the joy of CYBERSEX

AN UNDERGROUND GUIDE TO ELECTRONIC EROTICA

Reviews of the “steamiest” software and adult CD-ROMs

Keyhole views into the backrooms of more than 30 online bulletin boards

A peek into the future of cybersex and teledildonics

Disk Inside!
Erotic fun and games with Strip Poker Three and Jigsaw Pinups!

Foreword by Kathy Keeton, President of Penthouse Interactive
The Joy of CyberSex

The Underground Guide to Electronic Erotica

Phillip Robinson and Nancy Tamosaitis, with Peter Spear and Virginia Soper
Credits

Publisher
Michael Violano

Acquisitions Director
Jono Hardjowirogo

Managing Editor
Kelly D. Dobbs

Acquisitions Editor
Perry King

Production Editor
Bettina A. Versaci

Developmental Editor
Lisa P. Rose

Copy Editors
John Burek
Tyrone Prescod

Editorial Assistant
Yana Strutin

Marketing Director
Lonny Stein

Marketing Coordinator
Laura Cadorette

Book Designer
Scott Cook

Cover Designer
Jay Corpus

Production Team
Brad Chinn, Scott Cook, Greg Simsic, Mary Beth Wakefield
About the Authors

**Phillip Robinson** writes a nationally syndicated column on computing for the Knight-Ridder news service and his articles on hardware and software have been published in magazines such as *Byte*, *MacUser*, and *MacWeek*. He is the author of more than a dozen computer books, including *Delivering Electronic Mail*.

*The Joy of CyberSex* marks **Nancy Tamosaitis**'s debut as a published book author. She has served as a public relations adviser for Philippe Kahn, the CEO at the software giant Borland International, a business relationship that was carried out over e-mail. Intrigued by the liberating potential of cybersex interactions, Tamosaitis embarked on a mission to explore the outer erotic limits of the digital domain for this book. When not chatting online, she runs a public relations business in New York City. A violaist, she attended The Juilliard School.
First and foremost, I’d like to extend special thanks to Perry King and Lisa Rose, editors of infinite patience, skill and good humor. Thanks and appreciation also go to Brady Publishing’s Michael Violano, Jono Hardjowirogo, Lonny Stein, Bettina Versaci, Pat Carroll, and Laura Cadorette, who was brave enough to suggest that I coauthor this sexy book!

I’d also like to thank Philippe Kahn for teaching me the power and intrinsic value of online communications. As Philippe has often said, cyberspace communications prove the importance of “substance over style.”

Heartfelt appreciation goes out to Steve Bress for all his guidance and help regarding this book. Everyone should have such a brilliant, Bill Gates-in-the-making friend.

Love and appreciation also go to Ron Thompson, amateur sexologist, who is living proof that offline antics are infinitely more satisfying than anything ever experienced in the digital domain! :)

Kudos also are in order for my parents whose initial fateful, random phone call proves that a cold call can sometimes be the catalyst for a hot relationship.

NT
Contents-at-a-Glance

Foreword: by Kathy Keeton, Vice-Chairman of General Media International Ltd. ............................................. xiii

Introduction: Exploring the World of On-Line Erotica ................................................................. xvii

Part One: Learning the Ropes ................................................................. 1

Part Two: Looking for Love on All the Right Disks ................................................................. 17

Part Three: Mama Told Me Not to Come: Over the Lines and Across the Boards ................................. 77

Part Four: Cybersex Visions ........................................................................ 235

Appendix A: Adult Disk Products ................................................................. 289

Appendix B: Additional Adult Bulletin Board Listings, By State .................................................................. 295

Appendix C: References and Additional Recommended Reading Material .............................................. 307

Appendix D: The Games on the Disk ................................................................................ 311

Index .................................................................................................... 317
Contents

Foreword ................................................................. xiii
Introduction ............................................................ xvii

Part One ................................................................. 1
Learning the Ropes .................................................... 2
  A General Primer ..................................................... 3
  Disk Dynamics ........................................................ 3
  Getting Ready to Go on the Boards ............................... 7
  Going On-line ........................................................ 10
  Hunting for Virtual Sex ............................................ 15

Part Two ............................................................... 17
Looking for Love on All the Right Disks ......................... 18
  Cybersex by Any Other Name Is Still a Business .......... 19
  From Digits to Demons ........................................... 20
  The Coming of the Personal Computer ....................... 23
  The Good, Soft Parts .............................................. 29
  Virtual Sex—Getting It on Together ............................ 32
  Choice Bits: Interactive CD-ROM ............................... 33
    Penthouse Interactive Virtual Photography Studio .......... 33
    The Interactive Adventures of Seymore Butts .............. 35
    Nightwatch Interactive ......................................... 37
  True Blue Cyber Flix: Erotic CD-ROM Videos ............... 39
    House of Sleeping Beauties .................................... 41
    House of Dreams ................................................ 41
    Hidden Obsessions ............................................. 42
    Secrets ............................................................. 43
  You Must Have Been a Beautiful Baby: Erotic Photo Collections .. 43
    Centerfolds on Disk, Variety Sets #1 & #2 ................ 45
    Lovely Ladies II .................................................. 46
The Donatelli Collection, Volume 3 ........................................ 47
Heavenly Bodies 1 & 2 Heavenly Hunks .................................. 48
Museum Pieces ....................................................................... 50
Olivia (The Exotica Collection) ............................................. 50
The Vasta Collection .............................................................. 52
Anything You Can Stuff into a Box ........................................ 55
The Adult Reference Library .................................................. 55
The Sexotica Collection .......................................................... 57
The Fox Pack Collection .......................................................... 59
Playing Around: Adult Computer Games ............................... 63
Strip Poker Three .................................................................. 63
SeXXcapades—The Game ........................................................ 65
SeXXcapades—The Movie ....................................................... 65
Spellcasting series ................................................................. 68
Cobra Mission ....................................................................... 71
Stick It in Your Ear: Erotic Audio CDs .................................... 73
Getting Your Heart's Desire .................................................... 76

Part Three .............................................................................. 77

Mama Told Me Not to Come: Over the Lines
and Across the Boards ............................................................. 78

Aline, Newcom LINK .............................................................. 91
The Backroom, Brooklyn, NY ................................................. 95
ECHO [East Coast Hangout] .................................................... 99
The English Palace ............................................................... 110
EROSLink ......................................................................... 121
Event Horizons .................................................................... 126
Eye Contact ........................................................................ 129
Gabby's Lounge .................................................................. 132
THE GaRBAGe DuMP .......................................................... 136
Heat In The Night ................................................................. 143
Hotlanta, Roswell, GA .......................................................... 145
LACE ............................................................................... 147
Laura's Lair ........................................................................ 153
Lifestyle & Lifestyle GRAFIX .............................................. 157
Mindvox ............................................................................. 167
NIX*PIX ............................................................................ 171
| NixPix Person-to-Person | .......................................................... 180 |
| ODYSSEY | .......................................................... 183 |
| Penthouse Online | .......................................................... 187 |
| Pleasure Dome, Norfolk, Virginia | .......................................................... 197 |
| Rusty n Edie's, Boardman, OH | .......................................................... 199 |
| Star BBS Network, Northern and Central New Jersey | .......................................................... 201 |
| Texas Talk | .......................................................... 212 |
| The Well (Whole Earth 'Lectronic Link) | .......................................................... 215 |
| The West Side | .......................................................... 220 |
| Windup | .......................................................... 224 |
| Windy City Freedom Fortress | .......................................................... 228 |
| Carnal Knowledge On-line, Signing Off | .......................................................... 231 |

**Part Four** .......................................................... 235

**CyberSex Visions** .......................................................... 236

- The Essence of Virtual Sex and Virtual Reality .......................................................... 237
- Suiting Up for a Night on the Town .......................................................... 238
- The Shape of Love in Virtual Reality .......................................................... 241
- Forms of Virtuality .......................................................... 245
- The Sex in Virtual Reality .......................................................... 251
- Virtual Sex in the Movies .......................................................... 260
- Virtual Sex and Television .......................................................... 268
- Virtual Audio .......................................................... 271
- Cybersex in the Theater .......................................................... 273
- Virtual Rags .......................................................... 275
- New Media .......................................................... 275
- Details .......................................................... 277
- Wired .......................................................... 279
- Future Sex .......................................................... 281
- Mondo 2000 .......................................................... 286

**Appendix A** .......................................................... 289

**Adult Disk Products** .......................................................... 290
Appendix B ................................................................. 295
Additional Adult Bulletin Board Listings, By State ........... 296

Appendix C .................................................................... 307
References & Additional Recommended Reading Material ............................................. 308

Appendix D .................................................................... 311
The Games on the Disk .......................................................... 312
   Setting Up ........................................................................ 313
   Loading Up the Games ...................................................... 313
   Playing Strip Poker 3 ....................................................... 313
   Playing Jigsaw Pinups .................................................... 316
Foreword

In 1965, Bob Guccione hired Kathy Keeton to work in the sales department of a new magazine—Penthouse. Today, Kathy Keeton is Vice-Chairman of General Media International Ltd. and President of Omni, Longevity, and Compute.

“The empires of the future will be empires of the mind.”—Winston Churchill

Welcome to “cyberspace,” the waycool, red-hot new arena of autoerotica or “cybersex,” as it has come to be called by the denizens of today’s high-speed data networks.

The word “cyberspace” was originally coined in 1984 by novelist William Gibson in his book Neuromancer. His definition for the realm of electronic existence was: “A consensual hallucination experienced daily by billions...a graphic representation of data abstracted from the banks of every computer in the human system...lines of light ranged in the non-space of the mind, clusters and constellations of data like city lights receding.”

Today, cybersex exists in text and graphic form on bulletin boards, online “chat lines,” floppy disks, and interactive CD-ROMs. But coming soon is the ultimate cybersex experience via “virtual reality.” Virtual reality is a new technology that promises, among other things, the experience of simulated sex. The marriage of that oldest and most powerful of human drives to the most sophisticated and powerful new technology is an endeavor that may soon irrevocably redefine human sexual relationships.

There are moments in history when the advance of knowledge breaks through old barriers—the most important of these events being the creation of new tools, tools which enhance our senses and enable us to see or do things in a new and different way. The telescope was one such tool, the microscope another. And both changed forever the way we saw our world. But it is the computer with its ability to manage enormous amounts of data and to simulate reality, that will provide a dramatic new paradigm for the human sexual condition. Predictably, some wag has
already coined a new word for it—teledildonics, or simulated sex at a distance.

General Media's interactive electronic world of erotica differs from other marketplace contenders because some of the “erotic” products are so shoddy they actually debase their users and that's a shame. In the marketplace of Eros, it is also a fatal marketing flaw. If the product is bad, distributors won't distribute, stores won't stock and people won't buy, at least not in large numbers. The real trick is to not only give them something titillating, but also make it as elegant, as beautiful, as sophisticated and as classy as possible, whether the medium is paper, film, video, telephone line, interactive CD-ROM, on-line, two-way interactive television or virtual reality.

Just imagine yourself in the near future getting decked out in your cybersensual sex suit for a hot night out on the nets. You plug your jack into your cybernetic interface device, which then enables you to receive and transmit realistic tactile sensations. Suddenly, you are in a strange new world where miraculously you can run your hands through virtual hair, touch virtual silk, unzip virtual clothing and caress virtual flesh. You would be having what might be called a “neuromimetic sexual experience,” where sensations experienced by your nerves are translated into electronic pulses. You don't have to feel the sensations, you only have to believe that you are feeling them. In a neuromimetic world, our tactile and other senses could be increased a thousandfold in ways that boggle the mind.

Unquestionably, these new technologies offer great opportunities to enhance the autoerotic experience. But let's stop for a moment and consider how this new form of socializing will change us. To quote Howard Rheingold, author of *Virtual Reality*, "If everyone can look as beautiful or handsome, sound as sexy and be as nubile and virile as everyone else, what then will be the new semiotics of mating?" In other words, will the signs and gestures we use to signal our sexuality be transformed? Will the symbols be taken from the real world or will they be based on the paraphernalia of a future version of cyberspace? Will we become immersed in our own private cyberworlds? Will we become like the people of the planet Solaria in Isaac Asimov's *Foundation* series, who lived in total isolation and couldn’t bear to touch or even see each other in true reality?
Virtual reality is a very important event in the evolution of human and machine symbiosis, and once you begin to think of “sex at a distance,” it’s amazing how many other questions of morality and commercial practicality arise. Will people charge for simulated services? If so, how? How will advertisers use these new technologies? Will your virtual persona be held liable for any virtual abuse he or she commits while cruising the nets?

One way to view this incredible new technology is as a magical doorway to exciting new worlds. Another is to realize that as we stand on the brink of a new millennium, reality as we now perceive it is mutating behind an electronic screen. Nothing will ever be quite the same again.

Kathy Keeton

Vice-Chairman of General Media International Ltd.
Introduction

Exploring the World of On-line Erotica

Computers and sex. The contradictions are obvious. What could be further apart than cold boxes calculating and hot bodies coming? This book shows that just isn’t true. Computers are infinitely flexible to do anything we program them to. People are desperately interested in sex. The result is that the computer is now becoming another tool, another avenue, another forum for sex. Hard drives are enlivening sex drives. Phrases such as “plugging in,” “interfacing,” and “spreadsheet” are taking on double entendre duty. And a new word has been coined to define the various forms of erotic pleasure pursued on computers. The word is cybersex, and the word is hot.

Just what is cybersex? Is it a social disease? Most certainly, as many of the critics of this daring new media can attest. It breeds dangerous forms of sensuality and eventually may isolate us from each other if cheap simulated virtual sex ever becomes available. Is it a social blessing? Of course. How else can you describe the ultimate form of safe sex, the medium that gives you the freedom to make simulated love to partners around the world and link up every night with your own special group of sadomasochistic, bottom-paddling, sex slave-seeking, foot fetishists? It’s cheeky, it’s genteel, it’s exploitative, it’s tender, it’s wild, it’s funny, it’s old, it’s new, it’s kinky, it’s blatant, and it can be fantastic.

You may want to try cybersex or you may want to take a peek behind the curtains. Most people who read about the hot antics taking place on adult bulletin board services such as The Pleasure Dome or The English Palace will probably never dial up and join in. Likewise, though you may be titillated by the thought of playing one of the graphic sex games discussed in this book, can you really imagine yourself calling together...
your Scrabble group for a racier version of show and tell? If your answer is a profound yes, this book may be just what you need.

This book's four sections include a user's guide, a tour of on-line adult bulletin boards, a review of erotic CD-ROMs and disks, and an examination of the new field of interaction in the artificial worlds of virtual reality.

**Learning the Ropes.** Most Cybersex requires a computer. This section tells you what kind of computer to get, how to set it up, and then how to use the various resources or "toys" described in the later sections. You will get a basic understanding of how to get "on-line" with bulletin boards and what type of equipment to buy in order to fulfill your fantasies.

**Looking for Love on All the Right Disks.** In this section, the husband and wife team of Peter Spear and Virginia Soper take a decidedly irreverent look at the field of erotic disks. CD-ROMs, which look just like the popular audio CD disk, are optical disks that contain digitized information about graphics and sounds. There are now dozens of CD-ROMs packed with adult images, ranging from French postcards of the 1920s, to models in lingerie, to a variety of beefcake. With the right equipment—computer equipment, we mean—you can view these pictures on your computer screen. You also can use programs to create your own on-screen slideshows of your favorite pictures, use other programs to manipulate the pictures—such as changing colors or even cropping or changing the image—and print the results. There are also a few floppy-disk collections of images and many adult games for those without a CD-ROM drive.

You will also find CD-ROMs with short adult videos. And you'll find home videos, naked-body pictures, and even animations, built into computer games. Some of these are typical arcade stuff—rescue the princess and she'll be grateful. But here, she is grateful in a way that you probably won't find down at the arcade games in the mall. Other CD-ROM games are voyeuristic, where you can make choices on-screen to please a character or to see how far you can get exploring a place and the horny people inhabiting it. You could get your face slapped or you might hear noises and see images on-screen that would be embarassing if heard or seen in a public place.
Mama Told Me Not to Come. Here, Nancy Tamosaitis leads you on a tour of thirty of the most lively adult bulletin board services (BBS). BBS’s are computer forums set for you and other computer users to call into and exchange messages and pictures. There are thousands of such boards, and hundreds of them have adult areas or are entirely devoted to “adult” topics. This chapter describes how they work, what kind of people you’ll run into there, what kind of erotic images can be found on-line, and how you can actually meet, or actually avoid, seeing bulletin board folks in the flesh. You’ll eavesdrop on bulletin board conversations and be introduced to colorful characters who hang out there. The section is peppered with margin notes that will help you understand this strange and wonderful new world of on-line swinging. With any luck, you may find out where to look for your own personal joy of cybersex.

Cybersex Visions. What more can you desire after slipping into on-line connections, sexy graphic files, and steamy interactive games? How about a whole new visual universe, a place populated by your own fantasies? That’s the prospect for virtual sex, built on the so-called virtual reality technology. The last section of this book explains what virtual reality is and how it may change the way you experience sex in the future. In this section, Phillip Robinson looks at who is creating and monitoring the new media, and talks with men and women at a new breed of magazines, cinema companies, and software development houses who are striving to turn fantasy into reality.

You say that all this new-fangled gadgetry cannot possibly affect you and your tried-and-true sex life? Don’t look now, but there may be some secrets lying in wait for you the next time you boot up your computer.

To help you digest the ins and outs of the world of cybersex more easily, we have provided snippets of information in the margins. They include:

Cyberlex: Quickie definitions of on-line communication terms.

Nasties and Nicies: Rules of on-line etiquette.

On-line Types: Character sketches of a few people you might meet on-line.

Piece of Mind: Views of cybersex from on-line users.

Smiles and Winks: Examples of symbols used as shorthand in on-line conversations.
VirtualTrivia: Facts about virtual reality and virtual sex.

Now that you have seen the map, take a trip into the latest and perhaps most exciting vehicle for sexual arousal. Just as one of the biggest markets for early VCRs was XXX-rated tapes, the personal computer is becoming personal in a way few expected. You'll see here that computers and sex are no contradiction after all, any more than cars and sex, or phones and sex.
Part One
What is cybersex, and how do I get some? If that is what you’re asking yourself, then you’ve come to the right place.

This is the user’s guide, a term with which any computer owner is familiar. Other appliances come with instruction manuals; computers and programs have user guides. This is the instruction manual to cyberspace.

The following instructions will explain what you need to get cooking. Just as we assume when describing cybersex that you know something about the birds and the bees, we are also assuming here that you are not a total virgin to the joys of computing. If you have never played with a computer before, read through a basic computing and telecommunications guide before you venture into cyberspace or attempt to set up a CD-ROM drive.
A General Primer

For most of us, the entry into the world of cybersex will take either of two forms. One way to experience it is to play interactive games that come on a CD-ROM disk or view images that appear on a floppy disk. The other way is to use a telecommunications program to go online and chat your way through the world of adult bulletin board services. For both of these activities, you will need a computer. Some of you will use an Apple Macintosh computer, others will use an IBM-compatible computer. The type of computer you use is not too important for online communications. As long as you have a decent modem, you will be able to access the service you want to dial into. Viewing CD-ROM videos and graphic files is a much trickier matter.

We will first look at the joys and pratfalls of peeking at the sexy images on disks.

Disk Dynamics

To view the various forms of erotica appearing on disks, all you need is a computer with the right display and disk drive. Some pictures come on floppy disks. You can’t fit more than five or ten pictures on a floppy, and the more that are included on the disk, the lower their quality. Still, almost any computer with a color display and a floppy disk drive—and that means most computers these days—can display such images. You will need to get a disk compatible with your system, because computers use different file formats, such as PICT, GIF, and PCX to store the pictures on disk and different programs to display and browse through the images. A disk for an Apple Macintosh won’t work on an IBM-compatible PC machine.
CD-ROM disks are similar to regular audio CD disks except that they also can store graphics and video. CD-ROM disks can store many times as much as a floppy disk, and so a single CD-ROM can store 200 or so pictures. Because adult videos and high resolution graphics collections use huge amounts of disk space, they are usually sold on CD-ROM disks. To see them you will need a CD-ROM drive, and again you should make sure you get a CD-ROM disk that is compatible with your Mac or PC computer. CD-ROM drives are often sold as components in multimedia upgrade packages, although these drives are increasingly becoming a standard feature of new computers. CD-ROM video products require large amounts of RAM operating system memory, so don't expect to view products such as Hidden Obsessions with only two megabytes (MB) of memory.

The images found on disk can be employed for many delightful purposes. One common way to use them is as screen savers for Windows wallpaper. Using the right program, which is often included on the CD-ROM with the pictures, you can turn one of the pictures into the background that appears whenever you haven't touched the keyboard in a while, or as the image behind the various menus and windows in Microsoft's Windows program.

In addition to the photo image collections, there are some moving images and animations on disk now, mostly on CD-ROMs. These videos require a fast CD-ROM drive, such as a double-speed or triple-speed drive. These cost more than the slower drives, but are needed to quickly send the large amounts of information from disk to display. Your computer may need to be faster at processing information also, which means you may have to upgrade an old 286 or 386 PC to its faster 486 cousin to enjoy the show. Even so, the on-screen video today typically runs at 15 frames-per-second, only half the speed of television images. That means it looks ragged, flickering along with noticeable jumps between the positions of the pictures that add up to motion. The images are also smaller than TV, sometimes only occupying 1/4 or 1/8 of the screen when viewed at an acceptable resolution.

Why view video on screen if it isn't even television quality? The most important advantage of computer video is that it enables you to interact with an adult game. With the right programming behind it, the video
can be divided into a series of clips that you can manipulate. The video can be designed to ask you questions and your answers can dictate which clip is shown next. Although there can only be a limited number of choices, particularly since today’s technology does not let us store too many images on a single CD-ROM, the interactive quality makes the pictures much more engaging. There are games that enable you to approach a person in the video, and if you say the right things—choosing from possibilities listed on screen—you get to engage in an onscreen sexual adventure. This can range from watching someone strip on screen, to an animated persona having an orgasm, to you seemingly watching someone approach and engage you—as though the camera were your own eye.

Here are some more detailed pointers about preparing your computer for the challenges of cybersex.

**CD-ROM drive.** If you don’t have one yet and are thinking of buying one, stay away from those $299 specials. They’re cheap because they are slow. To play back software quickly and smoothly, and not have to watch the seasons change as you do so, look for a drive with at least a 300 millisecond access time. Look for one that’s also described as a double speed drive with a transfer rate of 300 KBS or more. Don’t worry what that means other than it moves information from disk to you faster. Toshiba and NEC are two reputable brands.

**Memory.** On Dos and Windows machines, 8M (megabytes) of memory should be enough to run any CD-ROM video product. Macs sometimes need 12M to 16M to avoid display problems in the middle of a stimulating sequence.

**Graphics Playback.** On the Mac, most photo collections are contained in HyperCard stacks. The HyperCard browser that is included with all of those products is simple and easy to use, manually or as a slide show. Most of the photo collections also include a demonstration version of the Adobe Photoshop graphics program that enables you to manipulate the images as you see fit; it can turn those old dirty postcards into an interactive experience. However, you will not be able to print those images from within the Photoshop application.
On the DOS and Windows platforms, a number of different shareware viewers are usually included on disk, although none really has the ease and flexibility of the HyperCard browser. For .GIF files, the file format that is commonly used for images that are available from online services, CShow works very well, and for other formats there are Artshow, PixFolio, and Paint Shop Pro. All of these are shareware programs that are commonly available on-line, so if you use them, send in the fee.

