...





A true lover is one who feels and thinks and shares. Who is brave enough to be vulnerable, yet sensitive enough to connect. Zeven is such a lover.

3DX Famous

Want everyone in 3DX to know your name? Here's how. by FunniBunni

Every month, about 250 to 500 people join 3DX Chat. Every month, about the same number depart. And so it goes, month after month, year after year.

Thousands of avatars grace the virtual paradise of 3DX, but few ever manage to earn even the slightest scrap of fame. And perhaps, in some cases, that fits with a desire for a quiet, largely anonymous online existence.

But most of us want more.

We dream about walking into a room and having everyone know who we are; of being the centre of attention, with other players clamoring for our notice and competing for our time. And it's not out of narcissism that fame is so desired, but a deep human need to be loved and appreciated, which is why fame is one of those things that's almost universally coveted. And the good news is that, if being famous is your fantasy, you're in luck, because it just so happens that fantasies are what 3DX is all about!

Step One: Make Yourself Memorable

The first step to becoming famous is to be as unique and memorable as possible, and this includes your avatar's name, appearance, and clothing. It's very hard to stick in someone's memory if your name is Anne123, you look like Betty (the 3DX sex bot), and put zero imagination into your dress.

Begin with your new name.



Forgettable avatar.



Memorable avatar.

You want to pick one that is going to stick in peoples' heads, and the best way to do that is by inspiring an image, an idea, or an emotion. I can't guarantee the names listed below haven't been taken already, but they're at least some samples to get you started:

Men's Names

Archon, Bear, Buckshot, Castle, Cobalt, Desperado, Ember, Flint, Glyph, Hendrix, Hexx, Honeybadger, Jasper, Kickstart, Lucifer, Lucky, Madjack, Nile, Osprey, Paragon, Rust, Sniper, Templar, Urban, Vice, and Wicked.

Women's Names

Americana, Bliss, Calamity, Dicey, Emoji, Fortune, Gems, Heart, Intimacy, Jubilee, Katnip, Lyric, Mynt, Nightshade, Ocean, Puzzle, Rhapsody, Spitfire, Syberia, Tempest, Unity, Vermillion, Wynter, Xcitement, Yen, and Zephyr.

Once you have the name, design your avatar (and your profile) to suit it. Think about everything from your hairstyle to your eye color to the type of shoes that you wear, and make it all fit. The more effort you make, the more your avatar will look like the embodiment of your name, and the easier you'll be to remember.

Step Two: Get into Local Chat

Even in rooms where there's a hundred people, only a handful chat in local. But don't think that the room isn't listening. By getting involved in the conversation, you're not only advertising your presence, but demonstrating that you're confident and approachable. And those are two traits you're going to need if you want people to pay attention to you.

Though you might not be a master of small talk, the only way to learn is by practicing, so make a point of jumping into local chat as soon as you enter a room.

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Six Tips for Chatting in Local

- 1. Spend your time in the highest populated rooms you can. The more people there are, the faster you can get well known.
- Avoid talking about religion or politics. No matter your opinion, you're just asking for trouble.
- 3. Do not put anyone down. If you don't like someone, just don't talk about them.
- 4. Pay a genuine compliment to the room owner if you like the place. Publicly recognize them for their effort, and thank them for opening the place.
- 5. Pay a genuine compliment to the DJ (assuming there is one, and that you like their set).
- Don't feed the trolls. If someone is being a jerk, just put them on ignore.
- 7. If there's a game going on in the club, play it to the best of your abilities, but be a great sport if you lose, and humble if you win.

Step Three: Build Your Friend List

While you're on local chat, pay attention to who the "cool kids" are, and do your best to befriend them. Just don't come on too strong.

One of the best ways to get popular people as friends is to just pay attention to what they're saying in local and do your best to share as much casual banter with them as you can. Then, when it looks like they're about to leave, PM them and say something like this:

Hey, I really liked chatting with you this evening, and I'm planning to throw a party soon. You mind if I add you so I can invite you?