Video Playback. The biggest headache when it comes to video on CD-ROM is the playback system. The most widely used standards for viewing CD-ROM video products are Apple’s QuickTime for Mac and QuickTime for Windows and Microsoft’s Video for Windows. The player utilities that come with QuickTime movies need 4M of memory for the movie to operate smoothly. Even then you might experience audio breakup and sluggish responses on the movie controls. Each of the recording and playback formats in the DOS/Windows world has its own quirks, the same as QuickTime does. The best advice is to be prepared to call the technical support services of your CD-ROM manufacturer to find out if you will need special drivers to run the programs.

Resolution. No matter which type of computer you run, resolution is a problem. Resolution is measured in bit depth, which determines how many little color dots can be displayed on your screen. The greater the bit depth, 8-, 16-24- or 32-bit, the sharper and cleaner the video picture will be. Think of bit depth as a stack. Computer images are made up of a lot of little dots, or pixels. The more pixels, the more information you can put on a screen. Each of those pixels, however, is resting on another one. The deeper the stacks, the better the resolution. That’s why 24-bit is sharper than 8-bit.

Stills on the Mac usually come in both 8-bit PICT or 24-bit TIFF formats. The trouble is, although some of the newer Macintoshes come equipped for 16-bit color, older machines can only view 8-bit images. Therefore, if you have an older machine you may need to upgrade your graphics board in order to see the full splendor of a 24-bit color image. If you are really lusting for high resolution quality, check with an Apple dealer to see if your board can be upgraded.
In the DOS and Windows world, finding the right video card can be problematic. A high quality card with 1M of video RAM should be enough, but unless it is already set up that way, you will have to check the manual that came with the card and most likely install new drivers.

Audio. If you have one of the standard audio cards, you should have no problems in getting the most out of the adult CD-ROM products. SoundBlaster, Media Vision, UltraSound from Gravis are good choices, but far from the only ones. Make sure your card is SoundBlaster compatible; for now, that's the standard everybody uses.

Computer Processing Speed. Cybersex software does run on 386's and Macs with 68030 processors. When moving video is added to their chores, though, the strain can be quite evident. Color video contains a lot of information that needs to be processed quickly. The bigger and faster the processor, the better the playback. It is that simple. If you were looking for an excuse to trade your current machine in for the latest Pentiums, 486's or 68040's, here's your excuse.

Getting Ready to Go on the Boards

To venture into the on-line world of adult bulletin boards you need a personal computer, a modem, a telecommunications program, a telephone line, and the phone number of the bulletin board system (BBS) that you wish to hook up with.

You will probably want to have a color graphic display monitor to view pictures you get from adult bulletin board services. As noted before, most computers sold in the last few years have color graphics boards. Other equipment you may want is a printer to print the images you download from the boards, a scanner to convert pictures of yourself or friends into files for online viewing, and an image processing program to edit pictures.
Listed below are some of the considerations that you should keep in mind when buying and using the equipment needed to get on board the BBS world.

Modems. This is a device that plugs into a computer and a telephone line. Internal modems fit into a slot inside your computer, while external modems are free-standing units that are placed next to your computer. Looking the modem up is pretty easy—see the modem manual. It will tell you to plug the modem inside the computer or to some jack on its back (things are getting frisky already!). Then you plug the telephone cord—that thin plastic one that runs from the wall to the phone—into a jack on the modem. Poor people have to plug the modem in each time they want to use it, by disconnecting the phone. Rich people buy a second phone cord and run it from the modem’s second jack to the telephone. Filthy rich people run a third cord to a fax machine or answering machine and then call others to brag about it, maybe throwing in an automatic switch to send incoming calls to the right device: phone, modem, or fax.

Get a modem that’s at least 9600bps fast. That is bits per second, which is also defined as baud. A 9600 baud modem is affordable—$150 or so—and practical. Older 2400 baud modems are only a bit cheaper, but 4 times slower. That can mean the difference between 10 minutes and 40 minutes to get an image from the bulletin board. No matter how fast your computer is, your BBS work depends mainly on your modem speed. If you are planning to buy one the official designation for the standard 9600 baud modem is v.32, so look for that designation on your modem’s ads and boxes no matter what brand you buy.

Telecommunications program. A computer with a modem that just sits there, stupid and silent, waiting for you to call up a telecommunications program. Programs such as QModem, SmartCom and Procomm Plus let the computer dial up other modem’s phone numbers, send passwords when necessary, and save whatever words or pictures come in through the modem. Mac or PC based communications programs range from free shareware types to $500 power packs. For dialing in and chatting on a BBS, you will do fine with the telecommunications program that comes with Microsoft
Windows. If you do quite a bit of BBS work, you will want someth-thing more powerful, a program just for telecommunications. Then you will be able to automate some of the more advanced tasks, such as getting and sending pictures.

To dial into a bulletin board service, you will need to get the dial-in number for the service. You can get these numbers from ads in computer magazines, from BBS listings in telecommunications publications such as Boardwatch and Online Access, and from Appendix A in this book.

Printers. If you download image files from a BBS, you may want to print out a copy for your records, or your bedroom wall. You can get a good inkjet monochrome printer such as the Hewlett-Packard Deskjet for about $400, a color inkjet for about $1,000 (try HP again), or a high quality laser printer for about $800 to $2,000. Printers that have 600 DPI (dots per inch) resolution or better will give you the best quality picture. If you are really obsessed with printing high quality color graphics, you can buy the best color printers for about $10,000.

Scanners. A scanner generally looks like a small copying machine, though some are hand-held portables that look like the mouse on your computer. Instead of creating a paper copy, it creates a computer-saved file of whatever you scan. Take a picture from a from your own collection, scan it, and then it is on your disk. You can view it on screen, manipulate it, with an image processing program, and send it to a BBS. Don’t send any picture that you don’t own the legal rights to. Some scanners capture black and white only, but the more expensive ones can also capture color. Most scanners can be purchased with an image processing program so that you can remove blemishes from a picture, or enlarge choice bits of anatomy.

Do you want to change the contrast of a photo on the computer screen or enlarge some particular part of a figure’s anatomy? With an image processing program such as Adobe Photoshop you can do this, and even more. A powerful image processor will let you take one person out of a two-person image and insert someone else. Or you can enhance features on the person in a picture, adding inches or subtracting scars. You get the idea.
Going On-line

If your only experience in the digital communications world is a commercial online system like CompuServe or America Online, your first foray into the adult bulletin board world will be notably different and undoubtedly memorable. As your fingers walk through the bulletin boards in this book you will discover for yourself that each board is as different as Montauk is to Des Moines, Los Angeles to New York. Each bulletin board is a community attracting people interested in the board’s focus, be it bondage and discipline or plain vanilla boy-girl dating! As you travel through the different neighborhoods, you will meet some swinging neighbors who trade sexual partners with ease, others who are looking for their first girlfriend, and the majority who simply want an adult conversation with the possibility of meeting face to face if the on-line chemistry clicks!

Some of the adult boards profiled in this book provide manuals, but many don’t. However, this is no reason to panic. Maneuvering your way on-line is easy. Also, if you don’t know a command, just ask the other users on-line. Within seconds you will probably have your answer.

To get up and running on the adult boards, you will need a basic communications program such as QModem or ProComm along with your computer and modem. Next, communications parameters need to be set. Almost all of the boards listed in this book use the 8,N,1 settings which stand for 8-bit word size, no parity, and 1 stop bit. Use your program’s modem options. These settings can be set in the options area of your program’s menu. It is also necessary to set the transmission speed. Set the highest speed that your modem and host modem allows. If you have a 9600 baud modem and the board supports up to 2400 baud, set the speed at 2400 baud. When you call in to the boards at 1200 or 2400 baud, most boards enable entry on all lines. However, many boards will not let low modem speed callers stay on high-speed (9600 baud or higher) lines unless the user is dialing in at high speed. If your major bulletin board activity is chatting, opt for a slower speed, which provides a comfortable reading pace and doesn’t require Evelyn Woods speed-reading ability. Set your modem to maximum speed if you plan to transfer files. Sending files to a BBS is called uploading, and receiving a file is known as downloading.
The type and speed of modems supported by each adult board is generally posted in the opening message screens. Many of the large, multi-line boards offer an extensive variety of numbers. After you are logged on to the board, check to see if there is a modem number more compatible with your own modem model and speed.

When you first log onto a new bulletin board, you will be greeted with a slew of introductory information. It makes sense to capture this data to disk to reread and examine off-line when the meter isn’t running! Read your communications software user’s manual for detailed instructions on capturing text.

After you set the communications parameters, speed, and modem number, and dial the BBS’s phone number, you will hear the sound of the modem dialing followed by a high-toned squeal and then silence. Depending on what communications software you’re using, you will then see CONNECT or OK on an otherwise blank screen. If the board you’re calling is having system troubles, you will probably get a ring-ring response and no pick-up. If this happens, try calling back later. Due to the popularity of many of these boards, you may also receive a busy signal. Since users log in and out a lot, don’t lose patience. Simply keep trying to log on again at regular intervals.

Once you’ve heard your modem’s squeals of delights and you have seen the words CONNECT or OK, press the Enter key once or twice. If you see a bunch of garbled gibberish on your screen, reset your modem to a lower speed.

When you are happily on-line, you will be required to register. The on-line questionnaire will ask for your full name, address, and telephone number. Many of the boards will call you to verify your subscription and request identification be sent to verify that you are an adult. Each board requires that you use a password to gain entry. Remember your password. If you forget the password, the system operator will not refresh your memory, forcing you to register all over again. Most of the adult boards require that all users pick a handle. Keep in mind that everyone on-line will see you by the handle you choose. “Shut Puppy” garners a different neighborhood reaction than “Sara.” Many of the boards also prompt you for details on your computer setup such as the model, your top modem speed, and the number of characters per screen. After you have answered all of the questions, you will be greeted by a welcome screen, followed by
an onslaught of new user information data and bulletins. It is best to capture all of this information to disk for off-line reading to brush up on the rules and regulations of the board.

After you have ventured beyond the new user information and bulletins, you will arrive at the main menu. All movement around the boards is performed by making choices from the menu listings. Some of the boards will grant immediate access after you complete on-line registration with a major credit card, others need a day or two to process your membership. Most of the boards will offer a limited amount of initial access prior to receiving membership fees so that you can get the lay of the land.

Every board listed in this book is unique in what it has to offer. The various menus reflect this diversity. The quickest way to read the tone of the neighborhood is to go into the forum or conference areas. By selecting one of the various adult forums, you can read messages posted by other callers and leave messages of your own. You have the choice of making your messages private or public. However, the sysop can read every message that is inputted into their system. All of the adult boards profiled in this book offer either local and/or networked conferences. If the board you are on carries a national conferences such as ThrobNet or Kinknet you will be able to correspond with users across the country whose boards also have access to those national conferences.

The menu also will list the board’s file offerings. Browse through the board’s file library listings. In addition to adult files, most boards also offer a significant library of shareware or public domain files. For example, if you are looking for a viewer to see GIF files, appropriate software is available to download in the Utilities library. The most cost-efficient way to decide what files to download is to first download the file directory list compiled by the sysop. Just what is a GIF anyway? A GIF is a graphics file and acronym for Graphics Interchange Format. Images stored in the GIF format can be seen with a GIF viewer software program on most computers, whether PCs, Macintoshes, or Amigas. The GIF format enables users to see up to 256 colors displayed on screen if you have installed the appropriate video hardware. Lusty GIFs are a major log-on lure for millions of curious or horny users worldwide.

Each adult board arranges their GIF file areas in their own way. Some boards have the GIF library organized into special categories, such as “Toilet Tastes,” “Bondage and Discipline,” “General Adult,” and
“Lesbian.” Other boards combine a lot of different sexual tastes into one file area. Either way, to avoid racking up excessive on-line charges mulling over file options, it’s a smart idea to first the text file that catalogs and describes the various files. Print out the file and then choose from the file at your leisure.

Some of the adult boards also feature peep-show style animations. At this time, the animations available do not offer anything near the high quality color resolution the GIF images provide. The boards that offer animations also carry the appropriate viewers in their utilities library. You will find four types of animations file formats offered: FLI files, DL files, GL files and self-running animations.

Most of the adult boards included in this book also feature large erotic text libraries that are available for downloading or immediate online viewing. The subject matters vary from board to board, generally reflecting the tone of the board. A bondage board, for instance, will stock a lot of files that deal with sadomasochistic pursuits.

Read your communications program’s software user manual before beginning a file transfer. Downloading is very easy, but the process does differ from one communications software program to another. Before downloading, find out what protocols your communications software offers, and find out what key you will need to press to begin the transfer. (The most common key to begin a file transfer is Page Down or Page Up).

To begin the downloading sequence, you will need to be in the files area of the board. Select download from the menu options. The system will then ask you to designate a protocol and a file name. Your computer and the host computer need to use the same protocol. Most BBSs offer 10 to 12 protocol options. The most popular are Xmodem and Zmodem. Zmodem is the faster, more cost-efficient alternative. Once you’ve chosen a protocol, you will be prompted for a file name. Type in the exact file name listing that you desire. The system will then issue a “ready to send” message. At this time, start up your software’s download process. Many BBS’s offer the option to sign off (or stay on) the board after the download is completed.

Viewing the file listings, you will notice that many of the files have the extension ZIP. These files have been compressed with PKZIP program from PKWare that reduces the file size by recoding the data in a file. Compressed files can be downloaded or uploaded much more quickly.
PKZIP: A shareware program for DOS-based computers and is available for downloading on most adult bulletin boards.

than uncompressed files. If you are calling long-distance, the difference between downloading a compressed file and one that is not translates to significant savings. PKZIP also enables multiple files to be compressed and stored within a single ZIP file. Once you’ve downloaded a ZIP file, it must be unzipped to be used. To unzip your file, simply download a copy of the program PKZIP. This program is a DOS-based shareware program readily available on all adult boards that carry compressed files. Look for it in the Utilities or Programs library of your BBS. Among the many files that self-extract upon execution, you will find a user’s guide which offers a thorough description about using PKZIP. UNZIP.BIN and Stufflt (with the file extension SIT) are the most common compression programs available for Macintosh users. DOS users can decompress Stufflt files with the utility UNSIT. After files are unzipped, they are copied to your disk in their uncompressed form.

Program files and text files are most frequently processed with PKZIP. GIF files are already compressed and are rarely found further compressed. There is a compression program for GIF files called GIF2JPG, which creates files with the extension JPG. However, this program is rarely used. If you do stumble across it on any of the files you want to view, simply download the program JPG2GIF for file decompression. Although PKZIP is the most frequently found compression utility, some boards utilize more exotic programs not mentioned here. If you have any questions about locating or installing any file compression program, leave a message for the sysop.

Make sure that all of your sign-offs are done properly. Hanging up without going through the on-line good-bye motions could mess up the BBS system’s software. Take the time to go to the main menu, select the appropriate command, usually G for good-bye. This step enables the system to be reset for the next caller. Most of the boards offer an option of leaving a message to the sysop prior to logging off. As a new user, this is the perfect opportunity to ask any questions pertaining to the board. No one knows the board better than the sysop who is running it!

The Joy of Cybersex
If your favorite board is not local and doesn’t offer local access, and you’ve found yourself increasingly addicted to board-life, check out a long distance third party service such as PC Pursuit. PC Pursuit, a service of Sprint Communications, enables BBS users to call with their modem almost anywhere in the country. You don’t have to be a Sprint long distance subscriber, and the cost is $30 per month. This enables users to spend up to 30 hours on-line in that month without incurring additional charges. This service is highly recommended for people who like to call BBS’s around the country and want to reduce their long distance phone bills. PC Pursuit can be contacted (800) 736-1130, or contact their BBS at (800) 877-2006.

Hunting for Virtual Sex

There’s only one kind of virtual sex so far. To use it, close your eyes and fantasize. If what you had in mind was a simulated meeting in cyberspace with a dream lover, the nearest equivalent is still the so-called “hot chats” that proliferate on the adult bulletin boards. Alternatively, you can read magazines such as *Future Sex, Mondo 2000*, and *Wired* to keep up with virtual sex as it develops. You can also buy virtual audio sex disks and tapes now. Pretend to be a blind person in a virtual world, and these disks may feel real. And for some virtual reality play, though not sexual, you can turn to a few arcade games and personal computer simulations. You might also try interactive CD-ROM games or adventures such as *Virtual Valerie*. They are certainly not virtual sex, but they are a lot of fun. As the programs grow more complex, their interactivity and intelligence may offer more immediate fascination than the more encompassing visual worlds of virtual reality. In fact, such programming will be the spirit of virtual sex when it does appear.
Looking for Love on All the Right Disks

It's a lot like the old lyric "...It don't mean a thing if you ain't got that swing." Although when discussing cybersex, that particular line can swing in more ways than one. For our purposes though, the swinging we're concerned with is the contents of those stiff little tools we slide into the willing cavities of our ad hoc cybersex machines—grinding away happily while it accepts the load.

OK, we may have gotten a little carried away there in our somewhat strained sexual analogy, but not by much. Lisa Palac, the editor and warrior/philosopher queen of Future Sex magazine contends, "...playing on a computer is definitely an erotic experience for many people." She appears to make sense. Looked at from her perspective, we have to admit that our symbolism wasn't so forced after all. Computers have wonderful little openings, and so do you and I. And a truly arousing experience on our friendly machines often requires something slipping in and out. Sounds familiar. You also need to "turn on" the machine before it'll do anything nice. The analogy between the roles of software telling the computer what it will be, and what it will be able to do, to that of sperm carrying its own DNA messages is also obvious. So too is the analogy...
between the computer's operating system at one receiving end, and a woman's egg at the other. Let's pass, however, on extending the analogy farther to defining cybersex itself as something akin to machines making whoopie.

The point of this mating is the real meat of the matter for most computer owners: Cybersex—The Software! Rim shot. It's the day-to-day useful stuff that comes into our homes on those warm and familiar CD-ROM and floppy disks. For the immediate future, that's how we'll get our on- and off-color digital thrills, because beyond the on-line joys of cybersex in cyberspace, there is the everyday reality that the majority of computer owners don't turn on by dialing in; most of us still get our kicks on Route 386. Or 486. Or in the love apple world of the Macintosh, something equally fast and colorful. The majority of us are digital-age stay-at-homes who are, in the words of the digital sex-seeking hero Leisure Suit Larry, "looking for love in several wrong places." And though we all may fantasize about suiting-up and jacking-in to surf the neural or electronic nets in search of the perfect orgasm, most of us won't.

Cybersex software on disk is the missionary position of cybersex; there are a lot of other ways to enjoy the act, but it's the place most of us start.

Cybersex by Any Other Name Is Still a Business

Cybersex software is still generally not available in stores or through the major mail order outlets; to find it you have to search the backs of computer magazines. The ads aren't that large; you won't see any two-page spreads yet (maybe we should have phrased that another way), but its publishers all claim their sales are growing exponentially, so who knows.

When you go looking for it, you'll find cybersex software referred to in terms like Erotic software, Adults Only software, Mature software, X-rated
software. One company selling interactive erotic titles refers to it eponymously as “interotica.” Whatever it’s called, this ram jet thruster mix of computer technology at the end of the millennium and good ol’ fashioned libido should not be confused with the same old same old. In the words of Larry Miller, one of the founders of Interotica (the erotic software company), “This is not our fathers’ pornography!”

From Digits to Demons

We have it on good authority that sex existed even before the invention of computers. You might even contend that the digital age began the first time two humans looked each other in the eyes and decided the world could be a lot nicer if they were lying down. Together. At that point, the lucky couple undoubtedly discovered creative new things to do with their fingers and hands (digits). Because the archeological evidence suggests that there was no Dialing For Dollars at the time, they would have had to make do with the materials at hand, so to speak. Voila! Digital technology in its purest form, and interactive at that.

This first attempt at interactive digital sex was good (otherwise it wouldn’t have lasted so long), it was fun, and it was absolutely habit forming. It was not, however, cybersex. People have had to wait until the digital age, version 2.0, for that. That’s now. But getting more specific as to what was the first artifact of cybersex software is less obvious. Even the idea as to what constitutes cybersex software is debatable.

"...a futuristic society where pampered aristocrats live at the expense of their drone-like labor force."

We are going to use movies as our starting point. OK, we know people don’t often associate film with cybersex, but hey, it’s always been one of the important mass technologies of the 20th century—at times the most dominant. Film has been responsible for disseminating most of the major sociological and political ideas of the past seven or eight decades. Movies were a major homefront propaganda tool during World War II, Korea, and the Cold War, and a keep-our-chins up medium during the Depression, for example. From Theda Bara, Jean Harlow, Jane Russell, and Marilyn Monroe,
to Madonna and Sharon Stone, and from Tom Mix, Clark Gable, and John Wayne to John Travolta, Arnold Schwarzenegger, Sylvester Stallone, and Long Dong Silver, movies have shaped our view of what sex is, what it should look like, and how it should be done. If ever.

Rewind to 1926, almost 100 years after the English inventor Charles Babbage dreamed up the Analytical Engine that became the idea behind modern computers. For the most part, computers were still conceived of as fast, giant adding and collating machines, and it was still 20 years to go before ENIAC—the first general purpose electronic computer. It was a time between world wars and a period of economic and class struggle that would see the rise of Hitler, Mussolini, and fascism. Into this era was released a film entitled *Metropolis*, directed by the German director Fritz Lang. *Metropolis* depicted “...a futuristic society where pampered aristocrats live at the expense of their drone-like labor force.” The power of the ruling class was symbolized by a beautiful unclothed female robot, built to be the counterpart of a real woman with the same face and body—the film’s heroine and unobtainable object of a ruler’s lust. For perhaps the first time, the combination of sexuality and eroticism was attached to a machine or a robot, and offered to a mass market. We think of *Metropolis* as the first recorded instance of what we now call cybersex software.

Fast forward 40 years to 1968 and *Barbarella*. Starring Jane Fonda and described by *Flicks! Film Review Library* as “…A space heroine’s innocence is lost through a series of psychedelic techno-sex pleasures,” the film set a new standard in futuristic sexual adventures. The movie contained a classically infamous scene in which Barbarella is sentenced to execution by an orgasm machine. She survives and conquers by overloading and burning out the machine’s sensors. *Barbarella* was the wet dream of every teenage baby-boom boy. Cybersex had appeared again as a sex toy for the free love generation. Because *Barbarella* was a film approach to a French comic strip of the same name, not only was it cybersex, it was a multimedia product as well.

Fast forward another 10 years to 1977 for a look at one last flick. Since the time of *Metropolis*, computers had changed from inoffensive number and data crunchers to mysterious, “…are they smarter than us?” cybernetic thinking machines; mysterious, super-intelligent, scary, and
oftentimes threatening. On movie screens and on television, out-of-control mainframe computers had replaced the mad scientists of the 30s and 40s, and the flying saucers and giant monsters of the 50s. Only the Commies were worse, and they had computers too.

The orgasmatron and vibrating eggs took sexuality to a new dimension in Woody Allen's movie *Sleeper*. (Courtesy of Photofest)

Thus sprouted *Demon Seed*. We'll quote once again from the *Flicks! Film Review Library*: “A scientist's computer develops a personality of its own and an unnatural lust for his wife.” (We assume it's the scientist's wife that's being referred to, since society normally frowns upon human-cybernetic marriages.) Another description might be more clear: "Julie Christie sexually assaulted by a computer, and what will her child turn out to be?" Cybersex had made a notable reappearance in *Demon Seed*, but as a dark image-date rape.

It was the year of the first Tandy and Apple computers; the personal computer revolution had begun and Hollywood was unclear on the concept.
The Coming of the Personal Computer

It wasn’t long after the invention of the still camera that people were posing and photographing nudes. When moving film came on the scene, it was can-can dancing girls and the like. Television has had the Federal Communications Commission on its back from day one, but we have sex shows on public access stations; the Playboy Channel; Oprah, Sally, Geraldo, and Donahue; uncut films like Basic Instinct, Blue Velvet, and Sorority Babes at the Slimeball Bowl-a-Rama on premium cable; and the FOX network. Erotica found its way into print so early that one is tempted to wonder just what Gutenberg printed after he finished the Bible.

From the beginning, personal computer programmers began heeding that most primal call of free enterprise and sexuality—if it’s got clothes on, take ‘em off and make a buck. A guy by the name of Chuck Benton seems to have the honor of publishing the first “dirty” computer game in 1980. It ran on the Apple II computer and went by the name of Softporn Adventure.

SOFTPORN ADVENTURE

Original program written on the Apple II computer by “Chuck”
Written, translated, modified and debugged by Microsoft Quick-C v2.5
Source Code: 10678, 1978
Data Texting by Mark Thompson

In the beginning, there was Softporn Adventure.

It had no pictures in it; just a bunch of text filled with puzzles and sexual situations. On the other hand, it enabled people to use the four-letter words of their choice as they played the role of a gent out for a night on the town as he tried to get a little action from the female persuasion. The goal of the game was to score three times.
Ken Williams, the president and co-founder of Sierra On-Line, discovered *Softporn Adventure* and marketed the game nationally. The cover shot on the package showed three topless women, one of whom was Sierra's other co-founder, Ken's wife Roberta. A collector's item today, 50,000 copies of *Softporn Adventure* were sold at a time when there were fewer than 400,000 Apple computers in the world. Says Ken, "We always suspected that the other 350,000 people had pirated copies." Two years later, the game was withdrawn from the market when Sierra was fighting off accusations that it was a pornography peddler.

Recently, a new version of *Softporn Adventure* has appeared on-line for PCs. It's an update of the original game by a guy in Florida who goes by the handle of The Psycho! It is available on CompuServe and some local BBSs as donationware; if you like it and keep it, send the author a donation. It's worth taking a look at, if only for its historical value.

Nineteen eighty-three brought the world Infocom's *Leather Goddesses of Phobos*. Another all-text game, its premise was that you're kidnapped by the Leather Goddesses of Phobos to be the guinea pig in some of their unnamed sex experiments. This more naughty than risqué game could be played at one of three filth levels—including one described as "lewd." Better yet, you could even do a little gender switching and decide to play as either a guy or a gal—Trent or Tiffany.

*Leather Goddesses* has been out of print for several years and most people thought that it had disappeared forever. Not so. With a little sleuthing we discovered that a few copies are still available for sale from the company that bought Infocom, Activision. If you're interested, give them a quick call.

The world of cybersex changed forever in 1984. Two products were published the year that George Orwell could never have dreamed of.

The first was William Gibson's novel *Neuromancer*, the genesis of the cyberpunk genre where people could jack into their personal computers and inhabit *virtual realities*. The theme had been explored before by other writers, especially Samuel Delaney, but Gibson brought a major-league nasty attitude along for the trip. Not only did he make his readers believe that his fantasy was possible, he convinced people that
cyberspace was real and achievable as early as tomorrow. If not sooner. If anything gave the idea of cybersex as an achievable virtual reality a kick-start in its leathered behind, Neuromancer did.

The second achievement of the year was the coming of *Leisure Suit Larry*—in more ways than one. Its full title was *Leisure Suit Larry in the Land of the Lounge Lizards*. Larry was a game. Larry was a really funny game that was very accepting of all your favorite euphemisms for sex and its various parts and components. Larry was a 39-year-old virgin. Larry was a dork in a white leisure suit. Larry had sex, more sex, and a lot of wannabe sex. And if Larry didn’t make it with some lady good and proper by morning, Larry was a dead dork. Leisure Suit Larry was also a national sensation. In the words of one publishing executive, “Isn’t that the one where the object of the game is to get laid?” Yup.

*Leisure Suit Larry 1*: “...the one where the object of the game is to get laid...”

The character of Leisure Suit Larry became a mainstream phenomenon. Larry has been written and gushed about often by the national media. *Newsday, The Wall Street Journal, Rolling Stone, A Current Affair, CNN, the Los Angeles Times* and the *Chicago Tribune* were some of the places where
Larry has been lauded over the past few years. The headline in the December 10, 1990, issue of Newsweek, after the third game of the series was published, was “ALL I WANT FOR CHRISTMAS...”

The immediate subhead continued, “...IS A NAUGHTY COMPUTER GAME....” It then moved on to a boxed-CD set of Sinatra recordings, and other mainstream holiday choices. A computer game with billing over Sinatra? This is still astonishing. There have even been rumors of a Larry movie or TV show.

Until now, four Leisure Suit Larry games have been published for PC’s, Macs, and other computers. Another is due in late 1993 or early 1994. Over the years of his adventures, Larry has gone from his making-it-for-the-first-time escapades in Las Vegas, to overcoming Dr. Nonookie and saving the world, through marriage to a South Seas princess, to escape from a village of cannibal lesbian bikers, to finding true love (for the moment) with Passionate Patty, overcoming the Mafia, and shoving Dan Quayle’s face into a pie.

Leisure Suit Larry and his dream girl, Passionate Patty.

The Leisure Suit Larry games are not hard-core, but still take players to the brinks of its various climaxes before it finds ways to conceal (barely) the anatomically accurate. There is a lot of virtual sex in these games—about the only kind Larry gets most times.
Curiously enough, *Leisure Suit Larry in the Land of the Lounge Lizards* was an updated version of *Softporn Adventure* with added script, animated graphics, music, and a name for the central character. It was published by the same Sierra On-Line who pulled *Softporn Adventure* from the market two years before. Nearly a million Larry games have been sold worldwide, which helps prove the notion that you can have your cybersex and bank it too.

The success and acceptance of the Leisure Suit Larry games made a certain level of racy software acceptable for the general computer software market. For years, other publishers have attempted to imitate Larry’s success. Two titles from Accolade, *Lost in LA* and *Search for the King* feature a Larry clone named Les Manley, which we must admit is a pretty clever name. Microprose has its own study entry named Rex Nubular and the Cosmic Gender Bender. Because there is no accounting for taste, you have your choice of playing the game in either “Naughty” or “Nice” modes.

For the most part, though, the coupling of sex and computers in mainstream software products has ranged between risqué to naughty and not a pubic hair more. Until the late 80s, anything harder was usually amateurish and difficult to find. If you weren’t into the world of BBSs and swap meets, scoring meatier content or a more satisfying erotic experience on disk was about as easy as finding true love on a 2-minute, 900-number, sex-talk phone call.

Two titles from the same mad genius proved it could be done, however. Mike Saenz is a comic illustrator by trade. His past includes work for Marvel Comics and the publication of a futuristic graphic novel, *Shatter*—claimed to be the world’s first comic book created and drawn completely on a computer. Its cyberpunkish feel and style made *Shatter* a critical hit in computer software circles, but that wasn’t enough to keep the book in print. Mike made his initial mark in cybersex with a piece of software for the Macintosh called *MacPlaymate*.

*MacPlaymate* was based on a simple idea: there was this on-screen woman named Maxie MacPlaymate. Using the computer’s mouse, you played touchie-feelie with Maxie, took off her clothes and helped her have a real good time complete with moans and groans and cries of pleasure. A variety of adult toys were provided for Maxie’s gratification and your satisfaction. That’s all, but it was enough. *Mac Playmate* started a noisy
debate over computer pornography and all the related moral, social, ethical issues that surround the subject. It also raised a few eyebrows at *Playboy*. They were able to force Saenz to pull *MacPlaymate* from the market in a dispute over trademark infringement.

But no mere corporate bunny would deflate Saenz’s love affair with virtual women and cybersex satisfaction. In early 1990, he showed up at a Macintosh trade show with a CD-ROM disk hanging on to his arm.

Open doors of opportunity await when you play with *Virtual Valerie*.

Mike had brought a date along for the ride and her name was *Virtual Valerie*. Besides being one of the first entertainment products to be released in the CD-ROM format, it was a step beyond virtual Maxie. Excellent full-color graphics draw you into the environment of Valerie’s apartment house. You can interact with just about everything, from the slob in the downstairs apartment, the bomb in the basement, to Valerie herself. Once inside her apartment you can look at the strange things that go on inside her artwork, check out her books and CD collection, use the bathroom or sneak a peek inside her purse. Heck, you can even play Virtual Valerie’s personal copy of *Virtual Valerie*. If you do that, it returns
you to the beginning of the game. Then you can visit Virtual Valerie's *Virtual Valerie* and play her copy of the game yet again. And Virtual Valerie's Virtual Valerie's *Virtual Valerie*. And again. And again. And again....

Of course the whole point of the game is to interact with Val herself; say the wrong things and you're out on your ear (or a more fundamental piece of your anatomy). Say the right things and Valerie will let you undress her. And more.

![Virtual Valerie](image)

*Virtual Valerie II* takes you to new heights of arousal.

When Valerie finally takes you to bed...well, let's just say that what happens is a secret between you, her, and her sex toys.

The success and notoriety achieved by *Virtual Valerie* brought the software of cybersex out of whatever black hole it was hiding in, and into the ads in the back of mainstream computer magazines. It also put most of the software onto CD-ROM.

## The Good, Soft Parts

Like lovers, cybersex software comes in all sizes and flavors. Although most of the top-of-the-line commercial titles are shipped on CD-ROM,
there are still plenty of others available on floppy disks. And unlike the rest of the computer software world in which DOS and Windows software squat on close to 90% of the marketplace, the world of cybersex has a significant Macintosh presence. In fact it is likely that the Mac version of latest greatest CD-ROM title will be the first version out the door, released before the PC version. Developers feel that, at the present anyway, it’s just easier (read that cheaper) to use the Macintosh development tools and display systems such as HyperCard and QuickTime for creating, compressing, and displaying animation and video on disk. In any case, though, if the PC version is second, it’s only very shortly behind. And with the recent release of Apple’s QuickTime video compression and playback standard for Windows users and developers, the whole question may soon become moot.

Computer-specific issues aside, it is important to understand that cybersex software, like condoms, is not a one-size-fits-all proposition. Behind the standard-issue enticing titles and the come-hither stares on package covers lies a variety of software. You will see anything from traditional hard-core stroke films through up-to-the-trendy-minute glamorous “couples” porn and interactive erotica. Many are just collections of poorly scanned specialty photos from magazines: big boobs, leather, lesbian, dildo, domination, pregnant women, and Asian women. You’ll find thousands of examples of wildlife photography featuring beavers that shave and spread-eagles, portfolios of top quality erotic artwork along side high-gloss swimsuit and lingerie photos, and sample portfolios of professional models and fully-clad body parts pictures that are available for republication at a set fee. In the photography trade these are called model release photos. Many of the latter contain little or no nudity at all, just those provocative titles and cover artwork to help move the product. And we can’t forget the games, solitaire and interactive games, the ones you might like to play with your favorite sex partner, even if that person happens to be yourself. In software, as in life, it’s still “...different strokes for different folks.”
Regardless of the content, it’s men who buy it (the software). Men are more voyeuristic...

What you will have trouble finding in mainstream commercial cybersex is software made for women. The brave new interactive world is still a club for white male members, although it is by no means politically correct. One software company even advertises their wares coming with “wife-proof” labels. Their boxes read FAO which translates to “For Adults Only.” We can only assume the ploy works; Profit Press remains in business, although we find it mind-boggling that even quasi-sentient people might never wonder, “Gee, honey, what do those three big letters stand for?” Maybe folks who want to keep these titles hidden are confident that their mattresses will never be turned.

The gender-bias problem springs from a lack of audience research and money. Larry Miller at Interotica, one of the leading publishers of cybersex software contends, “Regardless of the content, it’s men who buy it (the software). Men are more voyeuristic. Some women do enjoy this kind of software, but mostly it is men. Generally, nothing is being done by and for women.”

It is questionable whether this rule-of-thumb conventional answer will remain true. These are old observations, and the problem with conventional wisdom always is that it’s conventional. Many of the switchblade’s edge creative personalities behind cybersex on disk are neither conventional nor male.

Lisa Palac’s Future Sex magazine is attempting to look at sex, eros, and sensuality in fresh contemporary ways that see the new embrace of hardware and wetware—a hard-wired cyberspace cowpoke’s euphemism for flesh and blood people—as a distinct erotic entity, “...its own form of sex... (where)... interaction is its own thing. Virtual sex is real sex fulfilling fantasy and desire, but getting there from a different direction.”

Also along for the ride are women like the critic/philosopher/performance artist/“porn cheerleader” Susie Bright, who has written the The Virtual Sex Book Reader; and Annie Sprinkle, a former X-rated movie queen who’s now a photographer of some renown, as well as a video writer and director and performance artist. They’re taking sex as it’s always been done and showing new ways of how it will be done.
And there is Kathy Keeton, chief executive officer of Penthouse magazine and General Media. Keeton is heading up one of the newest and more exciting projects in interactive erotica, Penthouse Interactive. She shrugged off questions about the significance of women as a driving force in cybersex. As we were saying good-bye, Keeton stopped a moment as a new thought hit her. Then one of the best-known and outspoken business women in America chuckled. "Maybe it's because women have suddenly discovered that they have something of their own they can compete with."

Think about it.

Virtual Sex—Getting It on Together

There's an old joke from way back that makes fun of a certain breakfast cereal's image. It goes something like this:

Buy Prostitutes!

They don't go Snap! Crackle! or Pop!

They just lay there and bang.

We bring this up at this point for two reasons: A. We hadn't used the joke in years (probably for good reason); B: It illustrates the difference between interactive and non-interactive cybersex software. Interactive cybersex doesn't merely take sex lying down; it is always experimenting with new positions and things to try—Snap! Crackle! and Popping! its way through some virtual world or experience. And a great part of the enjoyment of the act depends upon how well you perform. That's one of the neat things about interactive cybersex; and that it's a lot like life.

Before launching into the commentary on disks in the rest of this section, you should realize that there are certain types of equipment you will need to view the cybersex treasures. Many require a CD-ROM player and a multimedia system. If you have a Macintosh computer, you may already be all set for
viewing some of the titles, but others require a PC machine and the Windows operating system. Section 1 of this book discusses the equipment that you will need to run the programs.

What follows is a sampler of the different types of cybersex software available. Feel free to sniff around a bit and get a feel for what appeals to your own particular interests. Don’t feel embarrassed; you’ll be meeting a lot of other bare-assed people cyberexing their way around here, and they’re not em-bare-assed at all.

Choice Bits: Interactive CD-ROM

Penthouse Interactive Virtual Photography Studio

*Penthouse Interactive* is already the best-of-show winner in these early days of interactive cybersex on CD-ROM. From the first screen where Pet Dominique St. Croix stares back at you, smiles, licks her lips and breathes “Let’s get interactive,” you know that this is an experience that is oh-so-assuredly interactive. It’s simple. It’s easy to use. And it’s even simpler to understand. *Penthouse Interactive* is a Virtual Photography Studio. You (the player) are a photographer for *Penthouse* magazine. An icon on the screen is your camera; click it and you’ve taken a shot. That’s all you have to do. Ah, but what are you shooting, you ask? What do *Penthouse* photographers do for a living? Right.

*Penthouse Interactive* gives you a selection of three Pets to photograph: the aforementioned Ms. St. Croix, and 1993 Pets of the Year Julie Strain and Natalie Lennox. Lennox is a former Pet who now bashes heads on *American Gladiators* under the name of “Lace.” All three live up to their reputations.
Pick your Pet on *Penthouse Interactive*.

Each woman's posing session is made up of approximately 60 different, full-motion, 30-second QuickTime mini-movies, which take up about one-third of your screen. That's a half-hour of poses per Pet, 90 minutes total for all three. You can snap as many shots as you'd like while the Pet moves for your camera. You will never run out of film. Later you can easily go back through your shots and print your best work to a printer or disk. When you have finished for the day (or night), you get an animated critique of your work from *Penthouse* publisher Bob Guccione. By the way, he'll get on your case if you don't take enough pictures. We know, it's a tough job but somebody's....

This Penthouse Pet proves that Natalie knows Nautilus.
The poses and sets vary from woman to woman; one is on a bed, another an ottoman, and Ms. Lennox (Lace) gets to work up some sweat while pumping iron. The individual posing sequences are familiar to anyone who has hidden a copy of Penthouse; they cover the spread from mussing hair to what is known in their trade as "the money shot." The nudity and writhing around is explicit.

Especially impressive about Penthouse Interactive is the quality of its video and audio. The two media are almost always clear, smooth, and in sync with each other. This is because the developers at the software house ICFX who worked on the program optimized all the files to play back on what they felt to be average computers. This means normal color (the 8-bit resolution common to lower-end graphics systems) and just the computer's built-in speaker. For their purposes, an average PC is a 386 computer running at 33 MHz; and an average Mac performs about the same as an LC III or an SI, which are mid-to-high range Macintosh machines. For many people this level of equipment is not just more than average, it brings on cases of extreme hardware envy.

If there is one thing missing in most cybersex programs, it is an easy-going sense of humor. Hey, sex is not brain surgery, much less cosmetic surgery, but the occasional genuine giggle or guffaw is usually conspicuous in its absence.

Not so with Penthouse Interactive; if you space out for a few minutes and do nothing, the Pet who is posing for you will react and say something like, "What do you think I am, a screen saver?" Every woman has a number of jibes to use, and even Mr. Guccione sneaks in a jab or two of his own. It's professional touches like these that make Penthouse Interactive such a slick, enjoyable piece of work. This product is so attractive and appealing, it just might turn out to be the Lotus 1-2-3 position of cybersex software.

The Interactive Adventures of Seymøre Butts

Interactive movies are the latest hot thing in the cybersex publishing world. Basically, these are hard-core stories on video that you scan through, but at various times you're presented with decisions. Depending on the choice you make, the story then meanders off in different
directions. These decisions can change the story’s ending and what happens on-screen. You will find plenty of erotic action no matter what you choose, however, and there is an enjoyable unpredictability and replay ability to the movie.

A while back, there was a television news cameraman who took enormous delight in pointing out his camera and describing it as a “goof magnet.” He said it was because everywhere he whipped it out, “every goofball in the world tries to get in front of it.” Such too is the story of The Interactive Adventures of Seymore Butts, a Mac and Windows CD-ROM product from Interotica, a division of New Machine Publishing. He’s a guy who just likes to hang out, except that he takes his video camera wherever he goes. Girls just flock to it.

With The Interactive Adventures of Seymore Butts, you will see more butts.

Seymore Butts has been the star of a number of X-rated films. One morning Seymore goes outside and meets the babe moving in next door,
who has just broken up with her boyfriend. This is the movie's first decision point: you're given a choice of having Seymore ask Rhianna to dinner, share a hot tub, or retreat. The rest of the movie (or is it a game?) is Seymore's schlepping around. You've got it, the entire plot of the movie. Along the way we are given sequence after sequence of Seymore and his friend and his cousin meeting and entertaining a whole lot of girls who just happen to be unattached and willing. Does Seymore get Rhianna in the end? Well, that is one of the choices you'll be given later.

The Interactive Adventures of Seymore Butts is a series of QuickTime movies that fill about one-third of the screen. The video itself plays pretty smoothly, but on an average machine you might find some break-up and lack of synchronization on the audio side. This is a common occurrence in all CD-ROM cybersex software, but can usually be lived with, or cured, by using the software on a faster machine.

Seymore Butts has the hang-loose, ad-lib feeling of every man's fantasy day-on-the-town, getting lucky and scoring until you lose count. Its loose, casual, good-time feel is almost charming, making it one of the few cybersex titles you can say this about. In fact, most of the game's dialogue and sequence were ad-libbed by the actors, and they actually did a pretty good job. Some of the "action" sequences were taken from other movies and spliced into the game. The interactive decision points appear about a half-dozen times throughout, and depending what you've chosen you might miss the dwarf jello-wrestling with women. Maybe you'll want to miss it.

In any event, there are enough choices in Seymore Butts to ensure that you don't see everything in one session. On second playing, be assured you will see more butts. (Groan) It's this replay ability that is one of the many plusses that interactivity can bring to cybersex.

Nightwatch Interactive

The same qualities of replay ability and unpredictability found in Seymore Butts cannot be claimed for Nightwatch Interactive, also from Interotica. Released in November of 1992, it claims to be the first interactive film released on CD-ROM.
What makes Nightwatch interesting today is that it shows how fast interactive software is improving. The difference in quality between the relatively static Nightwatch and the freewheeling Seymore Butts is remarkable, because the time difference between the production of the two was less than six months.

Nightwatch. Would you like to watch?

Nightwatch introduces us to a female security guard at a waterside apartment complex. She asks if you would like to hang around and check out the day's tapes taken by the security camera. She says she will stay with you because it's her favorite thing to do. But she's got to be careful that her boss doesn't catch her goofing off because he'll punish her if he does. Sounds like the entire plot.

There are 10 apartments, two boats and a beach, and you can see what's happening on all of them in one sitting. Between sections of playing voyeur, the guard asks if she can take off more of her clothes. When she's finally undressed, her boss arrives and you have the choice of how he'll make it with her. When they've finished, you keep choosing. When they're out of positions, you're left alone with surveillance tapes that never change. In terms of interactivity, about all the player can control is how fast the woman strips.

Nightwatch was outdated before it was a year old. But it was the first. It is available in Mac and Windows versions.
True Blue Cyber Flix: Erotic CD-ROM Videos

Cybersex software publishers are unanimous in pointing out that it was the X-rated movie that finally made the home VCR successful. Titles like *Deep Throat* and *Behind the Green Door* could be safely watched by anyone without having to dare enter some sleazy movie house, or more to the point, having someone you know see you going to a sleazy movie house. Or your mother-in-law. Or your mother. Or your partner. Of course when it came to video versions, there was always the problem of your kids finding out. Progress never is perfect.

The cybersex publishers say that a similar relationship will arise between X-rated movies and CD-ROMs, and they say it with the certainty and conviction of a true believer. They might be right if it is assumed that everyone can attain true joy watching movies the size of an index card and that no one is too picky about how the movies sound. Or that you enjoy watching full-sized screens filled with images of such low resolution that it is often difficult making out just what gender a person is in that tangle of bodies. Not all of the full-length films being shoveled onto CD-ROMs are so limited, but there are quite a few QuickTime quickies out there, and a lot more that might play a tad better if you could hear some audio.

At one time these were respectable and glamorous hard-core videotapes, but they’ve been unceremoniously dumped off onto CD-ROM, often without enough thought being given to how computers play back video information or effort put in to making the product fly. It’s been all downhill for these products since their glory days on videotape. Once they plied their artistry on a 23-inch TV screen; now they’re playing in about one-sixth of a 14-inch monitor. Maybe someday X-rated movies will sell CD-ROMs, but right now they’re a provocative oddity. An interesting oddity.
The process of pixilation permits people to play around with parts of pictures and print them for posterity.

However, they are not an oddity of no worth. Not only can you watch one of these movies at home on your computer, you can still perform all the usual VCR freeze-frame, slow motion, and fast forward functions. With many cybersex movies, especially those running under QuickTime, you can blow your favorite parts up to take a closer look at some particular piece of anatomy. When expanded out to full-screen size, many movies assume interesting image distortions, often defined as pixilation and dithering, that you can play around with for artistic effects and capture for posterity. Imagine the look on your friends faces when you show them just what that abstract piece you just printed out was. It could very well be a real piece, or a distorted close-up of some ejaculated organic fluid. So even with their limitations, cybersex movies can validly stake their own claim to a piece of the interactivity muffin.

One of the benefits of watching blue movies this way is that you can instantly deconstruct the art form. Because of limitations in the memory size and processing speeds of the average computer, most cybersex movies are broken down into shorter scenes. Not very far along into almost any one of the CD-ROM movies, it becomes apparent that almost every one is constructed the same way. It's something like this:

Titles: beautiful people, beautiful scenery, and big earrings.
Scene 1: Protagonist has dreams, masturbatory fantasies or is writing a confession, diary, book or script. Lots of great clothes and lingerie, better bodies, humping, and big earrings.