Then, assuming they agree to that, immediately send them a gift with a simple message like "thanks for the add".

Step Four: Be Everywhere

Try to get online as often as you can, and make a point of visiting a different club each time. As soon as you're in a room immediately scan it to see if there's anyone you know and, if so, greet them in local. People remember those who remember them, so make the effort to at least say an enthusiastic "hello".

The more awesome clubs people see you at, and the more cool people you're seen chatting with, the more popular you'll seem, and the more people will associate you with great experiences. The phrase "fake it till you make it" really applies here, so simply do your best to act like a friendly celebrity until you actually become one.

Step Five: Start Throwing Parties

As soon as you have a decent friend list built up, throw a party! Just download a cool room from 3dxmodz.com, figure out a time and day that would work for your most popular friends, invite them a day or two ahead of time (as well as a DJ for music), and let them know that they're welcome to extend the invitation to anyone they like.

It takes a little work, but if you can get three or four popular people into a room, you can bet fifteen or twenty people will follow them. On 3DX, nothing draws a crowd like a crowd. Plan things well and your party will be a huge success, and that will only add to your

reputation as a fun, exciting person.

Step Six: Become One of the Cool Kids

Getting a couple of good parties under your belt will help develop the skills you'll need to be entertaining, while, at the same time, gaining you a reputation as a fun and outgoing person.

That's exactly the kind of player groups like the *BDSMetal* Gang, *Dangerous Divas* or *White Breeze* might be interested in having as a member, so don't be shy about approaching them if you genuinely like what they do. By helping and promoting them, you'll also be helping and promoting yourself.

Step Seven: Play Nice

Put in the work, have some patience and within a few months, you can be 3DX famous! Just make sure it doesn't go to your head. Remember that any celebrity status you earn can be lost if you start being a snob, and the last thing you want is to wind up known as a prima donna.





The Dominant Spectrum

The five paths of Dominance, and the sixth they all lead to. by RoyalCrimson

Listing the types of BDSM Dominants is a much more complex task than listing submissive archetypes, and that's because the role of Dominant is simply more demanding.

To be a true Dominant is to be able to both serve the needs of your sub, while being able to extract from them what you require. It

means exhibiting both confidence and competence at all times, yet retaining the sensitivity to read those in your care.

At its core, being a Dominant means being not just the master of your sub, but of yourself because, until you have a clear understanding and control over your own emotions and desires, you are simply not worthy of the



position.

While archetypes can be useful for submissives, in that they help clarify the parameters of behavior and responsibilities, the demands on a real Dominant are simply too multifarious to be so neatly categorized.

Nevertheless, there exist several "paths": overarching philosophies which can help an aspiring Dominant develop the spiritual and psychological structure they'll need, and it is these that this article shall be defining.

The Path of True Sadism

Recently a submissive I know had an experience that really encapsulated the path of true sadism. Having been recently released from her former Master, she was actively looking for another and, hearing that a particularly charming gentleman was an experienced Dominant, she respectfully approached him and introduced herself.

"What shall I address you as?", the submissive asked, eager to make a good first impression.

His answer?

"Whatever you want, just as long as I get to hit you."

A pure sadist is just that: someone who doesn't necessarily get pleasure from the emotional domination of another person; they're into delivering intense sensations. They don't want, or need, a title or protocols for behavior, just a submissive who's willing to be their beloved plaything.

The Path of Tradition

There are some for whom being a Dominant is all about being part of the deep culture of

BDSM rites and rituals. These are the kinds of people who have made a study of the history and traditions of the BDSM community, and who hold themselves to those standards.

Becoming a submissive to this kind of Dominant involves not just physical play, but being taught the codes of behavior and respecting *How Things Should Be Done*. Because of this, it's common for these dominants, and the people they play with, to not just enter into a personal relationship, but to play a role in the larger BDSM community.