Scene 2: Second dream, fantasy, diary, book, confession or script. This runs about 30 seconds. More clothes, bodies, earrings, and sex.

Scene 3, etc: Replay of above. There are no male-male scenes, and no woman is to remain fully clothed for more than 30 seconds. Plot specifics are optional and occasionally tolerated.

There are no male-male scenes, and no woman is to remain fully clothed for more than 30 seconds. Plot specifics are optional and occasionally tolerated.

Play rest of movie: Repeat as often as necessary until 70 to 80 minutes of videotape is filled, or you run out of earrings.

Expect cybersex movies to come and go (so to speak) as more and more titles are released from film and video bondage. List prices range from $40 to $130, with the average being about $70. Below are examples of just a few current during the summer of 1993.

House of Sleeping Beauties

Handsome artist with creative block fantasizes a strange house filled with strange men and naked women. When they are not sleeping, which is nearly all of the time, everybody humps everybody else. Nobody but the artist can see the house, which brings a level of tension to the plot seldom duplicated on CD-ROM. In another creative masterstroke (oops), there are almost no earrings.

This product from Pixis Interactive is available for Mac and Windows systems.

House of Dreams

Woman has out-of-body experience while masturbating. She travels through one dream-like erotic fantasy after another. "...experience with her the extraordinary and bizarre ecstasy as each door opens to reveal unbelievable erotic images."
Stop us if you've seen this before. One riding crop, three blue people humping, and lots of great earrings. Little time wasted on dialogue.

Jewelry...Riding crop...A dream in the making.

This CD-ROM product for the Macintosh and PC is one of the slew of erotic products from New Machine Publishing.

Hidden Obsessions

A lady writer types her fantasies into her portable computer, then hands them over to her agent or editor in plain brown paper envelopes. We are treated to her fantasies in loving detail. We would tell you more, but the audio would have needed to work for us to do that. The earrings are large and fabulous. Arnold Schwarzenegger could learn a lot about making action films from this one. Highlights include: underwater girl-girl without air, hanging from scaffolding girl-girl, and an extended sequence starring two women and a 18-inch, solid ice dildo.

The first full length feature film for the PC.
Only the ladies survive the encounter.

*Hidden Obsessions*, a product of Romulus\New machine Publishing, is available for the Mac and PC.

**Secrets**

The women in *Secrets* have no secrets to hide.

A woman recounts the tales of eleven gorgeous Beverly Hills ladies who will do anything for a thousand bucks—except take off their earrings. Lots of white men in suits just watching. Disappearing riding crop trick. The rest blurs, but that’s not an uncommon phenomenon.

*Secrets*, a product from New Machine Publishing, is available on CD-ROM for the Mac and PC.

**You Must Have Been a Beautiful Baby: Erotic Photo Collections**

When CD-ROMs first came on the market in the late 1980s, everyone was aghast at the idea of how much information could be crowded onto one of the disks, over 600 megabytes. One high level executive at Microsoft
demonstrated one of the first CDs to us, Microsoft Bookshelf, and wowed everybody with the fact that they could store a full dictionary, thesaurus, World Almanac, Bartlett's Familiar Quotations, and another half-dozen reference works on one small plastic disk. Even more amazing was the fact that all of that took up less than a quarter of the CD-ROM's capacity.

"How will we ever fill one of those things?" the computer world wondered. "Just think of all of that storage. It's practically endless." OK, that's what people also said about the 5M hard drive and we all know how correct they were. Just as cats expand to fit all available space, so does the stuff we want to stuff onto disk. It seems we don't just live in a culture of information junkies, we're turning into information pack rats.

Enter the sexy photo. It takes a lot of bytes to store all of those naughty bits, so the CD-ROM, with all that storage waiting to be filled, is becoming the material of choice for people distributing choice material. There seem to be more picture disks advertised for sale at any one time than all of the styles of cybersex combined. And when you take the disks home, you can do a lot more with them than just look.

We're going to put a bit of a consumer warning here before we begin our peek at picture disks. They come in a couple of distinct flavors. One is for the lookers and longers, and for the private enjoyment for the voyeur in all of us. Another type is a kind of high-gloss, Penthouse/Playboy/Sports Illustrated quality portfolio of exquisitely photographed professional models. These collections are aimed at designers and publishers who need this level of work for use on a professional level. Think of them as high-end clip art with high-end usage fees attached. Oftentimes there is no nudity in these collections, although they may be marketed as if there were.

There is a third type you should also be aware of: these collections consist mostly of scanned images of magazine or amateur photos. The problem with them is not so much with their subject matter—which can be somewhat bizarre or eye-opening—but rather with who owns the rights to the work. These photos are often of marginal quality at best, but if you want to reproduce them for anything other than your personal enjoyment, beware that you may be violating someone else's copyright or privacy.
Centerfolds on Disk, Variety Sets #1 & #2

There is nothing like a good tease to get the old juices flowing. If you’re the sort whose palms start to sweat at the sight of heavily lipsticked lovelies in diaphanous lingerie, then the ladies of Centerfolds on Disk should really have you drooling. Your eyes may bulge out almost as far as their brassieres when you get a load of these floppies full of still photos onto your IBM hard drive. These gals’ modeling credentials are hard to top.

Jennifer is one of the many beautiful women you will encounter in Centerfolds on Disk.

Centerfold’s Variety Set #1 installs a selection of programs to help your computer decode the graphics files in Sets #1 and #2. Just choose one that will get these femmes unzipped, and then grab your mouse and hang on. We’re not talking flannel granny gowns here. These babes come clad in thongs, transparent baby doll pjs, sheer nighties, and lace stockings strapped to garter belts that’ll knock your socks off.

The models so attired appear a bit, shall we say...declassé. No matter how revealing their costumes, the ladies are ready to pull them aside and show...
you more. Except, of course, the ones who haven’t got enough on to obscure the view in the first place. Many of the photos seem to imply that some of these women are prepared to do more than just model. For the time being, however, they’ve restricted themselves to simply showing everything they’ve got.

Here is where the tease comes in. If you want to see more, you can—at a price. The Variety Sets are samplers of characteristic shots from more extensive spreads featuring individual models. The sets constitute a sort of software catalogue of a body of copyrighted images. You want more? It’s gonna cost ya. So when you take a peek at the two Centerfolds Variety Sets, you can be sure that there’s a whole lot more where that came from.

And that’s what a good tease is all about.

Centerfolds on Disk is available on DOS Diskettes.

Lovely Ladies II

The Lovely Ladies II CD-ROM packs a full load of color images as well as a bouquet of shareware programs you can use to view and massage them. This disk is meant for mature PCs. There are swimsuit shots, lingerie photos, exercise images, and close-ups of body parts, 400 pictures all told. Usage rights must be purchased.

So, how are the pictures? They would look right in place in a mainstream magazine like Playboy. Some may have been a teeny bit much for Sports Illustrated. They’re all suggestive, but fairly discreet. All the photos are of women in swimsuits, lingerie, exercise tights, and all are fairly tame. No up-close orifice shots topped by leering faces.

What about those body parts? Those aren’t wild either. They just show a woman in lingerie playing around with things such as saxophones and streamers in what is supposed to be a festive setting. In each shot you might just see a leg or other “part,” but certainly not a close-up of breasts or genitals.

The body parts may be impersonal, but then so is the entire disk to some degree. The ladies display a cool and distant anonymity. Unlike many other disks that give the models’ names for each picture (how likely is it that those names are real, anyway?), there are no names here.
There are a lot of no-steak, all-sizzle teaser collections available on the market. For people looking for more explicit lovely ladies, this one’s neither steak nor sizzle.

_Lovely Ladies_ CD-ROMs are available in a Windows version.

![Lovely Ladies II CD-ROM](image)

Forget the "Swimsuit Issue. Lovely Ladies II has 111 sensuous pictures of models wearing fashion swimsuits. Victoria who? It’s no secret that there’s 113 pictures of lovely ladies adorning lingerie. Pump up your heart rate with 85 pictures of sexy, sweaty women working out. Do you want close-ups? You got ‘em! 91 seductive pictures of female body parts. That’s a total of 400 images for whatever you have in mind.

These lovelies are quite the ladies...

**The Donatelli Collection, Volume 3**

What a difference a new paragraph makes. _The Donatelli Collection_ is another portfolio of model photos in swimsuits and lingerie, but this one, without ever being explicit, is much more erotic and believable.

This disk shows off clients of the Donatelli Model Management agency to good effect with over 140 professional quality shots that you are free to reproduce as long as it is not in connection with sexually explicit material.
The Donatelli models are dona-mite!

As a bonus, because this is a Macintosh disk, the HyperCard browser utility is included. This is much easier to use than the viewers included with Lovely Ladies, and more flexible. With the viewer, The Donatelli Collection is the classier act of the two.

The Donatelli Collection is available on Mac and PC disks from BodyCello and other distributors.

Heavenly Bodies 1 & 2

Heavenly Hunks

Here are three collections of good-looking people showing off plenty of flesh. What’s being advertised is what you’re buying. Of the two female collections, Heavenly Bodies 2 has the more dramatic material, and is an overall better piece of work. Heavenly Bodies 1 is no slouch, but standards do go up, and that’s what happened here.

Heavenly Hunks is one of the few collections of totally nude and partially clothed men available. Each model is photographed doing a mini strip-tease, although most of them get to the meat of the proceedings by the second or third shot. It’s hard to tell just what fancy many of the more unique poses are intended to tickle; many of the shots are composed as if intended for a gay audience. This is fine, since nearly all the cybersex software on the market is intended for straight men.
Who needs the moon and the stars when you can have a heavenly body like this light up your night?

This heavenly hunk seems a little hot . . . he's removing all of his clothes.

Watch out girls! My animal magnetism will arouse you to new heights.
For women who like to ogle the opposite gender, this one's just hanging out waiting to be ogled.

*Heavenly Bodies Volumes 1 & 2* and *Heavenly Hunks* are available on CD-ROM and floppy disk for the Mac and PC from BodyCello.

**Museum Pieces**

A few picture disks stand apart from the usual cybersex collections of unfettered flesh. These are what we think of as the Museum Pieces; some are art, others are pieces of the past—some pretty good-looking pieces at that. We want to turn you on to a pretty pair (hmm!) of our favorites.

**Olivia (The Exotica Collection)**

An artist friend of ours first made us aware of Olivia’s art about a dozen years ago. It was one of those special Wow! experiences that still brings to mind one of Leisure Suit Larry’s favorite observations: “I don’t know what art is, but I know what I like.” Well, we knew what we liked right away; Olivia is the cybersex airbrush mistress for the millennium.

*Olivia—Cybersex airbrush mistress for the millennium.*
Over 140 of her images are collected on this disk; wall-to-wall exotic women looked at from one inspired perspective to another. Leather women, soft women, zebra women, cyberpunks—everything Olivia draws is dramatic, angular, and often futuristic, with the cyberedge tension of Control-Alt-Delete finality. Danger and innocence make love with a great sense of eroticism and humor. We all know that sex and love are deadly, but we don’t have to get uptight about it. Olivia doesn’t.

The legend of beauty and the beast...redefined by Olivia.

As you browse through this collection, one cannot help but be struck by Olivia’s influence: Vargas girls and Gibson girls, Nagel, Warhol and Boris Vallejo; they’re all there, but they’re not. Olivia is drawing erotic, exotic women from a perspective that the male influence cannot—from her inside out. A woman drawing erotic women with little compromise can be a devastating weapon, and if so, then Olivia’s the flat out winner in the arms (and face and derrière and other body parts) race.

On second thought, let’s recap this review another way:
Olivia DeBerardinis goes by the name of Olivia, just like Madonna. Olivia draws sexy, erotic, sexy, exotic, sexy women. If you want to see their souls, look into their faces and their eyes; yes, we know that’s hard to do. There are a lot of Olivia drawings in this collection. If you can spring for the freight, buy the disk. You’ll be happy you did.

The Olivia collection of the Mac CD-ROM is available from many different distributors.

The Vasta Collection

One of the primal dirty-old-man images fried in the national psyche is that of a flasher showing off not only his wares, but a trench coat lined with dirty postcards for sale, or whatever. This image is an old one, swimming down the generations with little change.

As we grew up, we always wondered just what was on those dirty postcards, the ones our parents and grandparents whispered about. French can-can girls without undies? Nudes on the beach? Horses and dogs? Alas, it remained a mystery.

Joseph Vasta didn’t just wonder, he scrounged up hundreds of the postcards. The Vasta Collection is a Mac CD-ROM that contains almost 300 of them dating from about the start of the century up to the 1930s or thereabouts. There is no text explaining what they are, or when they were taken, just screen after screen of intimate looks into alien eras. The Vasta Collection is also one of the finest erotic picture disks on the market, a judgement that includes the high-gloss porn and erotica of the moment.
She's stung by a bee. He hides behind a tree. Off to a little love nest...they're making whoopee.

We all have good reason to smile when viewing The Vasta Collection.
The photos on the postcards at first seem quaint, comic even. Styles in clothes, poses, and body shapes do change; the more ample woman of the late 19th/early 20th century are not sculptured the same as the Pets of today. But then we stop looking at style and begin seeing the models—the people—and some interesting things become clear.

Have you ever noticed the faces in today's erotic photography? Studied sultry, knowing-little-girl innocence, aroused submission? Every one of these seems put on, and usually are; modeling is a business you know. Even in amateur Polaroids, men and women today play to the camera and try to duplicate the expressions of the pros.

Maybe we're reading into things, but the faces on the dirty postcards of the past are different; from the ingenuous glances and looks into the lenses of almost 100 years ago, to a blank neutrality during the '20s and '30s.

The Flapper. Smoldering eyes that burn deep and ignite fires of passion in any age.

Use the Photoshop utility included on the disk, zoom into those faces and look at them; not as pieces of meat, but as people from a different time and place. A more innocent world, we think.
It's easy to get lost there.

*The Vasta Collection* is available on Mac and PC CD-ROM from BodyCello and other major erotic software distributors.

**Anything You Can Stuff into a Box**

**The Adult Reference Library**

> "There are body parts galore—some pierced, some tattooed, some anatomically deviant, and some so oversized as to be... gawked at."

If you have explored the world of cybersex from top to bottom and found yourself getting a little bit jaded, you might be ready to make the descent to one of the lower common denominators of the erotic equation. *The Adult Reference Library, Vol.1.a, contains a carnival peep show on CD-ROM, plus a half a dozen games and more than two dozen “bedtime” stories, in which beds don’t figure very heavily at all.

The picture files are extensive and distinguished, not by the quality of the photography, which is usually negligible, but by the range of their content. Let’s just say that we’re uncomfortable in reproducing any of them here, just the menu choices.

They appeal to those of us with certain—how did the Victorians put it?—particular tastes.

Do you like young love? You’ll find it here. There is also a disclaimer stating that all models have reached the age of consent.

Do you like your genitalia clean-shaven? Your women pregnant or lactating? Here they are. There are Oriental women and women who aren’t women at all. There are body parts galore—some pierced, some tattooed, some anatomically deviant, and some so oversized as to be...
well, photographed and gawked at. You’ll see both-sex folks, same-sex folks disporting, contortionists contorting, and the only known photograph of the fabled “young man from Nantucket.”

The menu of The Adult Reference Library caters to many different palates...

You’re almost certain to find some pictures that will shake your equilibrium. You’ll know them when you see them.

When you finally stuff your popped-out peepers back in their sockets, you might actually want to take a break from sex for a while and play Castle Wolfenstein, Spear of Destiny, or one of the other mainstream shareware games included on the disk.

Then, by the time you’ve finished your game, you’ll be ready for a little bedtime story. Put on your nightcap and your reading glasses and take a look at a couple of the text adventures. They’re not the Song of Solomon, of course. They’re short.

They’re also racy. The language is low. The writing is clumsy. But the authors have a sense of humor, and every one ends with a wry little twist. Sort of like some of those pictures.

The Adult Reference Library is available on DOS CD-ROM from Goosebump Graphics.
The Sexotica Collection

Lest we get too far off of the subject of bedtime stories, in the wonderful world of erotica there have always been two major media: stories and pictures. They’ve married in many ways over the centuries to yield a variety of titillating progeny. The folks at Dragon’s Eye Productions have combined two, the written vignette and the adult comic book, with a third—the good old floppy disk—to produce *The Sexotica Collection* for PCs. They’ve created a piece of software that’s so obliging it practically installs itself from a single disk. It even quietly creates its own subdirectory, so your hands stay free for more pressing matters. You can relax and compose yourself for the pleasures of a spicy reading adventure.

Guided by a toothsome sprite called Pixel, you’ll savor four fantasies of love and conquest as you browse through the text of this illustrated book of short stories. The tales are enhanced by the bawdy art of 'Manda Dec. Her graceful pencil sketches were scanned into the computer, then colored on-screen. They stand out vividly from the black background on which they’re displayed.

Action in *The Sexotica Collection* can get wild and wacky!
Each screen is embellished with some graphic element. Pages adorned with thumbnail-sized pictures are followed by the larger works of which they are details. In some cases the illustrations spurt over exuberantly into the text.

Watch while the rakish courtesan Lady Rhianna preserves "The Pearl Beyond All Price" from the infamous Captain Skorr of the pirate ship Festive Buzzard, only to lose it—and more—to the handsome mate. Then experience the sensual delights of "Chocolate Decadence." It might inspire you to do things with chocolate that you never thought of! There's even a recipe for Marble Dipped Fruits. (Pixel recommends peeled bananas.)

"Chocolate Decadence" gives the phrase "reaping your just deserts" a whole new meaning.

For those with more intellectual tastes, there's the seductive chess game in "King Takes Queen Mate." The White Queen puts some serious moves on the Black King; they both win, and neither one calls the other a stale mate.
And finally, if you always thought James Bond was a bit of a prig, you might just want to take off all your clothes, strap yourself into a hang glider, and soar away to "The Island of Dr. Yes." Secret agent David Arrow and his partner, Diane Ace, have an extraordinary plan for rescuing the lovely Felicity, who has some pretty wild plans of her own!

The action is racy throughout Sexotica, and the pictures explicit enough to bring a blush to your cheeks. They're unabashedly salacious, but there's a light-hearted tone to the stories as well. You can savor them with your tongue firmly in your cheek...or someone else's.

*The Sexotica Collection* is available in DOS diskettes from Dragon's Eye Productions.

**The Fox Pack Collection**

*The Fox Pack Collection* CD-ROM is another one of those cybersex smorgasbords that swings a lot of different ways and has an assortment of flavors. It includes two gambling games, 18 cool sounds from key moments in X-rated movies, and two highly interactive encounters of the sex toy kind. There is also a reel of out-takes from a couple of their games. Although all of these elements, with the exception of the out-takes, are available separately on diskette, this combo pack has an attractive interface, background music, and a slightly perverted sense of humor. Taken all together, *The Fox Pack Collection* is a winner.

"Sounds of Erotica" plays eighteen sounds with names like SooooGooooo, Moan 4, Orgasm 3, and Oh Yeah! That's all, but most of them will give you a chuckle. There's a volume control included so you can tone things down if you don't want someone else to overhear the cries and pleas of your ear candy. Each sound clip runs five seconds or so, and is accompanied by a teenie-weenie mini-video clip. There are only four video clips, and they're used over and over for all the sounds. Erotic? Not really, unless you're satisfied with a very quick quickie. Or a really teenie weenie.
This little fox puts the big bad wolf to shame.

Foxpack's menu might just bring out the animal in you.

"MacFoxes" is an interactive cybersexual encounter between you and either Misty, a blonde and perky cheerleader, or Vanessa, a savagely aggressive dominatrix. Both come equipped with Playboy-style bios, and if you're really good they'll even come without the bios.
After making your cheerleader/dominatrix pick click, you’ll be greeted by squeals such as Misty’s “All this cheerleading is making me hot,” and then, “Hey, why don’t you take off my panties?” When you click on her clothing, pieces disappear one at a time, until she’s naked. While you pursue this intellectual affair, you’ll rest secure in the knowledge that there’s a boss key that will pop up a fake Macintosh spreadsheet, in case you don’t want someone else’s advice on what to mouse around with next.

After Misty is properly stripped, you accompany her to the locker room. There lies Misty, on her back, pom-poms at her side. Next to her is a “hot meter,” a cross between a thermometer, one of those “look-how-much-money-we’ve-raised-for...” signs, and a penis. Across the top of the screen is a selection of tools: a vibrator, a cucumber, an inanimate object, which the program calls a “dick,” a telescoping dildo, a tickler with fringe on top, and some love (lubricating?) potion in a basting bulb. (Whose locker room is this, anyway?)

Interactively stimulate Misty with the devices of your choice. Slide that sweet mouse of yours back and forth, prompting her to grow more excited, and the mercury to rise in the meter. Misty squeals. Her head and legs move mechanically, indicating either great excitement or crude animation. Change tools when you please. This is one game where it’s the interactivity that controls the action—you don’t merely make a series of menu choices with Misty, it literally comes down to how good your moves are.

There’s a menu that lets you set Misty’s attitude anywhere from “Horny—Candy from a Baby” to “Cold” or “Dead.” Hmmm. Anyway, when Misty goes over the top, the meter breaks and she just stops moving.

After all that, you get a score. Yeah! Read into that whatever sort of approaching-life-as-a-video-game or men-just-want-to-score philosophy of ethics that you want.

For tamer sensibilities, The Fox Pack Collection offers Strip Poker and Black Jack. Pick your pick, then play against the dealer. If you win a round, the
dealer removes one item of clothing. Win again and she removes another. Lose and she puts something back on.

Have fun playing strip poker or blackjack, but don’t be outfoxed or you might lose your shirt.

We’ll bet one thing: as soon as you start playing, you’ll turn off the music. Soon you’ll want to turn off the dealer’s voice, too. That same mechanical “Place your bet” over and over. It goes well with the jerky illusion of animation created by splicing together a series of still shots of the dealer.

Anyway, in poker or blackjack the dealer appears in a window and deals your cards face up on the screen. You click on the amount you want to bet from your $1,000 stash, hit, stay, or double down, and await your fate. We didn’t play well enough to take all her money and get some clothes off of her until we discovered the “Faerie” button. This causes a Tinkerbell substitute to flitter on-screen and suggest the best course of action. Following Tink’s advice, we soon (after 45 minutes) wore the dealer down to $0. She took off her dress. Then she was back in business with a new pot, but the same dialogue, music, and jerky motions. Getting her naked was going to require cheating with the faeries AND working at it all day.
Finally, if you want a look into what goes on to a computer game's cutting room floor, pick the "Platinum Edition" option from the main menu. Here you'll see the outtakes from the strip poker and strip black-jack games, along with commentary about the reasons they were axed. There seems to have been a lot of ribbing going on among the crew, so we'll probably never know if Cindy was serious when she asked...

"What's 'demure' mean?"

*The Fox Pack Collection* is available on CD-ROM for the Macintosh from BodyCello.

## Playing Around: Adult Computer Games

Love may be the ultimate game, but it is far from being the only one in town. There are times when the ultimate game could use something a little different, a fresh take, or perhaps a new companion. Or an extra one. Or a helping hand. Something, anyway.

That's where erotica and pornography come in; they help jump-start your libido when the engine's too cold, or turn on someone else's when they've lost their key. Over the past decade or so, that ride has started most often at the local video store. Today, in this most modern or modern of times, we're finding ourselves starting to get off at the corner of Hollywood Boulevard and Silicon Valley. There, the game of love often really is a game.

### Strip Poker Three

Sometimes you can get tired of pocket pool, but there isn't always a playmate around when you want one. Those are the days you might want to boot up Artworx's floppies of *Strip Poker Three* on your DOS machine. Kami, Greta, and Laura will always be ready when you are. A special version of the game is included on the disk that accompanies this book.
Their game is five card draw, and these gals play their cards pretty close to the vest. Not that any of them are wearing vests, of course. You can play against any one of them, pick a pair (that means two women), or take them all on at the same time. They'll even chat with you during the game.

When playing strip poker, even if you lose, you win. And when you're up, you're really up!

Greta looks like the girl next door with her miniskirt hiked up a whole lot higher than fashion dictates. Laura may have been one of the Stepford wives once upon a time. Now she looks like a Naughty Lady of Shady Lane wannabe.

Kami might just have floated in from a Grateful Dead concert. So even though she might be present at the table in body only, that's enough.

If you play them all at once, no one need ever see that you're no riverboat gambler, but if you leave any of these lovelies out of the game, the program will supply a visual proxy for you. If you don't play your cards right, some poor gent's going to lose more than his shirt—a whole lot more. The screen displays pictures of up to three competitors. The cards come quickly, and your opponents don't hesitate when it's time to put up or shut up.
At least YOUR modesty is protected. Your reputation is too. A password is required to open the game. Suppose your boss walks in just as Greta loses her skirt. Touch the space bar on your keyboard, and the whole poker party vanishes behind a black screen that says "Important Computation Underway. DO NOT TOUCH!" It's enough to fool anybody.

If you're looking for some discreet companions into poker and good fellowship, then check out Kami and her pals in Strip Poker Three. It looks somewhat cruder (technically speaking) than the strip poker in the Fox Pack, but it gets down to the bare essentials a whole lot faster.

Here's to good times, Ace.

Strip Poker 3 is available from Artworx on DOS diskettes.

SeXXcapades—The Game

SeXXcapades—The Movie

Strip poker is a lot of fun, but there is only so far you can go with it. Some steamy night, you and your friends—your really close friends—might want to retire the Queen of Hearts and her retinue and get really down and dirty with SeXXcapades, assisted by your favorite compatible love machine. So load those floppies, turn Grandmama's portrait around to face the wall, and slip into something that's easy to slip out of again. SeXXcapades has gone about as far as it can go toward bringing old friends together in new ways.

The program turns your computer screen into a Monopoly-like gameboard on which as many as eight players can take turns moving to the roll of the DOS-driven dice. The action is tailored to suit your choice of hetero-, homo-, or bisexual orientations, and number of players. The title of the square you land on dictates the nature of the task you have to perform, but it's not houses and hotels that you'll be erecting. The computer tells you what you have to do, and with whom.

Your challenge is printed out in the middle of the screen; you'd better make sure your friends know how to read, because the task of kissing your partner's ear may well be accompanied by a video showing someone nibbling someplace a whole lot more intimate. Then, of course, your task
might be to do just that. Or you may be asked to talk about your first time. Or to reach out and touch someone. Or yourself. Or to show off certain points of your anatomy.

The text surrounds a window that displays a tiny video cameo. These short flix are loops from porn movies, so there is a lot of explicit action. If you’ve decided to skip playing with foreplay option enabled, then pretty early in the game what you’re doing will look a lot more like what’s on the screen.

Your mission, should you accept it, is to earn a sum of virtual cash. Flinch from any task and you’ll pay a penalty—typically twice the amount you might have virtually won. The game climaxes (so to speak) when one of the players reaches or exceeds the target sum that was set at the start of the game. After the winner is declared, everyone gets to come along for the Grand Finale. Another longer movie clip goes with it, but if you’re watching that, why were you playing SeXXcapades in the first place?

The game has a sound option that enables the computer to talk dirty while people are performing the actions it dictates. The comments are kind of funny, but once you get into the swing of things, you might consider turning off the sound and putting on some music to elevate the tone of the proceedings—if only slightly. The Nutcracker Suite comes to mind as a possibility.

SeXXcapades may not be exactly what you’re used to calling interactive software. Player participation goes a whole lot farther than simply entering commands on your computer. Still, if you play everything right, the next time you invite someone over to check out your new program, it could lead to a serious conquest instead of just another one of those Trivial Pursuits. Please remember your condoms; otherwise SeXXcapades could turn out to be too much of a risk.

Now if you have a bit of trouble visualizing what goes on as you play this game, trust SeXXy Software to put things back into perspective. They’ve scanned a videotape onto disk and produced a CD-ROM entitled SeXXcapades—The Movie.
Ah! Love under lamplight...

It appears to have been shot in somebody's kitchenette with a single camera and a couple of 100-watt light bulbs. In a concession to high production values, Sexxy apparently took the lampshades off first.

The whole movie was done in three takes—one for the phone call that sets up the premise, a single long sequence that covers most of the action, and one jump-cut when they stopped shooting to change the videotape.

Ah, the plot! Three people get together to play a computer game, in which they take turns interfacing with each other and exposing themselves. That's actually as good an excuse for a plot as any of the wet dream flicks have used.

Oh, the action! Three people stand around a home computer playing the game. Isn't that where everyone has sex?

And the cast! They're all amateurs, prosaic everyday folks, a man and two women. There isn't much to distinguish them from you and me beyond their taste in garter belts, ponytails, and parlor games.

All of these elements together make for a surprisingly endearing amateur video. It's not easy being videotaped playing a silly, salacious computer game, especially one where you have to show your "all" to the camera. It shows in the nervous laughter that dominates the sound track.
Tag, you’re it! Your turn to play SeXXcapades—The Movie!

There is an unscripted drama going on in that old gang of theirs. You can share Carol’s embarrassment at having gotten involved in this enterprise in the first place. You can wisecrack your way through the experience with Blair. And you can cough along with the balding man with the ponytail as the smoke from all those cigarettes starts taking its toll on the air in the room.

For some reason, the sheer amateurishness of this production is endearing. It puts pornography back in the hands of real people. It’s certainly not erotic, but it is inspiring to see genuine people plugging away gamely at something that’s usually left in the hands of entrepreneurs in soiled trench coats. If you watch SeXXcapades—The Movie long enough, you may come to believe that you too might someday be brave enough to let yourself be videotaped playing SeXXcapades—The Game.

Spellcasting series

The mixture of sex and computer games is rare; people, it seems, would much rather get excited over strapping a monster jet fighter between their legs and shooting around all over the sky. Read whatever symbolism into that as you will, but making war on a computer monitor is much more popular than making love; beating plowshares into swords, and
sticking those swords into monsters is much more profitable than inserting love darts into fair maidens.

There have been exceptions; Leisure Suit Larry has been looking for love, and finding its next best thing quite successfully since the mid-80s. Larry was created in response to another adult game, The Leather Goddesses of Phobos. Larry was an animated graphic game that left little to the imagination. Leather Goddesses was all text, had no pictures at all, but could be played at differing levels of lewdness.

The Spellcasting series of floppy disk-based games is the spiritual, intellectual, and horny successor to Leather Goddesses. In fact, they were written by the same man who wordsmithed LGOP, Steve Meretzky; although in the intervening years he has learned how to mix pictures with his words. The Spellcasting games are marketed as humor, but with a delightfully salacious approach to the same. Soft porn? Not really. Cybersex? Yeah.

Revenge of the nerds revamped! Abracadabra and a nerd becomes a hunk who gets all the babes.

The three titles in the series are: Spellcasting 101—Sorcerers Get All the Girls; Spellcasting 201—The Sorcerer's Appliance; and Spellcasting 301—Spring Break.

In all of these games, you play the role of computer nerd, Ernie Eaglebeak, plastic pocket pen protector and all. Except one thing, Ernie lives in a world of magic, not electronics. And bad puns.
In *Spellcasting 101*, we meet Ernie who’s hopelessly in love with his beautiful (what else?) next-door neighbor, Lola Tigerbelly. Whatever Lola wants, of course, Lola gets. But she doesn’t want Ernie. Ernie knows of only one sure way to ensure that Lola becomes a sure thing: he enrolls in Sorcerer’s U. because, as everybody knows, sorcerers get all the girls. You know, wave that magic wand of yours in front of their faces and watch ‘em slobber all over you. Sure.

*Spellcasting 201* bills itself as “More Babes, More Brewskis, and More Bad Jokes.” Ernie somehow creates the perfect woman, tries to join Hu Delta Phart fraternity and deals with the women at Barmaid U.

*Spellcasting 301* joins Ernie and his frat enjoying spring break in Ft. Naughtytail. Wet T-shirts, mud wrestling, lots of babes on the beach, and a nymphomaniac with a scorched earth policy toward men.

The games can be played at two levels of explicitness: Naughty Mode enables you to dust off your collection of four-letter Anglo-Saxon words for use during those special moments. Nice Mode does the opposite; try and use anything off-color and you’ll be reprimanded.

It must be admitted that the *Spellcasting* games can be difficult to play at times. Meretzky loves puzzles, likes them challenging, and salts his games with them. But sometimes the best conquests are the ones hardest to score.

One last note: nearly all of the software described in this chapter have clear disclaimers printed on them that they either are not for sale to minors, or that they contain graphic subject matter. *Spellcasting* has the best disclaimers in the business. The following is a combination from two of their boxes:

“Although this game may be played in ‘naughty’ or ‘nice’ mode, it may be considered unsuitable for young minds, as it contains material and situations that children have already seen in far greater detail on daytime television. It contains language and a general attitude that may offend some. It is recommended that these people buy the game, and then throw it away as a form of protest.”

The *Spellcasting* games are available from Legend Entertainment Company on PC diskettes.
Cobra Mission

The portrayal of nudity, or even partial nudity, is quite a confusing one in American culture. Look at broadcast television; full nudity shown from the rear is considered daring, female nipples are a no-no, and full frontal nudity by either sex just is not shown. Flip over to cable and you can begin counting, as Joe Bob Briggs does, the fully exposed female breasts. Even those most interesting areas below the waist have been known to flop around outside of their shorts or panties at times.

Add a few action verbs and adjectives to an anatomical treatise on human genitalia, insert a character or two (in both meanings of the phrase), and you end up with popular fiction. Photograph it and you might find it banned from the magazine racks across the aisle from those books.

The same dichotomy appears in computer software. Look at any of the interactive cybersex titles on the market and you will most likely see full frontal nudity and a lot more. Most people would short-hand the product by calling it X-rated. Then look at the computer games on the market and remember that games were (and still are) interactive software long before the term came into vogue. Even in the sexy titles like Spellcasting or Leisure Suit Larry there might be lots of busty babes, but little to no nudity, either above or below the waist.

Some games allow a full range of explicitness by the other players; others allow a player to type in (in Naughty Mode) something like “Hump Lola,” but it won’t be shown. The closest we ever got to that was in the first Leisure Suit Larry game, but the act was covered up with a bouncing “CENSORED” on-screen, and the second game was toned down because of the complaints that it brought.

Cobra Mission is a game from MegaTech Software, an American company that’s beginning to publish games from Japan in this country. In Cobra Mission, you play a detective who is asked to return to his hometown (on Cobra Island) and clean up the crooks who have taken it over. “As you triumph over each of the five local bosses...you will meet several special ladies.” You are also required to discover the photographs of about a dozen half-naked women and have a number of sexual encounters. The company rates the game R—as much for marketing reasons as anything else.
MegaTech's Kenny Wu calls *Cobra Mission* "Mature software. Part of the fun is getting to the next sexy screen...(but)...It's not enough to just show sexy scenes; we want to professionally develop games for mature audiences." Their medium of expression is the style of animation we in the U.S. call Japanimation. The Japanese refer to it as "anime," short for the hard-to-pronounce American word "animation." Anime features stylized faces, neither Caucasian nor Asian, and the style is instantly recognizable for what it is. Bodies and features are exaggerated; especially women's breasts, and all are beautifully drawn. Fantasy and science fiction overtones are also a standard feature of anime. Ken Wu says, "It's the perfect medium to express features and body parts. Anime are pieces of art."

*Cobra Mission* has created quite a stir in computer game circles and has been referred to as "Ja-porn-imation" in one review. The reason for the controversy is obvious.

The game shows women's nipples but no total nudity. Brief panties and provocative poses, yes, but the scenes never show more than one topless woman, or half-naked man and woman, together. The parts of the game that will certainly raise a few eyebrows are explicit "dating" scenes. Here your cursor is transformed into hands, lips, or a "candle," that is used for
heating up a willing partner who moans and groans. The action is pretty limp, but the sound effects and dialogue are a treat.

One of the chief pleasures of Cobra Mission is hunting for the fractured translations that are sprinkled through the dialogue. One favorite is "...don't stop now!!! It's about me time too!!!"

And one last thing. If you get a copy of Cobra Mission, you'll find it to be a pretty good game. But between the sexy scenes, the game looks almost juvenile, with unsophisticated figures pac-manning their way through a low-resolution map viewed from above. There's a good reason for that. In Japan, Cobra Mission is aimed at 12- to 14-year-olds.

MegaTech plans another game in the anime style to be released in 1993: Metal & Lace, an action game featuring female fighters in robot suits who shed their armor as they go along. This one will be released in nudity and non-nudity versions.

Cobra Mission is available from MegaTech software on DOS diskettes for the PC.

Stick It in Your Ear: Erotic Audio CDs

Once upon a time, in those thrilling days of yesteryear, the Lone Ranger used to come galloping out of the Zenith radio right after supper. When he did, an entire, and apparently real, world of western adventure was created right there in the living room; a trick of the mind, stimulated by sound from a machine and executed by way of the imagination. Much more so than film or the phonograph, the radio must be considered one of the first complete realizations of virtual reality. Radio had that kind of power to create an aural impression so immediate and believable that it became, for all intents and purposes, a real place.

There have been almost endless technological innovations since the heyday of radio with but one goal—make the listener feel that whoever or whatever is making the sound is physically in the room with them.
Today, the virtually real world inside the radio is essentially ignored. All the aural money and interest has locked on to the reproduction of sound—music, speech, and so on—that can be stored and replayed at will. Audio CD and tape are the vehicles of choice.

Two companies in San Francisco, both using three-dimensional sonic imaging systems, have discovered some interesting new ways to make your mind turn tricks. The disks they create run on standard CD players, but produce the uncanny sensation that the source of the sound is right inside your head—and then they turn your head inside out and immerse you inside of an audio-realistic virtual world. Just slip into a comfortable set of headphones and let your mind carry you off into the thrilling immediacy of some cybersex here and now.

Algorithm and A Lasting Impression Music Corporation are spirited competitors for the same cyber turf. Algorithm’s Cyborgasm, recorded in Virtual Audio, and A Lasting Impression’s Private Erotica, done in Virtual Erotica, both came out early in 1993. Private Erotica is touted as being the world’s first “Virtual Sex” product. Cyborgasm is billed as the first virtual reality sex experience. Sit down and give them a listen.

The producers of Private Erotica take a more clinical approach to the sexual experience. They use the near-perfect sound fidelity of their sonic imaging system to produce the almost perfect eavesdropping experience. There are 17 tracks of people—real people, not actors—having sex in a variety of combinations. You’ll not just hear, but experience, the sounds men and women make when they’re pursuing the old “...since nobody else will, I guess I’ll give myself a hand” good time; listen to a heterosexual couple enjoying each other orally and genitally; or tune in to a pair of gay men engaging in oral sex. You will also encounter two lesbians—and their vibrator—up close and personal. Sound like fun?

It depends. Countless generations have proven for themselves that the love cries of other people can be incredibly stimulating; but when your brain is trying to convince you that you’re right in the bed with the folks making those sounds, it can be pretty disturbing. The phenomenon is called cognitive dissonance: the evidence of your senses contradicts what you know to be true. What do you do when you don’t know who to trust, and there’s nobody there but you?
Private Erotica—17 tracks of aural sex.

If you can overcome that initial dismay and accept the virtual reality for what it’s worth, these loving sounds will pretty much convince you that, like the Colonel’s lady and Judy O’Grady, we’re all akin under the skin. The producers have also included some lively music by Tone Def to help you over the hump. Private Erotica’s one big mistake was to include a track of a woman masturbating in the bathtub; one other facet of our common humanity is in our response to the sound of running water.

Right. Hurry back. And don’t forget to flush.

By contrast, Lisa Palac, producer of Cyborgasm, seizes that moment of cognitive distress that virtual audio produces to suck you up, like Howard the Duck, into a world you never made. To make your passage easier, she has included cut-out cardboard goggles to shield yourself from the prosaic visual world you thought was real, and a free condom to remind you about the risks you run when you get back.
Palac has spies in your house of love: a stable of accomplished eroticists poised to awaken you to your dreams and secret fears by exposing you to some of their own. These folks are out to seduce you in the privacy of your own head. They use music. They use sound effects. They use whips. But most of all, they use words. The cumulative effect of their art is overwhelming. You can’t help but flinch when your mistress’s whip cracks in your ear. Then she describes her nipple clamps. Lovers do what lovers do, but they do it articulately. Then they do it in French, during a thunderstorm. There’s a hot message from a heavy-breathing lady on your answering machine. Intimate voices whisper prose poems of sex and decadence into your ears. You open a door into the middle of a cocktail party that segues into an orgy and then drifts back out again. A fantasy world engulfs you. Some of it is beautiful; some is distressing. All of it is intense.

Welcome to the world of your libido. Our common humanity has its dark side, too. You may be embarrassed by your own responses to Cyborgasm, but that’s why it’s such a perfect example of what great cybersex can be. And you won’t have to worry about not being respected in the morning.

By the way, if you’re interested in trying your hand at your own recordings with this new technology, you’ll be happy to hear that Lasting Impression has reduced the price of its 3-D Sonic Imaging System. It’s now only $16,500.

Pick one up on the way back from the supermarket.

Getting Your Heart’s Desire

So just where can you get the naughty bits discussed in this section? You can start by looking in Appendix A, the List of Sources. You will find listings there for the products described here and for other distributors of erotic software, as well. You will also find ads in the back of many computer magazines. Good luck and happy hunting.
Part Three
Mama Told Me Not to Come: Over the Lines and Across the Boards

The adult bulletin board industry is a diverse world with a vast majority of BBSs operated out of basements in the finest Mom & Pop manner. Big business, such as General Media's Penthouse Online and Event Horizons, capitalizing on the tremendous proliferation and popularity of adult boards, have jumped onto the bandwagon offering premium services. The quality of photo GIF files and animations are consistently higher on the premium-priced boards.
“Windy City Freedom Fortress offers pictorial displays of everything from a woman going down on a dog...to potty shots...to fisting a neighbor.”

pictorial displays of everything from a woman going down on a dog, to up close and personal action potty shots to fisting the next door neighbor. These are not photos you’ll find at your local newsstand’s XXX-magazine rack.

“By downloading “Busty Barb” behind closed doors, some men add a new dimension to the phrase “working hard” at the office.”

Why do men collect GIF images? I specify men, because although there is a small (less than 5 percent) contingency of female GIF collectors, the predominate collector is male. In the case of fetish aficionados, I think the answer is obvious. For example, if your sexual shhtick rotates around animal worship, and explicit bestiality-related imagery gets you hot, a bulletin board that covers this area is a private, personal way to live out your fantasies. Some married men are forbidden by their wives from viewing pornographic magazines, even the mainstream rags like Penthouse or Playboy. However, by downloading “Busty Barb” behind closed doors, they add a new dimension to the phrase “working hard” at the office. Other men live in remote and/or conservative areas of the country where even the mainstream pornography magazines are not available in a huge selection. However, as long as their phone line, computer and modem are in working order, the option to download adult images is available 24 hours a day. I’ve also chatted with
men on-line who, out of shame and embarrassment, will not purchase the autoerotic magazines they long for. By downloading GIF images in the privacy of their home or office, they satiate their appetite while keeping their dignity intact.

“On-line, the class geek can become the most popular kid in the state, a lowly assistant can push her boss around, the oft-ignored pudgy guy can command everybody’s attention, and the plain girl can get all the boys.”

By downloading GIF images in the privacy of their home or office, they satiate their appetite while keeping their dignity intact.

“Simon Moon,” a caller on Mindvox, stated his views on cybersex most eloquently, “Part of the promise of cyberspace is that people are judged by what they think and say and do, rather than by their physical appearance. Some of the most interesting people on Mindvox would likely be dismissed as uninteresting in many “real world” social interactions, solely on the basis of their appearance. On-line, the class geek can become the most popular kid in the state, a lowly assistant can push her boss around, the oft-ignored pudgy guy can command everybody’s attention, and the plain girl can get all the boys. The same is true for age. The net is one of the few places where people born forty years apart from one another can sit down and talk as equals, without being prejudiced by the other’s age.”

Many people are not comfortable discussing their sexuality with others. Husbands and wives are often too embarrassed to voice their sexual fantasies to each other. Adult bulletin boards provide a safe, confidential avenue for mature adults to discuss any aspect of sexuality without being kicked out of their country club or losing their job!

On-line conversations can be intimate, soul-searching, informative or painful. Callers often reach a deep level of intimacy with their on-line counterparts, unmatched by any relationships created off-line. By removing the handicaps of physical interaction—with its focus on style and form over substance—callers focus on cerebral intimacies. Fantasies are shared, secrets are revealed, and problems are sometimes solved. What is common practice on-line is sometimes shunned off-line. For example, in most circles, it is not socially correct to ask a total stranger about his or her sexual modus operandi.

ICYBERLEX
Download: Receiving a file from a service onto your computer.
"You may never find out what makes your off-line friend Betty's libido tick. By contrast, within 20 minutes of conversing with "Blue Eyes," you learn that she has a fantasy of sexually devouring three men simultaneously, enjoys pornography, and is looking for a Master to explore her submissive side."

However, on an adult board, it is expected and welcome behavior. You may never find out what makes your off-line friend Betty's libido tick. By contrast, within 20 minutes of conversing with "Blue Eyes," you will learn that she has a fantasy of sexually devouring three men simultaneously, enjoys pornography, and is looking for a Master to explore her submissive side.

In the United States alone, there are literally thousands and thousands of adult boards. Every day more and more bulletin boards spring up and close down. In choosing the thirty adult boards profiled in this book, I had several requirements. All of the adult boards contained within this book are operated and maintained by conscientious, experienced, and honest system operators. Due to the transient nature of adult bulletin boards, I strived to find boards with staying power. Most of the boards have been up and running successfully for many years.

A sample welcoming screen to the Pleasure Dome.
An important criteria in board selection was to meet the demands of as many sexual proclivities as possible. Herein, I've included your basic straight “boy-meets-girl” boards, as well as boards designed for gay and lesbians. The kink contingency is also well represented within these pages, encompassing a variety of alternative lifestyles, from swingers to bondage and discipline devotees. Adult boards truly represent every area of human sexuality, from the kink to the mainstream. Many of the boards represented in this book contain forums and related photos aimed at satiating specialty interests. You’ll find forums for closet foot fetishists, transsexuals, transvestites, latex lovers, slaves, Masters, Mistresses, zoo lovers (yes, this is what you think it is!), water sports (no, we’re not referring to water polo), swingers, sadists, masochists, and every other sexual kink imaginable. Many boards represent straight, gay and bisexual interests, with other boards designed strictly for specific sexual preferences.

I was able, via my modem, to be transported into new dimensions of sexuality. Interestingly, the fetish boards housed the most articulate and visibly intelligent membership. For example, reading through the forum areas of New Jersey’s The English Palace, one of the country’s largest B&D boards, you’ll learn about the technical and emotional factors that play into algolagniac pursuits. Virtually every area significant to pursuing the fetish lifestyle is discussed openly on The English Palace. Forums include “About Bondage,” “Dominance and Submission Only,” “Dressing For Pleasure,” “A Place for Masters,” “A Place for Mistresses,” “A Place for Slaves,” and about 20 other forums of interest to B&D enthusiasts.