The Path of the Mentor

Here is a type of Dominant that finds pleasure in not just inflicting intense experiences on a submissive, but also becoming a deeply active and positive force in their lives. They take on the role of not just a leader, but a life coach, guiding a submissive in exercising, eating well, and even managing their spending and income.

Dominants on this path are always very tuned into their submissives. They need to know not just their play style and desires, but who they are as people, and how they can be helped to live up to their fullest potential.

The Path of the Royal

There are Dominants who don't just create experiences for their submissives; they *are* the experience. Cool, elegant, and controlled, these people have taken the time to cultivate an intense aura of sophistication and aristocracy, bestowing their submissives with the privilege of serving them.

Those Dominants on this path are usually both wonderfully and terrifying intense, leaving those they play with in a sense of awe.



"...view it as in inspiration to create your own path, because, in the end, the only thing you can ever be is yourself."

A good example of this type of personality (minus the whole killing and eating people), would be Dr. Hannibal Lecter, the smoothly polished epitome of personal power that burns with barely restrained intensity.

The Path of the Beast

The flip side of the path of the royal, the path of the beast is all about (on the surface, that is) *losing* control. These Dominants might seem like regular people out in the open but, put a crop in their hands, and they turn downright feral; ferocious and very, very hungry.

Don't think their animalistic style is about dropping safety, security, or respect for the people they play with. Rather, they play with an intensity that comes from being able to slip their proverbial chains, but never so much that they can't snap back to normalcy when their submissives needs it.

The One, True Path

My objective is not to have you look at this list and think, "I can't be a good Dominant because I'm not represented here," but rather to view it as an inspiration to create your own path, because, in the end, the only thing you can ever be is yourself.

Maybe your personal path is a touch of Mentor plus a smidge of Royal with a dash of Leather Classic? Whatever form it takes, keep those lines of communication open, respect yourself, as well as those you play with, and never forget that accidents will always happen. Act with kindness and courtesy when they do, and you'll be an excellent Dominant.

Beyond Truth or Dare

Tired of the same old naughty games? Here's a few new ones! by FunniBunni

I love games! Just absolutely adore them! And while classic *Truth or Dare* can make for a great evening of sexy fun, sometimes it's good to mix things up a little.

So here's three new games for you and your friends to try the next time you need to break the ice, or are just plain feeling frisky!

Strip Profiles

Ideally Strip Profiles is played as part of a large group, and is best when everyone doesn't know each other too well. In this regard, it's a great game for club owners looking to get local chat buzzing.

The one running the game will pose a question to the players, the answer of which can be found in the profiles of one of them. The player whose profile is being referred to can't answer the question, but everyone else is scrambling to read it and post the correct answer to local chat first.

The first one to post the right response then gets to ask any one of the other players to remove an article of clothing, which they must keep off for the remainder of the game.

Example:

Miss A is running a game of *Strip Profiles* for Mister B, Miss C, Mister D, and Miss E. She begins by asking "Who was the last person to give Miss C a stack of cash as a gift?"

Miss C is not allowed to answer this round as it's her profile that's being referred to but,

meanwhile, the other players are frantically scrolling through Miss C's gifts, trying to find the answer.

Mister D is quickest, posting the correct answer before anyone else, and so he gets to choose one of the other players to take an article of clothing from. He picks Miss C, who chooses to remove her top. As soon as it's off, play continues, with Miss A posing another question to the group, such as, "What color is Mister B's shirt in his profile picture?"

Hide and Dare

This game stretches across all the publically accessible rooms of 3DX, and can be great fun to play with a large group of friends.

The players all begin the game in one room and enter into group chat, then one of them is randomly selected to go hide in any other room that all the other room, so long as it's open to the public.

The person whose been chosen to go hide then has two minutes to pick a room to run to, and may go to any area of that room so long as they can still be reached and hugged. Once the seeking starts, they may not leave the room they've picked, and must not move from the position they've chosen.