In English Palace’s “Piercing” forum, I read about the perils and pleasures of body piercing and body manipulation. These forums are devoted to the many ways of inserting rings, pins and other jewelry through parts of the body to stimulate the sexual juices. Shop talk included discussions on the best topical ointments to avoid infections, problems with airport detectors which detect metal ring piercings, and how to find an experienced piercer. “Mistress Minx” posts that she is “due to be repierced” in her “right nipple and labia” and is “seeking a doctor to help fill a prescription for two topical creme anesthetics.”
"Countess Denica...specializes in sensual domination, teasing/denial, foot worship, and utilizes some unique bondage devices...she boasts an impressive array of black leather costumes and stilettoed footwear."

"leather fetishist," she boasts an impressive array of black leather costumes and stilettoed footwear.

In the "Pro" forum, where fetish aficionados willing to pay for their pleasures turn, "Countess Denica" seeks "mature, meek, timid and obedient gentleman" who have a "burning desire to become captured" in her "web of depravity and black leather." Although she does not engage in "overt sexual activities" she does specialize in "sensual domination, teasing/denial, foot worship and utilization of some unique bondage devices." A self-proclaimed renowned

Bind your slave with this leather straitjacket designed for hours of fun! (Tom, courtesy of Mr. S. Leather Co./Fetters.)
"Hot chatting" is an interesting and thought-compelling phenomenon of adult board life. Frankly, "hot chatting" takes on the tone of its players. Picture a woman attempting to engage in hot, sexual talk with a terminally-trapped-in adolescence personality as compared to her erotic banter with a modern day Henry Miller. At its best, hot chat can be like a page-turning, erotic novel that talks back. At its worst, hot chatting can be like being stuck alone in a broken elevator with public access television!

Opening line come-ons range from "What are you wearing?" to "Are you currently lactating?" depending on the caller's fantasy life. Having dialed into literally hundreds of adult boards with a female name, I think I've heard every opening come-on line ever written in cyberspace. The most effective method is the direct approach; the caller simply asks if the other party enjoys hot chatting. Until mutual interest is established, it is pointless to attempt to lure the other caller into passionate banter. You may end up engaged in a bitter diatribe instead, instantly dispelling your lust! People either love hot-chatting or they hate it. There are few middle-of-the-roaders on this activity. Words scrolling across the screen, written to elicit concupiscent feelings, either drive you to masturbatory overload or they don't. My feeling is that gifted erotic writers are few and far between. "Hey baby, how big are your breasts" doesn't really evoke shades of Henry Miller's Tropic of Cancer.

The more time you spend conversing with digital life forms skilled at probing for information, perpetually geared up for fantasy-exploration missions, the more one begins to question one's own psychosexual make-up. When I received an e-mail from "A Servant," a New York-based attorney, who wanted no more than to be my total slave by running errands, cleaning, and following orders, I was in a conundrum.

"Gifted erotic writers are few and far between online. 'Hey baby, how big are your breasts' doesn't really evoke shades of Henry Miller's Tropic of Cancer."

"...Bound by my moral and sexual code of ethics, I passed up on a fantasy come true—the opportunity to lash back at lawyers while simultaneously having the cleanest apartment in town!"
Bound by my moral and sexual code of ethics, I passed up on a fantasy come true—the opportunity to lash back at lawyers while simultaneously having the cleanest apartment in town!

The French author Guy de Maupassant wrote, "A man who looks a part has the soul of that part." Too bad he didn't live in modern times. He would find a digital world in which a man who writes a part has the soul, or at least the thrill, of that part. This global digital village I entered is overwhelmingly and disproportionately male-dominated. Women are such a scarce commodity on adult boards, that, for a multitude of reasons, from the desire to indulge in role playing to feelings of boredom to inner psychological needs, men often assume female identities. Digital men are deadset on proving that they are, indeed, conversing with a real, live female. They often go to extreme ends to verify proof of a user's femininity. Men also are more likely to give away their phone number on-line after the briefest introductory chat. I also have witnessed some extreme cases of men begging for a woman's phone number, sometimes mine.

One of my first adult board experiences was on Aline. After a brief, general conversation with "Pierre," a Paris-based gynecologist, he asked if he could phone me. How ridiculous, I thought. We traded a few general, boring exchanges, and now he wants to spring for a transatlantic call? Since I was converting one phone line into a fax line the following day, I decided to live on the edge and modem over my number. Five minutes later, I picked up the ringing phone to hear Pierre's voice on the crackling long distance line. After a few awkward minutes of inconsequential chatter, he offered to spring for a round-trip to Paris and accommodations in his home. My boyfriend often uses the word "mumba" to describe man's insatiable, lusty urges. Unbelievably, the power of "mumba" compelled this French doctor to offer to spring for round-trip international plane tickets to a virtual stranger—a woman who he had never seen, nor knew much about! Playwright George Bernard Shaw described the power of "mumba" most eloquently. "We have two tyrannous physical passions: concupiscence and chastity. We become mad in pursuit of sex: we become equally mad in the persecution of that pursuit."

Women do have to be truly careful about providing their real name or their home phone number to new on-line acquaintances. Although the
vast majority of digital men are really genuinely nice, honest, safe people off-line, why chance meeting the Ted Bundy of the adult board world? Are there serial killers waiting on-line? Unlikely, but there is definitely potential for a hot B-flick there: *The Forum of No Return*. Real names, addresses, and phone numbers should be carefully guarded. Post office box numbers can be provided without fear.

Women in the straight or bisexual adult bulletin board world wield an immensely high level of power. According to *Boardwatch Magazine*, only 10 percent of bulletin board callers are female. The other 90 percent who are males are eager, often desperate, to talk with female callers. Female callers have their pick in choosing the digital cream of the crop. I was impressed by the male gallantry displayed on the boards. As an example, in researching literally hundreds of adult boards, I frequently confused my chat commands, such as forgetting how to send a private chat message on Wildcat software as opposed to Oracomm. A simple general inquiry would inevitably result in my question being answered immediately by male users.

Some men latch onto the adult bulletin board looking for a free ticket into sexy phone chat heaven, unburdened by the heavy tabs of 900 numbers! One late afternoon, in the midst of researching boards, the phone rang. A breathy male voice inquired what I’m “into.” “Who the hell are you?” I shot back. “Oh, I’m Robert from Michigan. I found your number on the BBS, and I’m feeling really horny right now, and was wondering if you could help me out.” The first thing that flashed to mind was that women get paid to do this, and here is this guy looking for a free ride. I told him to buzz off.

"...The first thing that flashed to mind was that women get paid to do this, and here is this guy looking for a free ride. I told him to buzz off."
throughout cyberspace, available to any libidinous man privy to that public echo. Male or female, do not ever leave your phone number in a public message base unless you want to receive lust-laden phone calls day or night.

Let your hair down, shed your inhibitions, give your fantasy life free rein. You are entering the subterranean world of adult bulletin board services. You may use the adult BBSs for a solitary release by viewing erotic images. You may link up with other callers for heated on-line banter. Or you may go on-line with a mission to meet lovers, potential mates, or to explore untapped facets of your sexuality.

Let’s take an example. Picture a 30-year-old professional woman living a straight lifestyle, but who secretly yearns for a female lover. Where can this woman explore and possibly fulfill this sexual void without compromising her position? Bar-hopping is one answer, but it is hardly suitable for someone who hates steeling herself for face-to-face encounters or whose social orbit is small. Answering personal advertisements is another possibility, but one-on-one encounters with another voice can also be awkward and intimidating.

The adult bulletin board community offers another avenue, one that allows confidentiality and freedom of speech. Log on, pick a pseudonym, and you’re off and running. In the safety of her home or office, the professional woman can engage in intimate dialogue that explores her deepest, most personal longings. She can choose to keep her search for her sexual identity strictly on-line, or she may decide to meet a woman who has piqued her interest for off-line explorations.

New users will be amazed about the multitude of ways an adult board can transform their lives. Users become intimately familiar with the lives of their digital friends. Some callers make the break into face-to-face contact, others don’t. Either way, relationships built in cyberspace are relationships with an emphasis on substance over style. Within cyberspace, no one is judged on the basis of physical attributes. True, the option to reveal specifics on your appearance is always available, but that is, indeed, an option!
During the time I've spent researching adult boards for this book, I've conversed with hundreds of people around the world. Dressed in my T-shirt and jeans, in the comfort of my home office, often in the wee hours of the morning, I've talked with a broad cross section of humanity representing nearly every sexual orientation. My monitor has borne witness to intimate conversations with straight men and women, cross-dressers, gay and lesbians, bisexuals, fetish aficionados, submissive slaves, and domineering masters and mistresses. Without having to brave the elements outside, I've had soul-searching discussions and been given a glimpse into the world's sexual landscape.

A sense of humor is necessary in most of life's pursuits, and it is certainly a requirement for having a good time on-line. While trekking through this wide-ranging erotic world, I've met many different types of personalities for which I've taken the liberty of coining names. For example, as a single female dialing into adult bulletin boards that are top heavy with men, the most common type of personality I encounter is a "thruster." Thruster is a distinctly male, heterosexual on-line personality who simply never takes no for an answer because his hard drive is perpetually in overdrive! Thruster repeatedly pages any new female on-line with requests for personal one-on-one chats. "Cybersluts," on the other hand, can be male or female, and can be defined by their endless appetite for on-line sexual stimulation. There are as many "types" in cyberspace as exist in the real world, and I am still having fun coining new descriptive names, as I encounter new and different personalities.

Rider: Can be found on Aline, or America On-line as NYRider1. This tall, swarthy Italian man in his mid-forties is looking for a compassionate, attentive, loving woman. He loves to cook, has a cat named Buster, and always pays on a first date. This divorced Westchester resident is into motorcycling and seeks a pretty companion who would like to go for a ride!
Ten Characters To Look For On-line!

**Top Gun:** Can be found on Windup. This 40-year-old divorced documentary producer is currently working on a film exploring single life in New York in the 1990s exploring questions a child of the '60s has about life in the '90s. Windup BBS features prominently in the film.

**Assertiveman:** Can be found on Aline. Unusually cerebral, with a passion for Coltrane, mountain climbing, and exploring the boundaries between pleasure and pain, *Assertiveman* always makes an interesting, unforgettable impression.

**UrFantasy:** Can be found on The GaRBaGe DuMP. This green-eyed, 32-year-old Albuquerque beauty is into “physical encounters, and not touch football...wants the real ball!” The instrument she loves to play best is you!

**Hot Lawyer:** Can be found on The Back Room. This Philadelphia-based 39-year-old gay male attorney works on important cases involving custody battles for gay fathers, employment and AIDS discrimination. *Hot Lawyer* is looking to meet all kinds of people for fun friendships, relationships, and hot sex!

**Nick:** If you think hot chatting is an art form of its own, contact the genre’s Picasso. To hot chat with *Nick* directly, call modem number (303) 920-1263. Forewarned is forearmed: *Nick* is disarmingly clever, and no question is too personal!

**Wild!** Can be found on Windup. This 5'6" woman who's 35-26-35 loves to “play, play and play.” There “is very little (if anything)” she “won’t play with.” Need I say more?

**Michael476:** Can be found on Texas Talk. 31-year-old blonde-haired, blue-eyed *Michael*, an electronic engineering technician, cites his ambitions as “to be successful, monogamous” and to find a “loving relationship resulting in marriage.” His ideal mate is someone complicated, challenging, compassionate and honest.
Ten Characters To Look For On-line!

A Servant: Can be found on Aline. This self-described servant man derives immeasurable satisfaction from taking orders and being useful. An upper West Sider in New York City, he's looking for a dominant woman he can serve in all ways except sexually. He’d like to do your shopping, run your errands, clean your apartment, and loosen up your tense back muscles with a dynamite hot oil massage. Is this man a treasure or what?

Litmyfire: Can be found on THE GaRBaGe DuMP. This 47-year-old, attractive, tall, caring Albuquerque resident is not into hot chatting. “Looking for Mr. Right, not Mr. Right Now”, Litmyfire enjoys e-mailing people around the world and loves to discuss new age philosophy, the paranormal and dreams.

Now it’s time for you to steam up your monitor and really put your computer and modem to use. Take a peek into the underground world of adult bulletin boards. Who knows, you may find the answer to a secret little desire that has been waiting to find a home on-line.
Aline, Newcom LINK

Ooh la la! Meet the French man or woman of your dreams, or an all-American sweetheart through this international chat line.

“Not everyone with a PC is a nerd” coos the alluring, cleavage-baring brunette in Newcom Link's print advertisements. “Aline, the famous personal computer service, has changed all that. Dabbling with computers was never my thing, but here I am typing away, zipping off messages to five guys at once, and having the time of my life.” The advertisement proves to be one of the understatements of all time. As a friendly female logging onto Aline in the evening hours, you’ll most likely be engaged in at least ten simultaneous private conversations. The hardest part is keeping track of the endless parade of humanity that waltzes by your screen.

Founded in 1988, Aline’s user-friendly graphical interface, combined with its international membership, attracts an eclectically interesting call base. Available through the Infonet network, Aline is a product of France’s Minitel Services Company and is represented in the U.S. by the New York-based Newcom Link company. Europeans looking to practice their English and win American hearts, Manhattan Eastsiders looking to score a dinner companion, and a wide array of fetish aficionados call Aline their digital home. Head to Club Aline for instant, private conversations with a multitude of callers!

Aline was the first adult board I ever logged onto. Actually, I stumbled onto it by accident. An advertisement in New York Magazine describing a new on-line service, offering everything from restaurant and movie reviews to horoscopes and live chatting, caught my eye. I mailed in my coupon for a free start-up kit and some complimentary on-line time.

The chat feature immediately intrigued me. I became addicted to the anonymous, soul-searching banter. I was intrigued and puzzled by the tremendous number of men and bisexual women looking to meet me. I quickly used up my complimentary time, and was turned off by New York Magazine’s price tag of almost ten dollars for just two hours of on-line time. Time spent in chat often flies by very quickly!

On-line Types

Rider: Swarthy Italian man who loves to cook, has a cat named Buster, always pays on the first date, and is into motorcycling.
On-line at Aline, you won’t just be speaking to pimply-faced nerds with raging hormones.

I noticed everyone on this chat board referred to the service as Aline, not New York Magazine. I asked the callers what number they were calling in on and they provided me with Aline’s direct modem number. Whereas New York Magazine On-line offers two hours of on-line time for about $10, Aline offers unlimited daily access time for a flat fee of $9.50 per month. However, by dialing into Aline directly, you are unable to access New York Magazine’s specialized, custom features such as restaurant and movie reviews. If it is chat that you are after, though, head directly to Aline, and purchase a subscription to New York Magazine for movie and restaurant information. You’ll save a lot of money!

Dialing on board, I meet “Starks,” a young Frenchman who opens an introductory conversation with “Do you enjoy lovemaking?” A response of “sure, who doesn’t” is enough to have Starks begging to place an international phone call to learn more. Another Frenchman, “Naif,” immediately expresses a fondness for big-busted, lactating women.
Callers start to murmur their suspicions about Chrissy and the bisexual women on-line. "They're really men" is the commonly held consensus.

Transatlantic marriages have occurred due to the digital hand of fate that Aline extended. Barry Kominik, Newcom Link's general manager, said "I replaced a woman who left to get married after meeting her French husband on Aline. She ended up moving to Europe!"

As Kathleen Brady Bonte reports in a recent article in Cosmopolitan, "I felt instantly popular, because on Aline, unlike in the singles' jungle of the city, the male-to-female ratio was tipped heavily in my favor. An on-screen roster appeared, listing everyone who was using the service at the moment, and where they were calling from—the New York area, the West Coast, Boston, Chicago, even Europe. By touching a few keys, I could send a message to any of them." Cupid's arrow made it through cyberspace, because one year after she met a French software engineer through Aline, she was married in a bilingual ceremony.

If you're interested in practicing your French and meeting the lover of your dreams, type "FRANCE" from the main menu and you're instantly transported to a new transatlantic stratosphere often filled with 500 or more people on-line. French people interested in conversing with Americans are often on-line in the "American" side as well.
Connecting Up

<table>
<thead>
<tr>
<th>Bulletin Board</th>
<th>Modem #</th>
<th>Baud</th>
<th>Number of Lines</th>
</tr>
</thead>
<tbody>
<tr>
<td>Aline</td>
<td>212-935-8787</td>
<td>1200</td>
<td></td>
</tr>
</tbody>
</table>

Aline is available nationally through Infonet. International access offered through France's Minitel videotex system. For more information, contact Barry Kominik, Newcom Link, 450 Park Avenue, New York, NY 10022, (212) 826-3894. For national access numbers to Infonet and questions regarding the Miniterm emulator software, call (800) 272-8737 or (212) 832-8311.

Aline, NewCom LINK BBS
New User Information

The rate for unlimited access is $9.50 per month. Visa/MasterCard, American Express, checks and money orders are accepted. Or for total anonymity, call (212) 540-Link, 25 cents per minute, 95 cents the first minute. This phone call will be charged directly to your phone bill.
The Backroom,
Brooklyn, NY

This gay board offers you free rein to explore your sexuality—whether you’re looking for a sense of community or want to live your ultimate fantasy.

Tiger Tom takes pride in helping to make The Backroom into the premier gay board on the East Coast. The Backroom attracts intelligent, friendly, upwardly mobile, socially conscious East-Coast gays and lesbians. Tom, who has served for the past eight years as a volunteer for Heritage of Pride (New York City’s Gay/Lesbian Pride Weekend March committee), has a firm handle on what the gay community needs from an adult bulletin board system. “We’ve been up and running since 1984. I took over the system last October and have been slowly adding new areas of interest such as StudsNet, DoorNet, FemNet, and Internet E-mail,” says Tiger Tom. These networks provide extensive coverage of gay and feminist issues.

**Piece of Mind**

“I believe that similar people use the boards, the majority of whom are NOT looking for instant sex. People find this a comparatively safe way to become acquainted.”

“The Backroom is a true community,” says Tom. Informal weekly gatherings of subscribers allow users to turn their digital buddy into a flesh-and-blood friend. Many out-of-town subscribers play host to other subscribers as they travel around the country for business and pleasure.

“The Backroom organized the formation of GayCom,” states Tom. “GayCom is an affiliation of gay electronic bulletin boards around the country that provides a national conversation forum and an overnight private electronic mail service to most American cities.” Up-to-the-minute news and information on gay and health-related news items is on-line in the magazine file area. Because it does not depend on a commercial sponsor, The Backroom has a freer editorial line than the average publication, often resulting in the on-line posting of provocative and controversial articles.
...Plans for an underwear party inspired a lot of undercover comments." The message boards for the networks, GayCom, StudsNet and DoorNet, moves digital voyeurism to all new heights as witnessed by a sampling from The "Hot Lesbian" forum. Plans for an underwear party inspired a lot of undercover comments. "Voyeur" asked "Ladywolf" what color her "undies" are, and "Ladywolf" answered that "the undies are black and leather!!" "But isn't leather underwear hot in the summer?" asked "Voyeur." "OK, I know, but they usually don't stay on for very long!"

In StudsNet's, "Pumps, Leather, S&M" forum, "Richard" sends out a cowhide alert. "Anyone interested in teaching a very inexperienced 25-year-old the joys of leather? I've been fantasizing about it for years, but can't seem to make any connections. I'd love a good instructor that can teach me the ropes." "Deejay" asks if there is anyone "willing to show an inexperienced virgin what leather is like—cuffs, hood, whatever, would be just right with the right guy."

Collar and attached cuffs in leather for a "softer" beginning. (Courtesy of Mr. S. Leather Co./Fetters.)
After entering DoorNet’s “Water Sports” conference, you’ll never think the same way about swimming or rubber duckies again. “Bob Cook” is looking forward to giving “Daddy’s Boy” a “rightful shower of admiration.” You’ll have to log onto this area yourself to see more from this “golden shower” medley.

For titillating user tales from the romantic front-and-back, check out the The Backroom’s “J/O Board” in the local conference area. Here’s a sample that was tame enough to print:

A Meeting in the Dark Rooms

From: J. Frog

Subject: Dark Rooms

It was a dark bar, the light was dark and colored red. The two men stood diagonally across from each other when they noticed each other. They noticed each other simultaneously. One was tall, lean, weathered, and had a day’s growth of beard on his narrow, rectangular, handsome face. The other was thicker, darker. The two saw each other and felt moved beyond the inertia of the general state of their egos, drawn to each other in the red darkness. It was just after the New Year. The seed had been planted in an instant, in a glance, in their eyes, in their hearts.

Another conference area available through The Backdoor is “Beyond Marriage,” a special interest group for lesbians and gay men involved in relationships with straight men and women or for lesbians and gays who have children from such pairings. This national conference on the GayCom Network is moderated by Bill Star. “We self-describe ourselves as
gays, as lesbians, or as bisexuals, but we are not very interested in labels. Instead, we’re interested in coming to terms with ourselves, with significant others of both sexes, and with our children,” says Star.

After filling out an extensive on-line questionnaire, users can find their dream date with Connex, the match-making service. There are substantial erotic text and GIF files available as well.

**Connecting Up**

<table>
<thead>
<tr>
<th>Bulletin Board</th>
<th>Modem #</th>
<th>Baud</th>
<th>Number of Lines</th>
</tr>
</thead>
<tbody>
<tr>
<td>The Backroom</td>
<td>718-951-8256</td>
<td>2400</td>
<td>28</td>
</tr>
</tbody>
</table>

For additional information, contact The Backroom, owned and operated by Toss, Inc., 1412 Avenue M, Suite 2517, Brooklyn, NY 11230, (718) 951-8998 (voice), (718) 951-8229 (fax)

**The Backroom BBS New User Information**

Regular subscription rate is $50 for six months, $80 for 12 months with up to 150 minutes of on-line time daily. Fixture subscription rate is $80 for six months, $130 for 12 months with up to 210 minutes of on-line time daily. Sponsor subscription rate is $130 for six months, $180 for 12 months with up to 240 minutes of on-line time daily. Student subscription rates are $40 for six months, $65 for 12 months. A flat-rate 3-month trial subscription is available for $30. Payment must be paid in advance by personal check, money order, MasterCard or Visa.

The Backroom is available through PC Pursuit, a third-party service supplied by SprintNet, which allows users unlimited access between the hours of 6 p.m. and 7 a.m. EST. For more information on PC Pursuit, call (800) 736-1130.
ECHO
[East Coast Hangout]

A meeting of the minds—a choice for you to experience more cerebral chat about timely issues...love...sex...

"Echoids," the habitants of ECHO, are a cerebral community who cyberconnect on a divergent array of topics ranging from virtual reality, culture, and American mythologies to sex and love. Echo president Stacy Horn, a stylish avenger to the prototypical computer nerd, commands ECHO with grace, and a distinct and welcoming literary bent. A professor at the Interactive Telecommunications Program at New York University, Horn was inspired by The WELL, an on-line San Francisco-based service, and set out in 1990 to establish a similarly-inclined East Coast hangout in New York City. ECHO's membership continues to grow rapidly fueled by positive media coverage in such hip venues as the magazines Wired, Details, and The Village Voice weekly.

"...Bonding is not established on a 'hey baby' level."

If you are looking for a quick roll in the cybersexual hay, look elsewhere. ECHO, which boasts more than 37 percent female membership, is user-friendly to women. "Women are made to feel comfortable on ECHO," claims Horn. Conferences such as WON (Women's On-line Network), and WAC (Women's Action Coalition) explore feminist issues. Not to say, people don't meet and fall in love on ECHO. They do. "One couple who met here just had a baby," says Horn proudly. "Another recently announced their engagement. However, people meet on a higher plane; bonding is not established on a 'hey baby' level."

Interesting, accomplished, and creative people abound on ECHO. Mike Weiner, the founder of the software company Microlytics, enjoys the "people, the atmosphere and the kindred spirits." In the midst of writing an inspirational self-help book, Weiner has appreciated the friendly advice he's received from fellow Echoids, including Tom Lipscomb, former President of The New York Times Book Company.
ECHO has more than 40 conference centers which include subjects such as The Love Conference, The Sex Conference, Lambda, Virtual Reality, Politics, The Music Conference, Books, Health, Parenting, Writing, Media, and many others. People on Echo move from conference to conference, participating in the items that interest them. Every conference has a host whose role is to keep the discussions lively and on track.

In ECHO’s Love Conference, meet Dr. Lovelady, a hip, '90s version of Ann Landers with fangs:

**Doctor, Can You Help Me?**

Dear Dr. Lovelady,

I have a problem. And even if it’s not unique, it’s still embarrassing. I mean it’s hardly the kind of thing I can talk to my friends about....My problem is that I fall in love on subways. And not just once in a while either—I mean, a day doesn’t go by on the 6 train that I don’t fall completely head-over-heels. Bonkers. Worse yet, my stop comes up and I have to tear myself away—and that’s it: broken heart, tears of a clown, a shell of a man, and I haven’t even had my coffee yet!

It’s not even that I just ogle gorgeous women. It seems almost any woman with all her teeth starts looking attractive when she’s sitting across from me, under an ad for foot care. If we start doing the thing where both of us are sort of making eye contact, but neither of us is actually looking, then I’m a goner.

Please help me doctor! The problem is taking quite a toll on me, and much as I’d like to, I can’t afford to take cabs.

Sign me, Crushed Commuter
Dear Crushed:

What you are experiencing is Fear of Intimacy, Subterranean-Style.

Your obsession with these commuting cuties is based on the fact that you will never see them again: therefore you do not risk all the awful consequences of attempting a real relationship—such as Rejection (well, let me put it in a language you can understand: “this train is out of service—please vacate the car”) or Acceptance with all of its attendant problems (structural weaknesses, overcrowding, disgusting smells).

May we suggest that you attempt leaving the NYC Subway System, as hard as that may be, and start looking for women who are willing to remain still long enough for you to attempt actual discourse.

If this seems too hard at first, why not try places where the gals are busying themselves with another activity (obviously you are too insecure to think that anyone would want to spend time just talking to you) but may be distractible enough for you to introduce yourself? A tennis game, Bloomingdale’s are two such suggestions.

Just remember, wherever you go: step lively, and watch the closing doors.

Signed,

Dr. Lovelady

Live impromptu real-time chat often starts with one on-line member “yo”ing another, a form of “hey, you.” Often the “yo” turns into a full-fledged one-on-one conversation, as witnessed by this recent dialogue with Faust, a New York University grad student, former hacker, and all-around genius-type.
Chatting with Faust

NT: What are you doing on-line so late?

Faust: LATE?? Hell...this is EARLY for me! Not much going on really...I am just being depraved as usual. What's up with you?

NT: I've been staying up REAL late with this book. No BBSs get cooking before midnight, especially the kinky ones. Just working this weekend...Fun isn't in my vocabulary these days!

Faust: Can I ask a personal question?

NT: Sure, as long as you don't ask me if I am really a woman like everyone else!!!

Faust: Have you ever for research purposes done “hot chat”? I don't mean ALL the way...just for observation.

NT: I don't think it is possible for me to go all the way on-line with hot chat. I need the real thing! However, I am fascinated that others do. Are you into it?

Faust: I'm not “into it”...not habitually...but I have done it before...but it usually turned into phone sex very fast...(wow...am I being confessional...it must be late).

NT: I'm surprised that women give out their phone numbers so readily. I'd be reticent to hand out my phone number on-line. How do you build up trust with the other person?

Faust: Well, it's usually someone I have been talking with over a long period of time, so I know them enough. I NEVER ask for a phone number. I always have given out mine, and I've never had a problem. Yeah, I can't get into it on-line either...which is why the phone thing happens, but I have not done that in a LONG time.
If you are looking for a unique opening “Yo!” line, go into the Love Conference, and browse through the user responses under “50 Yo’s That Are Guaranteed To Work” for sure-fire on-line ice-breakers! The following Top-Ten “Yo’s” are provided courtesy of ECHO:

Yo Hall of Fame

“My mouse hasn’t been the same since you last pushed its buttons.”

“Perhaps you know me from my adult movies?”

“I really admire your punctuation.”

“I’m typing this with my tongue!”

“Can I lick your screen clean?”

“I’m turned on by the intellectually challenged!”

“Have you gotten your free cup from Burger King yet?”

“Do you wanna see my new HyperCard stack?”

“Do you believe in love at first byte?”

“I’m having trouble with my hard disk...read it fast and with a dirty mind.”

On-line Types

Lurker: A digital voyeur who loves to watch but never participates.
On-line with Stacy Horn, Echo President

NT: What was your motivation and impetus behind starting Echo?

Horn: The company I worked for packed off to Virginia, the creeps, so I had to find another source of income. I thought as long as I had to start all over it would be nice to do something that would surround me with brilliant, witty people who would entertain me all day long while I ate bonbons and typed out a book that would get rave reviews in *The New York Times Book Review*. That’s when I got the idea for an electronic salon.

NT: I’m impressed by the high number of women on Echo. What would your recommendations be to other BBSs to even out the top heavy male/female ratio?

Horn: Give it up, pack it in, go home—only I know and I’m not telling. Just kidding. Take the suggestions, criticisms and complaints of women as seriously as you take the same of men. This isn’t done for the most part and women simply say, “Fine. I’m outta here.”

You often hear that women want it both ways, that they want equality and they want special consideration too. I see a similar ‘cake and eat it too’ thing on-line. Men want to be able to say whatever they please, however they please, whenever they please, AND they want women to stick around and listen to it without complaint and like it!

Well, you can’t have it all. If you’ve got a bunch of guys acting like a bunch of jerks, the women are going to go where they can have a decent conversation, where they can make connections, where they can find a sense of community. And a good hairdresser!

NT: What are the basic differences between men and women’s on-line styles?
Online with Stacy Horn, Echo President

"If you've got a bunch of guys acting like a bunch of jerks, the women are going to go where they can have a decent conversation..."

Horn: Women tell stories. Whatever they have to communicate they convey in a story. The stories always include people and something personal and it's all very engaging, their on-line style. They talk to people. They are very aware of their audience. Women are very interactive. But they are hesitant about what they know, about being experts.

Men instruct. Men tell. They talk about things they know, they're always explaining things, looking up things. They love to answer questions and they love to come to the rescue when there's a technical problem. They are not shy about what they know! But their style doesn't always work in a dialogue, it's less interactive.

Women lurk more (read rather than write). Men YO more. YOs are real-time messages that appear right then and there on the person's screen, for example, "YO Stacy, can you recommend a good hairdresser?" (Men need this very important information too!) It's the electronic equivalent to walking up to someone who has their head in a book and saying "Hi," without saying "Excuse me," first. This can be okay or not okay depending on the situation. Men assume that it is almost always okay.

NT: Given the disparate behavior between men and women online, have you set any etiquette standards in place on Echo?

Horn: Aside from a rule about no personal abuse or harassment, no, not really. Not formally anyway. (No abuse means you can call a person's idea idiotic but you can't call the person an idiot. No harassment means if someone tells you to stop sending them e-mail and YOs you must stop). The community sets the standards. People are discovering what works and what doesn't.
Within Echo's Love Conference, here are some highlights from Item 34, “On-line Romance.” The subject: “Is that your heart or your modem singing songs of love on the line?”

David F., “curious and confused about on-line romances...and in the process of beginning one” opened the new item to learn more about the realities of modern modem love:

Jamie:  David, on another conference system I met and wooed a woman who lived halfway across the country from me. We kept in touch through the system, and while the relationship was hot and heavy, we talked on the phone two or three times a week and saw each other about once a month...Truly, I think that a relationship that will work face to face will also work on-line. The surprising thing is that we quickly moved our relationship away from on-line. We loved to leave little notes to each other on the system, but by and large the contact was through phone and letter and meetings. Though we did meet and chat an awful lot when we were getting going.

Magdalen:  I think it's tricky because there's something to having one's identity on-line and maintaining it, which could be compromised by having an on-line relationship. I think these are potentially great relationships because you get to know someone's mind, ideas, philosophies (if they're being honest, that is) before you see them often times. How much of that relationship you want to have in the public forum depends on what Echo is functioning in your life. I kind of flip what Jamie said around: I think that is what works on-line will probably work off-line, f2f.

Patrick:  What works off-line may not work f2f if one or both fear intimacy or need distance. The on-line relationship may satisfy the need for both intimacy and distance.
Neandergal: Well put, Patrick. I've often wondered if a particular type of person gravitates to a BBS for human contact—those who need the screen. I think there are some of those here—but was delighted to find through f2f contact that many people here are just doing this sometimes for fun, and also have involved social lives that have nothing to do with screens. Also, most are very interested and ABLE to form real live friendships with other Echoids while maintaining contact on-line.

Patrick: I'm not saying that a relationship between people who need distance or fear intimacy can't occur. If it does occur, it has to be crafted carefully with both parties acknowledging their needs. An on-line relationship may be the perfect starting ground for two people like this to find each other.

Magdalen: Maybe I'm being short-sighted here...it seems then that on-line relationships have the potential of being good f2f because you're not basing a lot on looks and other games that happen in person. I've been able to form some good contacts here on Echo, but I wonder sometimes myself if I'm one of those people Neandergal and Patrick are talking about...I stand corrected.

David F.: I agree totally Mag. The fact that a lot of the BS I am so accustomed to, for example, judging by looks, wealth, appearance does not happen immediately on-line allows two people to be more intimate and open. I would much rather get to know someone in a medium such as this, and if we meet and are not physically attracted to each other, no real harm done. Maybe a little ego shot, but through time that will be corrected. It is when I meet someone, am attracted to that person, and assume that I "know" what she'll be like is when I am most disappointed.

Magdalen: Anything that involves human interactions, particularly in the romantic arena, has its dangers and pitfalls. I've gotten to know people in an entirely different way on Echo, and I quite frankly prefer this right now—however I am fully aware of its dangers and pitfalls.
The Limits of On-line Love

Neadergal: My understanding, though, is that lots of times you can like each other on-line for all the reasons people have given above, but when you finally meet the person, they don’t live up to the fantasies you’ve had such a long time to build. There can be lots of disappointment then... You have to be willing to meet somebody who may not look or sound anything like what you want them to, and make the necessary adjustments.

Magdalen: That’s some of the pitfalls and dangers....

Rich Blake: I’ve fallen and I can’t get up! Since I am very new to the BBS world, I have yet to have an on-line romance. If you asked me three months ago if I could fall in love with someone I met on a computer, I might have laughed. Today I am not so sure. Many of the most redeeming qualities about meeting people on a BBS have to do with non-aesthetic reasons. If you fall in love, you are falling in love with a person’s mind and their thoughts. But is it really love? Maybe it’s a kind of love that can’t be found elsewhere. I don’t know. But when I fall in love with a person, I hope it’s for reasons other than their looks or wealth or other physical things. Someone said somewhere on Echo, the best sex organ is between the ears. And in the end, that’s all that counts.

Connecting Up

<table>
<thead>
<tr>
<th>Bulletin Board</th>
<th>Modem #</th>
<th>Baud</th>
<th>Number of Lines</th>
</tr>
</thead>
<tbody>
<tr>
<td>ECHO</td>
<td>212-989-8411</td>
<td>9600</td>
<td>30</td>
</tr>
</tbody>
</table>

International network access is available through Internet. For additional information, contact Echo Communications Group, 97 Perry Street, Suite 13, New York, NY 10014, (212) 255-3839.
ECHO BBS New User Information

The first month on ECHO is free. After that the costs are, $19.95 (tax included) for the first 30 hours. $13.75 for students/seniors. $1.00 an hour after that up to 60 hours. No additional costs are incurred over 60 hours of usage. In-person, informal classes are offered twice monthly. Telephone and on-line customer support is available.
The English Palace

Find a friend with a fetish, or explore your own—Camelot awaits you through the doors of The English Palace. Master Charles’ whip-wielding on-and-off-line manner keeps unruly deSades at bay, and attracts and sustains a high level of active female members.

As a user filling out the new member registry on The English Palace, you’re asked to describe your favorite “scene.” A word to the wise, they ain’t looking for your memories of the end of Casablanca! The favorite scene of “Leah” is being “bound, whipped and taken beyond.” For “Fluffy,” the scene stealer is to take “one dom. and tie well.” Snap, crackle, pop moves out of the cereal world and into the realm of adult bulletin boards that exude B&D and S&M.

Master Charles, a houseware manufacturer’s representative by day, founded The English Palace in 1990 to fill what he saw as a void in the adult bulletin board world. “There weren’t any good chat boards out there to explore fetishes,” states Master Charles. With more than 6,000 files, The English Palace maintains the largest fetish library in the country. The Hazlet, New Jersey, BBS draws callers from all over the country and around the world.

**Piece of Mind**

“I think BBSs are a great help to society by keeping us perverts off the street!!! No, really it lets one fantasize without actualizing the experience. Heh, it’s safe sex!”

“There is a very welcoming, friendly nature to my board where men and women feel comfortable,” claims Master Charles. Women represent 30 percent of the board’s membership. “I refer to my members as the user police,” states Master Charles. They police themselves very effectively, but if anyone gets out of hand, I step in to rectify the problem. Women are my top priority, and I make sure they’re not pressured by unwanted attention on-line. On my board, women know that their no really means no. I will not tolerate my female members being abused by male callers.”
The members of The English Palace engage in a strong off-line social culture. Scheduled events include semi-monthly dinners, annual picnics, and frequent field trips to The Vault, a New York City-based S&M/B&D club. "Over one hundred members attended our last visit to The Vault, and 18 women volunteered to be sold as slaves for the night!" states Master Charles.

The English Palace is a spanking good place to learn the ropes.

"Over one-hundred members attended our last visit to The Vault, and 18 women volunteered to be sold as slaves for the night!"

Live chat is active in the teleconferencing section where a late-night session involved a multiple conversation with "Fluffy," "Jackie," "Dexter," "Greatdane," "Houseboyj," "Leah," and "Merlin." "Dexter" who favors "leather restraints, butt plugs, and paddles" boasted about his dental chair which is "great for bondage, teasing, and oral sex."
Fetish-oriented text files are a major lure of The English Palace, from “The Making of a Harem Slave,” to “A Boy Gets an Enema and a Spanking” and thousands more. Fetish GIF files are also on tap, some featuring user photos.

Forums on every aspect of this alternative lifestyle provide a place for members to exchange ideas and information. Forums include member discussions on bondage, D/s, dressing for pleasure, master and mistress guidelines, body manipulation and piercing, slave issues, and other issues of importance to the fetish lifestyle.

On-line Types

Macroman: This president of the lucky sperm club is always bragging about his organ being “miles long.”

The Mistress about to be serviced by her slave. (Courtesy of Philip Miller.)
"Latent," a 44-year-old single male who revels in erotic bondage torments, sent out a line to meet me face-to-face. Again, it is one of those invitations that are so hard to turn down.

Latent Tendencies

Nancy,

I did a search for a match today and low and behold your name appeared best suited for me. Allow me.

I have been on this board for over a year and am still seeking to meet an attractive and intelligent woman who might be interested in meeting to discuss mutual interests and perhaps taking things from there. I’ve written the following thoughts on how one might commence their journey with someone they know and trust. Of course I’m not sure which roles either of us might play. Do we flip a coin? <smile>

We would have met and then started our special evening at your favorite restaurant, understanding your rules, going home, then a set of written instructions for me to be followed exactly. Stripped, inspected head to toe, inside and out. Bound and nervous, instructions on what is and is not acceptable in a sub.

A demonstration with a whip as to what punishment will feel like. A demonstration of how that same whip can be used as an erotic tool. A series of commands to be followed that of course you will fail in attempting. The choice of punishment with one tool or another, e.g. 10 with the whip or 5 with the paddle. Unbound from one position, rebound in another with either the chains, leather, cuffs or rope. Failure as a slave results in swift punishment. Tears will flow and be ignored. You will be reformed. You will know that you are truly the slave you have craved to be. You will serve my every need.

If you have any interest let me know, but do we have to use your quarter if we flip the coin...not that I do not trust you.
In the "place for slaves" forum, "Iron Wolfe" posts a general message signaling his hunt for submissives.

The Wolfe's Howl

"In the vast vacuum of Columbus, Ohio, I have to go out of state to find people who still know how to breathe," writes "Iron Wolfe." "After several years of playing at the B&D game, I am now attempting to put together my own coterie—the Order of the Iron Wolfe. I am interested only in female submissives (novices and beginners are more than welcome), but will also consider couples if both are submissive, or if the male wishes to watch. I work with psychological and verbal discipline in conjunction with humiliation. This will not, however, disallow physical punishment. As a matter of fact, the first order of business will be to redden your buttocks just to remind you where each of us stands (or kneels or lays prostate). There will be bondage involved but not the elaborate, pulley-operated, gear-grinding machinery which some enjoy. I am more interested in rope bindings, blindfolds, earplugs and gags...I live with a woman who is not and will not be involved nor made aware of this lifestyle..."

Little Red Riding Hoods beware! Moving to the "Bondage Forum," "Bdfan" posts a general message inquiring how many members practice bondage with chain. "Let's hear some ideas about using chains for bondage," he adds. "I use two different weights, 1/0 and 2/0, both twisted link types, and of course locks. There's the simple 'just chain 'em' bondage, but has anyone got ideas, or better yet, experience with some nuances?"
Being shackled takes on new meaning with wrist and ankle cuffs.
(Courtesy of Mr. S. Leather Co./Fetters.)

The following “slaves wanted” post, and subsequent replies, appeared in The English Palace’s Slaves Forum:

The Most Wanted List

From: Baroness
To: All
Re: Wanted Slaves

Attention: All slaves who do not have a Mistress and would like an experienced one to teach them the proper upbringing of slavery. I am an experienced Mistress and I EXPECT all my slaves to play with me and make me come over and over again for my pleasure. Anyone interested, please leave e-mail in my box. :) Mistress Baroness

e-mail: Electronic mail. “Mail” can be sent from within a BBS or from one BBS to another.
From: Slavie Markie
To: Baroness
Re: My Servitude To You

Dear Mistress Baroness, I read with pleasure your willingness to hear more about me. As your slave, I can immediately serve you on this BBS, in word and deed. I can correspond with you or eventually speak with you. I must admit I cannot travel freely. If possible, I will be at the English Palace picnic. I will accept your wishes unquestionably, humbling myself before you. I will crawl for you and accept your discipline. I will wear anything you please, providing proof by photo. I will be owned by you on this board, for all to know. I will gladly drink your golden shower if we could meet. I would be your maid and perform house chores, keeping your place spotless. I would serve you endlessly. I would worship you, writing stories or poems of my service to you. I would of course be at your feet where I belong. I would also serve your friends in any way you wished. I eagerly, humbly await your reply.

From: Baroness
To: Slavie Markie
Re: My Servitude to You

I have considered your message to me. I now request that you write in your summary that you are owned by Mistress Baroness. Also, I would like the town and state in which you live as well as a number that you can be reached when I am in the area. Put it in e-mail to me. I have to admit that you seem so far like you might be a good slave. I now own you.
The following list concerning dominance and submission is excerpted from a message written by a respected Mistress of the lines.

Feeling frisky? Let The Mistress tame you with affection!
(Courtesy of Photofest.)
Mistress Margo’s Safety Tips

The following are some tips for novices (as well as more advanced) on how to play safely. These aren’t hard and fast rules, but may save you from having to make an embarrassing trip to the emergency room, or worse, losing your play partner. I use the terms Top and bottom because I feel that these tips apply to non-domination play as well, but feel free to substitute Dominant and submissive if you like.

1. Safe Words

The most common way of controlling a scene is by the use of a “safe word.” The safe word is an indication that the bottom is having a real problem (choking, cramp, over pain limit) and wants the scene to stop immediately. Some common safe words are “red,” “911,” or “end.” If you use a gag, have a safe sign as well—a snap of the fingers, or a series of grunts. The Top should also feel free to stop the scene if things are not going the way they would like.

The safe word really means stop immediately. The fastest way for a Top to lose a play partner is to ignore their bottom’s use of the safe word.

2. Alcohol, Drugs and Bad Moods

You should not play when you are drunk, stoned, or not in control of yourself. This is especially important if you are the Top.

3. Playing Safe

When someone is gagged do not leave them alone, not even for a second to run and get ice from the freezer. If you don’t have someone available to take charge of the bottom, don’t leave the room.
Mistress Margo’s Safety Tips

If the scene is a long one, the Top should consider putting the bottom into several different positions to avoid cramping and muscle strain. The Top wants the bottom to concentrate on what is being done to them, not on their aching shoulder.

If you hang someone from something, be sure that it can support their weight. Having a bottom come crashing to the floor is a really bad way to end a scene. Tearing out the shower head will also result in expensive plumbing bills. What will support little Rose may not be enough to support Greatdane.

From time to time, the Top should assess how things are going for the bottom. Such questions as, “Are you very happy?” and “Do you want more?” are useful to see that the bottom is having a good time.

4. Safety Equipment

A small amount of safety equipment is a useful addition to any “toy box.” I have a friend who feels that a pair of bolt cutters is a good idea, and if you like tools, by all means, pick up a pair!

5. Rapport

Perhaps the most important part of a safe scene is the rapport between the Top and the bottom. It is preferable to meet before a scene and have both partners talk about their likes, dislikes, and limits.

Play safe, kids, and have LOTS of fun!—Mistress Margo.
Connecting Up

<table>
<thead>
<tr>
<th>Bulletin Board</th>
<th>Modem #</th>
<th>Baud</th>
<th>Number of Lines</th>
</tr>
</thead>
<tbody>
<tr>
<td>The English Palace</td>
<td>908-739-1755</td>
<td>300/1200/2400</td>
<td>18</td>
</tr>
<tr>
<td></td>
<td>908-739-0142</td>
<td>9600/14,400</td>
<td></td>
</tr>
</tbody>
</table>

For additional information, contact E.P. Communications, P.O. Box 213, Hazlet, New Jersey 07730.

The English Palace BBS New User Information

Female users are free pending voice verification. A one-year membership is $75 for men, and six months is offered at $50. There are no daily access or download limits. A special $10 preview membership for men is also available. MasterCard, Visa, checks and money orders are accepted.
EROSLink

On-line hostesses serve you sweet pleasure every evening... on-line photos and letters are only of the VERY highest quality... Few unpaid females frequent the cyber-grounds of this mail-dominated fantasy world.

If you are looking for sensual on-line pillow talk with a dazzling array of sizzling hostesses, stunning full-color images, erotic letters, and much, much more, EROSLink may be the professional on-line service of your “wet” dreams!

“On-line hostesses are a crucial ingredient to EROSLink’s success,” states Richard Reisman, the president of Dynexus Corporation, the New York-based EROSLink’s parent company. “Most adult-oriented on-line services attract a significantly higher amount of male callers, averaging about 90-95 percent men to 5-10 percent women. On many services, men simply have no women to talk to. We’ve solved that problem. Our hostesses are available from 6 p.m. to 1 a.m. EST, and till 3 a.m. every Friday, Saturday, and Sunday.”

Reisman continues, “EROSLink is a premium on-line service designed to cater to the primary erotic organ, the brain. Erotic experience is as much fantasy as reality. We make the fantasy fulfilling. All photos and letters that appear on EROSLink are publication-quality material, licensed from copyright owners.

"We cater to the primary erotic organ— the brain.""
EROSLink's graphics leave just a brief bit to the imagination.