As soon as the two minutes are up, all the other players go hunting, and the first to find and hug the player who was hiding gets to give any other player a dare which they must then complete. This dare is performed back at the starting room and, as soon as it's done, a

new player *is* chosen to go hide and the game carries on.

Example:

Miss A, Mister B, Miss C, Mister D, and Miss E are all in *Sin Club*, and playing a game of *Hide and Dare*. It's Miss A's turn to go hide.

She chooses to move from *Sin Club* to a public room called *Monkey Island* and, once there, she immediately swims out to a small island just offshore. She figures this is as good a place as any to hide, and so lets the other players on group chat know that they can start looking.

Immediately all the other players start searching 3DX for Miss A, knowing that she is now waiting to be discovered in one of the publicly accessible rooms, and that she is not allowed to change rooms (or, in fact, move at all, now that the search has started.

Miss C is the first one to look on *Monkey Island* and, seeing Miss A immediately, swims out to her and gives her a hug. At that point, Miss A let's everyone know that she's been found by Miss C, and everyone returns to *Sin Club*.

Once back, Miss C decides to dare Mister D to get naked and run around Sin Club for one minute. As soon as Mister D has completed that dare, it's someone else's turn to go hide, and the game continues.

Naked Tag

This game is best played in a large space in which there's room to run, and is a wonderfully fun way to lose your clothes.

The game starts just like a normal game of tag, with one person being "it" and chasing all the others. However, when someone is

caught (they get hugged by the pursuer) they must shed an item of clothing, and then they become "it", running to catch someone else and take an item of clothing from them.

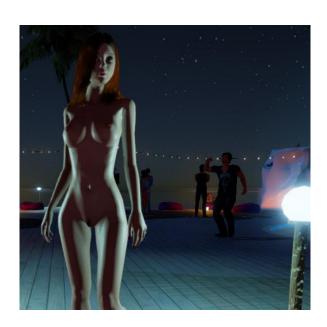
The last player to have any clothing left wins the game, and gets to ask all the other players to perform a dare.

Example:

Miss A, Mister B, Miss C, Mister D, and Miss E are all on *Love Island*, and playing a game of naked tag. Miss A is "it" first, and goes running after all the other players.

She manages to grab Mister B, who must lose an item of clothing because he was caught. He chooses to remove his top, and then goes running after the other players as he is now "it".

He manages to catch Miss E, who in turn catches Miss A, who catches Mister D, and so on until only Miss C is left with any clothes. At that point, the game ends since Miss C has won, and she gets to ask all the other players to perform a group dare.



The Art of Digital Seduction

How to make that special connection online. by LadyFoxx

At the risk of giving away my age, I'm just old enough to remember when the word "seduction" conjured images of Michelle Pfeiffer getting flustered by the attentions of John Malkovich in *Dangerous Liaisons* or Sharon Stone seducing Michael Douglas in *Basic Instinct*. These moments were exciting, they made my heart beat faster, and my God they were hot!

Unfortunately, nowadays those words bring to mind far more negative connotations than positive ones. Just look at the first article in this magazine and you'll see there's self-styled "players," whose entire idea of seduction is cruelly manipulating womens' emotions to get them into bed, and literally nothing more.

But seduction doesn't have to be like that and, if you're a sincere, intelligent guy who's interested in a woman's perspective on how to sweep us girls off our feet, here's seven simple tips which I'm sure will bring you success.

Make a Great First Impression

Females on 3DX get a lot of unsolicited comeons thrown our way, with many girls getting dozens of messages pouring in each day. So, the first thing you have to figure out is: What makes you stand out from the crowd?

Before you message her, think about how she'll see you. Look at your avatar, profile, and gallery through her eyes. What's her first impression of you going to be? Are you being genuine? Do you sound original? Do you seem classy and friendly and confident? These are the qualities that are going to get her to notice you and, as the old saying goes, you'll never get a second chance to make a first impression.

In your profile, talk about what excites you and why. Don't just say things like "I like running." Instead, say something like: "I love running because sometimes I need the open air, the smell of pine, the burn in my calves to make me feel alive." Show some passion, and you'll come off as a passionate person.



Fortune Favors the Bold

You know why confident guys get so many women? Because they show up and go for it! When you like a girl, don't hover. Initiate conversation.

Before any woman gets between the sheets with you, she'll want to talk. So, make a connection by being yourself. Under no circumstances should you cut and paste anything. Also, don't go for the lowest common denominator and say, "Sup?"

Take time to read her profile and see if you have something in common and, when you first message her, I'd suggest you compose your message using an introduction, a comment and a question.

In its simplest iteration, your first message to her should sound something like this: "Hi there, LadyFoxx. I just wanted to reach out and tell you I enjoyed reading your profile. I noticed you said you love to ski. So do I! What is your favorite trail ever?"

A post like that is simple, short, and friendly. It lets her know that you've taken the time to read about who she is and what she's into, and it invites a response.

Don't Put All Your Eggs in One Basket

If you're only talking with one person and you end up putting all your attention and thoughts on her, you might want to back off a bit. I'm not saying go out and PM every girl in *Sin Cub* or anything. What I'm saying is don't put all your eggs in one basket.

Sometimes we project all our hopes onto someone we've just met, and that can be a bit much. You want to be someone with a bunch of interests. No girl wants a needy, desperate guy clinging to them. Women want someone



who is active but who will make time to fit a special girl into his busy schedule.

Don't Post Dick Pics

Do not, I repeat, DO NOT post dick pics in your gallery. "Oh man, so glad this random dude is showing everyone his schlong. I'm DEF gonna text him back immediately!", said no woman ever.

Don't Be the First to Bring Up Sex

This is perhaps the most common, and major, mistake that guys make. You should not initiate sex discussion first. Some innuendos are fine, or even some leading questions, but as soon as you throw sex out there, you'll find yourself lumped into the "Just Like Every Other Guy" category. That's not where you want to be. When it comes to sex, go for delicate nudges, not overt comeons.

Get Her Talking

Seduction cannot be one-sided. You need to make her want to interact with you. If she's an exceptional woman, she's fielding lots of attention and likely will have little patience for your latest diatribe on Trump followed by a question like, "When and how did you start becoming politically aware?" Oof. Not what a girl wants to hear.

While, yes, it's good to have open-ended questions, you want them to be easily answered and relatively lighthearted at the beginning. "Fun plans this weekend?" or "What song is your favorite to dance to alone?" are good questions that don't require much time, but which do give her a chance to talk about herself.

As the messages get longer and more

in-depth, you can suggest that you continue the conversation at your place...

Don't Try to Rush Things

Seducing a woman is not like you see it in the movies. Those fast-paced, witty scenes often brush over the consideration and patience it takes to truly attract a woman.

Too many guys try to seduce too fast. Sure, it can happen in one night, but it can also be pleasurable to slowly build up over time.

Whether you're online or in person, you have to wait until the moment she's comfortable. When it comes to seduction, the most important piece of advice I have is simple: Keep her always wanting more.

This is an instance where less is more, where a short conversation can be more intriguing than a long one. If she can never get enough of you, she'll just want more and more! Seduction is a dance. Don't rush the steps, but figure out ways to make it specific to you.





Coming Next Month...







3DX Nightmares













The Cyber Sutra

Roleplay Made Easy

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

PLAYER1	FUTALICIOUS	MAXPOWER	FEMBOINEKO
MARON	IAMTROUBLE	NESY	CRIMSONMANDY
PANSEXUALPIXIE	ICEBOX	ROYALCRIMSON	ZEVEN
CARDINALCOPIA	DERAI	STELLANIA	KEMISTRY
CICELY	FELICIAKYLE	FUNNIBUNNI	LADYFOXX