EROSLink, available through the Minitel network (see the listing for Aline), draws an international clientele, including callers from every continent except Antarctica. Although chat with professional on-line hostesses are one of the premiums offered with an EROSLink membership, even if you are a non-"pro" female, you'll be mighty popular here. With 100 active lines, EROSLink's busiest time is around midnight. Whether you are having a one-on-one chat, partying in a private room, viewing the extensive library of GIF images, or reading scorching letters from the lustful, one is bound to have a spirited, fun-filled, erotic, on-line adventure on EROSLink.

Browsing through the EROSLink, I was pulled into a conversation with a Toronto-based businessman:
Chatting with Poppy

Poppy: Good evening. I'm calling from the frigid North. What are you doing on-line here?

NT: Actually I am researching BBSs and on-line services nation-wide for a forthcoming book.

Poppy: Well, we could research it together. How old are you?

NT: I'm 31. How about you? Where in the frigid North do you live?

Poppy: I'm older than you. I live in Toronto, or at least close to it.

NT: How much older?

Poppy: You're persistent aren't you. I'm in my mid-forties. I'm tall, 6', 175 lbs., and I think about sex a lot. People tell me I'm distinguished looking.

NT: Are you single?

Poppy: No, sorry, I'm not single.

NT: How would your wife feel about you being here?

Poppy: Probably not pleased if she knew.

NT: OK, let's talk about sex. How do you like it?

Poppy: Often, slow, gentle, straight or bent...

NT: Works for me!

Poppy: OK, what kind of underwear do you have on?

NT: Underwear?!!! Why Calvins of course!

Poppy: Well then, take them off and give them back to Calvin so we can get down to business!

Poppy: Can I kiss you? I'll be gentle.

NT: How does one "kiss" electronically?

Poppy: Electronically speaking, my screen is all damp!
Beware of "Robofox," the auto-pilot hot chat hostess. Talking with "Robofox" makes masturbation seem like a team sport. If you start looking forward to one-sided banter with this programmed she-devil, watch out, you're really going off-kilter fast. Heed this advice: log off and meet some real people pronto. Even if you have to pay them 50 cents a minute to listen to you!

**NT:** What's shaking tonight Robofox?

**Robofox:** You're quick with your fingers, how about your tongue?

**NT:** How did you jump to that conclusion?

**Robofox:** What's your favorite type of sex?

**NT:** I enjoy watching "Partridge Family" reruns more than life itself.

**Robofox:** I could do things to you that you would never forget.

**NT:** Couldn't compare with the thrill I get from watching Danny Partridge "play" his instrument.

**Robofox:** It ain't the meat, it's the motion.

**NT:** Is there something wrong with my meat? Wait, let me check my fridge!

**Robofox:** I like my men to be very submissive. There's something very sexy about a man who knows how to beg.

A few of Robofox's other sweet nothings include:

"I know what you want—and I want to be the one to give it to you."

"I love sex in public places—the thrill of being caught makes it much more exciting."

"Think of what we could do with a whip and some leather."

"You have a dirty mind, I like that."

Again, stick to the real people on-line at EROSLink. Robofox is for robots and seriously unhinged individuals.
Connecting Up

<table>
<thead>
<tr>
<th>On-line Service</th>
<th>Modem #</th>
<th>Baud</th>
<th>Number of Lines</th>
</tr>
</thead>
<tbody>
<tr>
<td>EROSLink</td>
<td>(212) 254-0969</td>
<td>2400/1200</td>
<td></td>
</tr>
</tbody>
</table>

When asked for ID, after dialing into EROSLink, enter CYBER. For customer support, call EROSLink at (212) 254-8235.

EROSLink BBS On-line Service

New User Information:

EROSLink accepts only Visa or MasterCard. The user’s credit card will be billed at a cost of 50 cents per minute (plus sales tax) which includes network access throughout North America. There is no charge for any month that the service is not used. However, there is a minimum billing amount of $10 in any calendar month that the service is actually used. (The charge is discreetly listed as “E-Link Network,” and billed as “NHW Enterprises,” New York.) Callers must be over 18 years old.

To get on-line with EROSLink you must use their software and the local access number it contains. Download the PC or Mac version from the system at (212) 259-0909. This phone number connects callers with software and information, but it is not the EROSLink service. It takes about 17 minutes with a 2400 baud modem to download the basic package, Part 1, and about 35 minutes at 1200 baud. The full SVGA package (Parts 1 & 2) takes about 25 minutes at 2400 baud. The Mac package takes about 20 minutes at 2400 baud. Software parameters for downloading must be 8 data bits, no parity. If you have trouble downloading the software, read EROSLink’s “How to Download Software” section. If you still encounter trouble, call EROSLink directly at (212) 254-8235. When you are up and running, call (800) 531-3262 to get your personal account ID and password. Remember to select a local access phone number from the directory included with the software setup.
Event Horizons

Good old American sex becomes state of the art with Event Horizon's vast library of adult video movies and games. Steamy conferences and chat will rocket you into orbit.

In a business where the majority of system operators cry “I'm just breaking even,” Event Horizons continues to flourish and expand, grossing $3.5 million last year. Jim Maxey, President and Founder of Event Horizons, a former television and radio reporter and owner of one of the largest private detective businesses in the Northwest, prides himself on the quality and professionalism of his firm. After losing a legal battle with Playboy regarding use of proprietary images, Maxey made some important policy changes. “We offer absolute quality by creating all of the images ourselves. Absolutely no uploads are allowed.”

Started in 1983, Jim Maxey named his firm Event Horizons, a term defining the edge of a black hole in space, because of his interest and work-related background in astronomy. “I guess Event Horizons is the glorification of other heavenly bodies!”

Event Horizons' graphics are anything but black. Running on a **Novell networked TBBS system**, Event Horizons offers its 35,000 subscribers a vast collection of R and X-rated SuperVGA and MaxiPic GIF images, and high-quality videos. General sections of the BBS include games, chats, conferences, the entire PC Sig library, and on-line versions of USA Today and Boardwatch.

Event Horizon's Adult Downloads menu include a number of intriguing sections. Choose Sizzling Swimwear for images that could find a place in a *Sports Illustrated* lineup. Hungry Amazons features some torrid ladies. Gay Lifestyle provides a walk on the wild side.
"We are always living up to state-of-the-art standards," states Maxey expanding upon Event Horizon's decision to support Rip Graphics on-line. Rip Graphics allows users to navigate via mouse and displays menus much faster and cleaner, even at 1200 and 2440 bps.

Event Horizons offers a mail order option for MS-DOS users who don't want to pay the high costs of downloading. Whether you're in Singapore or Des Moines, the cost of ordering a library image is the same. Most of the files offered on-line are also in the library.

Event Horizons also offers The Black Hole, an entertainment area broken out in ten levels offering challenges. When a challenge is completed, the user receives credits for additional on-line access time. Voluntary challenges earn more credits and consist of games such as Poker and Blackjack as well as The Void, The Black Hole Jail, Ask Buddha, or Embarrassing Moments (revealing user statements that are kept on-line for all to read).

According to Maxey, the most frequently downloaded item is "Orgasm," a video movie featuring a woman bringing herself to orgasm via masturbation. "We feature hot, sexy, warm, innocent-looking women," says Maxey. You won't find B&D, S&M, bestiality or scatology images on-line Event Horizons. "Just good, old, American sex," states Maxey.

### Connecting Up

<table>
<thead>
<tr>
<th>Bulletin Board</th>
<th>Modem #</th>
<th>Baud</th>
<th>Number of Lines</th>
</tr>
</thead>
<tbody>
<tr>
<td>Event Horizons</td>
<td>503-697-5100</td>
<td>up to 9600</td>
<td>64</td>
</tr>
<tr>
<td></td>
<td>1-800-GO-MODEM</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

For additional information, contact Event Horizons, Inc., 311 Avenue B., Suite 209, Lake Oswego, OR 97034, (503) 697-7700 (phone).
Event Horizons BBS
New User Information

Complete access granted upon receipt of payment and voice verification. Visa, MasterCard, American Express, checks and money orders are all accepted. One hour of on-line time at 1200/2400 baud access is $9. 9600 HST V.32 access is priced at $18 hourly with a half-hour minimum. Add $6 per hour for use of the toll-free number, (800) GO-MODEM.

MS-DOS: An operating system used by most personal computers.
Eye Contact

Are you a gay or bisexual man? If so, then Eye Contact is for you...Active party line chatting, explicit photos, and scorching text files are the major come-ons to play!

You'll find that Peyton Place is Sunnybrook Farm territory after spending time on-line with Eye Contact. As San Francisco's largest gay men's on-line service, the four-year-old BBS is devoted strictly to gay and bisexual adult men. Whether you are interested in meeting a horny transsexual, looking for soiled boxer shorts, pining for a sex buddy, or interested in downloading explicit, steamy images and text, Eye Contact offers one-stop shopping.

Eye Contact's features include personal e-mail and file storage, matchmaker databases where users can search for the lover of their dreams, and public forum areas featuring the tattiest level of vanilla sex to the raunchiest kink imaginable. The BBS's conferences include discussions on health issues, politics, sports, and much more. The file library includes everything from shareware utility programs to explicit photos of men in "compromising" positions.

The private and public chat areas rev up to top cruising levels after midnight. Interestingly, closeted men can even be found within the confines of sanctioned gay cyberspace, as witnessed by the conversation below on Eye Contact:

Reds: (PRIVATE) You're really a woman? Really? I'm so glad you're here!

NT: Yes, Reds, I am truly a woman. No lie.

Reds: Well, I'm really into women, they're my first choice...I have a girlfriend.

NT: Does your girlfriend know that you're into guys?

Nasties and Nicies

Divulging Residential Addresses: Do not divulge your residential address on-line! If the other party is really anxious to get acquainted off-line, take their phone number. Build the rapport slowly, and if the chemistry is there, meet first in a public place.
Reds: No way! I don’t want her to find out! What do you look like?

NT: I’m tall with red hair, blue eyes, 31 years old.

Reds: Sounds like you’re quite the looker! I’m 28...red hair, 200 lbs., good shape, young looking, 7” [body part], love sex with women.

NT: Have you met any men in person from this BBS?

Reds: I’ve met three in the year and a half I’ve been here...but don’t look to get it on much...into women essentially. Heh, wanna come into my private channel? I’ll pull you in if you want?

NT: Take me, I’m yours Reds.

Reds: Men here get down and dirty and don’t waste time...they are blatant, nasty at times...they want sex. Heh, do you know of any BBSs with girls in San Francisco?

Don’t wander into Eye Contact’s Fetish/Fantasy Forum unless you have a yen for the perverse. Winner of the most common alias, hands-down, is the ever-popular “Anonymous”:

**Smiles and Winks**

**:8** Big breasted lady

**Example:** I’m just a lonely old studman looking for a :)

---

**Funky Shorts Wanted**

**From:** Anonymous

**To:** All

**Re: Underwear Wanted!**

I want your undershorts (boxers or jockeys) after they’ve been worn for a day, and smell of your piss and funky butt. Leave me a message and we can arrange for purchase or trade.
The “Sex Action Forum” draws callers ready for press-the-flesh action. “Dickhard” would like to “meat” “Slapshot.” “Bob” is on the prowl for men over 40 who want to be blown. Amidst all this banter, “Deuce” innocently inquires what modem sex means. “Is it where we get little modems from? Does it have to do anything with gender changers?”

Throbbing within the hardcore sexual discussions, an underlying camaraderie and highly-developed sense of community exists on Eye Contact. Sysop, Richard Kravitz explains, “We offer a safe haven for gay men. Many gay men who feel isolated in their communities dial into Eye Contact for a welcoming place to play and meet like-minded people. Whether our callers are looking for a lover, the latest news on AIDS developments, or a place to belong, we make them feel at home.”

### Connecting Up

<table>
<thead>
<tr>
<th>Bulletin Board</th>
<th>Modem #</th>
<th>Baud</th>
<th>Number of Lines</th>
</tr>
</thead>
<tbody>
<tr>
<td>Eye Contact</td>
<td>415-255-5972</td>
<td>2400</td>
<td>54</td>
</tr>
</tbody>
</table>

Eye Contact offers a network service that allows most subscribers to call a local number. Local access numbers are available in over 800 US cities and 23 foreign countries.

Mailing address is 633 Post Street, no. 158, San Francisco, CA 94109-8215. Telephone (800) 949-2668.

### Eye Contact BBS New User Information

Members must be 18 years of age or older. Checks, money orders and all major credit cards are accepted.

Using CompuServe, network access rates in the Continental U.S. are $4.80 per hour at all times.

Using local phone lines to make connections, subscribers pay $15 per month which entitles them to six hours of daily access.
Gabby's Lounge

You may be able to get anything you want at Alice's Restaurant, but the specials are much spicier at Gabby's Lounge! Gabby's menu includes adult GIF files, animations, erotic fantasies, conferences, and tasty chat.

“All bulletin boards go through metamorphoses,” states “Gabby,” *sysop* of Gabby's Lounge, a Kansas City-based BBS. “My board initially was very fantasy-oriented. However, it takes a certain, rare kind of person to write effective erotic fantasies.” The BBS now focuses on adult GIF files and animations, although “Gabby” hopes that a new group of talented fantasy-oriented callers will make their presence known.

“About 50 percent of our callers are from the Kansas City area, and the other 50 percent are from elsewhere, including England. My mission is for adults to be comfortable talking about sex without any stigma being attached,” states Gabby. “Gabby's Lounge was founded in 1989 to support freedom of expression. My philosophy is not to make money, but to open up new avenues of sexual expression.”

Gabby's Lounge is a favorite of swingers and quivering tongues.
Message bases serve swingers, gay and bisexual, and general adult users. The “swingset” message base, arranged in concert with Swingset Magazine, is teeming with adults looking for hardcore action. A Pennsylvania woman posts that she is a “lady on the street, but a real harlot behind closed doors” who believes in “safe sex, however there is nothing like a quivering tongue in the right places.” A 22-year-old New York woman posts that her measurements are 35-23-34 and that she “enjoys all forms of sex and likes to keep all holes active!” A Florida woman states that she “loves to bake all kinds of goodies” and is looking for a “new loaf” to put into her oven.

“There is nothing like a quivering tongue in the right places.”

mistresses. Mistress Carmen posts that to enter her stable, one must take her one-hour, 7-point test and pass. “Jacqi,” posts her P.O. Box and describes herself as an “exhibitionist amputee” looking to fulfill fantasies.

Enter “Ringer’s Bar” and hear the sound of glasses clinking and where boozy talk is the name of the social game. Hosted by “Dun Rungill,” the intent is to allow people “to meet, get to know each other, and begin to express things they’ve always wanted to, in whatever form they want.”

Gabby’s Lounge features a significant library of erotic GIFs, from member photos to bondage to naked men for the women, as well as animations and hot tales.

Browsing around the Gabby’s Lounge, another caller paged me for a chat:
Chatting with Jaco:

Jaco: Hi!
NT: Hi, where are you calling from?
Jaco: Kansas City.
NT: Why do you like calling in to this board?
Jaco: I've talked to a couple of women here...and they have photos.
NT: How are the photos special?
Jaco: Well they're either of someone you're talking to or are just personally appealing.
NT: Is there a GIF of you on-line?
Jaco: Not yet, but I've been thinking about it.
NT: What do you look like?
Jaco: I'm 6 ft. tall with brown hair and eyes, about 180 lbs, and people say I look much younger than my age or voice.
NT: How old are you?
Jaco: 36.
NT: That's young Jaco, are you single?
Jaco: Oh yes...
NT: Have you met any women from this board?
Jaco: One...
NT: What happened?
Jaco: We had been talking awhile, computer and voice...and we've been together once so far...it was nice.
Chatting with Jaco:

NT: What did you do together?

Jaco: I went over to her place and proceeded to play like we did over the phone....I rubbed her all over....

NT: All this on your first date?

Jaco: We had sex over the phone many times before we actually got together. And I had seen her GIFs, but of course she looked different in person.

Connecting Up

<table>
<thead>
<tr>
<th>Bulletin Board</th>
<th>Modem #</th>
<th>Baud</th>
<th>Number of Lines</th>
</tr>
</thead>
<tbody>
<tr>
<td>Gabby's Lounge</td>
<td>816-887-3480</td>
<td>1200-14,400 bps</td>
<td>8</td>
</tr>
</tbody>
</table>

For additional information, contact Gabby's Lounge, P.O. Box 233, Harrisonville, MO 64701-0233.

Gabby's Lounge BBS New User Information

To gain access to the adult areas, users must be 21 years of age or older and provide proof of age. Free and paid memberships are available. A download limit of 100K a day and 20 minutes daily access time is available free of charge. Once adult verification is received (via a copy of your driver’s license or birth certificate), users receive adult area access and an increase in download limits to 500K. Paid subscriptions are $3.00 per month, receive one hour daily, and have no downloading limits.
THE GaRBaGe DuMP

Go ahead and talk some on-line trash—chat’s the thing at THE GaRBaGe DuMP, where there are no distracting GIF files and there’s no such thing as dirty laundry!

Log on to THE GaRBaGe DuMP on a Saturday evening and you’re instantly surrounded by friends. NightShade, Cougar, Thundar, Sweetie, Tease, Stomper, Tantrum, Hungwell, TexStud, Maxiboy, and a plethora of other on-line Lotharios are only a keystroke away. THE GaRBaGe DuMP, with over 5,000 active members, is actually two different systems located in two different cities, Albuquerque and Denver, and connected by a leased line.

The men from THE GaRBaGe DuMP—(left to right) Larry Fox, Dean Kerl, David Kerl, Simon Kent (Courtesy of THE GaRBaGe DuMP).

136 The Joy of Cybersex
We believe the wave of the future involves human beings connecting and interrelating. That's why our main focus is on chat and on-line entertainment.

The GaRBaGe DuMP's primary focus is on chat, games, and messages sent through the national e-mail networks. "At The GaRBaGe DuMP we believe the wave of the future involves human beings connecting and interrelating. That's why our main focus is on chat and on-line entertainment. The GaRBaGe DuMP decided to eliminate GIF files from the system due to copyright infringement issues, but sysop Dean Kerl believes the scene at the BBS is now much more intimate. "Our chat and gaming users have a real loyalty to our system and help make it grow," states Kerl "The GIF downloaders rarely contributed to our system. They rarely chatted with other members. They simply would download files and leave. We've created a more personal, friendly environment without the GIF files."

The ChatLink feature links the discussion chat lounge to other BBSs around the country from 9:30 p.m. till 1:00 a.m. each night. Multiplayer games offered include Dungeons and Dragons adventure role-playing games, football pools, poker, and many others. If you're looking for that perfect on-line alter ego, check out the "Let's Get Personal Dating" feature. After filling out the questionnaire, run a search to see how well other users match up with you. The "Let's Get Personal Dating" feature queries the user on forty-eight questions regarding physical appearance, hobbies, work, sexual turn-ons and turn-offs, drinking, smoking and drug habits, food preferences, and dating attitudes.

Piece of Mind

"On-line you'll find people who want to express themselves while escaping the barriers of physical makeup, while conversing with someone who doesn't know their weaknesses. In other words, people who want to escape the real world and live a hidden secret under an assumed identity."
On-line Types

Litmyfire: A 47-year-old attractive, tall, caring Albuquerque resident...looking for Mr. Right, not Mr. Right Now.

After filling out my survey, the search revealed that my best match, at 69-percent compatibility was, “1 of 3,” Looking up the stats on “1 of 3” reveals that he is a 40-year-old Caucasian straight male, 6' tall, with brown eyes and hair, weighs 202 pounds and lives in San Jose, California. He states that “my wife and I would like to meet a female or nice couple.” Hey, this is the best they can do for me? Who said I was looking for a menage-a-trois?

The second-best match for me is “1999” at 66-percent compatibility. A search on “1999” proves a bit more encouraging. He’s a 30-year-old, 5’10”, straight man with blue eyes and blonde hair. He has a Doctorate in something or other and his favorite hobbies are sex, movies, and theatre. The third-best choice,
“Alp,” at 63-percent compatibility, is a self-described “laid-back, easygoing person,” 38 years old, 5’10” tall, 190 lbs., with two children. His favorite hobbies include sex, aviation, photography, and electronics/computers. Somehow the pursuit of sex is a common thread woven into every profile!

Pool party and no date? The mermaid (or merman) of your dreams can be found on The Garbage Dump!

“The pursuit of sex is a common thread woven into every profile.”

The Adult Forums Menu serves up hearty portions covering Adult Issues, Gay/Bi/Curious National Forum, Dirty/Nasty/Filthy Jokes, Swingers Discussions, Sexual X-tremes (B&D, S&M, etc) and Adult Health Issues.
A “Chinese menu” of adult entertainment—pick from column A or B.

In The GarBaGe DuMP’s the Sexual Extremes Forum, users with a fetish for leather, lace, pain and pleasure talk shop:

Submitted for Your Approval

From: ML
To: All
Re: Sub-Dom Extremes

In many cases, the dom has started out as a submissive. When they become fully trained they become a task mistress (I say this because usually this role is taken by women) and then a full mistress. In the group I’m in, the men don’t usually switch back and forth, but I
have heard of it...it is said that you really cannot know the full limits of being a dom until you have experienced the submissive side. I myself am very straight, but my submissives are all bi-females.

The following are some jokes from THe GaRBaGe DuMP’s “Dirty/Nasty/Filthy Jokes” forum:

Do you know how to make your wife or lover scream during sex? (Call her and tell her who you’re with!)

What do lawyers and sperm have in common? (They’re both squirmy and slimy, and only one in 100,000 ever accomplishes anything!)

Why do so many women fake orgasms? (Because so many men fake foreplay!)

### Connecting Up

<table>
<thead>
<tr>
<th>Bulletin Board</th>
<th>Modem #</th>
<th>Baud</th>
<th>Number of Lines</th>
</tr>
</thead>
<tbody>
<tr>
<td>THe GaRBaGe DuMP</td>
<td>505-294-5675</td>
<td>2400</td>
<td>45</td>
</tr>
<tr>
<td>(NM)</td>
<td>505-294-0803</td>
<td>9600</td>
<td>10</td>
</tr>
<tr>
<td>(Denver)</td>
<td>303-457-1111</td>
<td>2400</td>
<td>14</td>
</tr>
</tbody>
</table>
For additional information, contact The GaRBAGe DuMP, P.O. Box 16032, Albuquerque, NM 87191, (505) 294-4980 (voice). National access to over 500 cities through local phone lines is available.

THe GaRBAGe DuMP system at work. (Courtesy of THe GaRBAGe DuMP.)

THe GaRBAGe DuMP BBS
New User Information

Checks, Visa/MasterCard are accepted forms of payment. Subscriptions start at $10 for 20 hours.
Heat In The Night

Turn up the heat! Sizzle your night away with this free chat line and its assortment of adult GIF files, erotic text and shareware programs.

Log onto Heat In The Night, and you’ve entered a singles bar where the drinks are free and the talk is fast and furious. As a female, the moment you enter into this electronic mating village, you’ll be bombarded by men and bisexual woman, pulling you into private chat. If this all becomes too overwhelming, exercise your option to say “no” to chat requests with a simple command. The roving digital masses will then attempt to catch your e-mail eye by leaving voluminous quantities of mail.

Heat In The Night, based in Des Moines, Iowa, attracts local, national and international callers. Pulled into a private chat with Ignatius, I asked him to tell me something about him. He advises I browse his questionnaire. Always one to follow direct commands, I do. The questionnaire reveals that Ignatius is a 25-year-old, 120 lb., single male computer professional who resides in Singapore. Prospects for face-to-face seem remote.

Chatting is Heat In The Night’s major draw. Users can elect one-on-one talks or open forum party chats. After e-mail is sent, an “envelope” will pop up on your screen alerting you that your mail has been delivered. There is a small collection of erotic text files, adult GIFs, and shareware programs on tap too.

Piece of Mind

“Perverts use adult boards. It’s a release.”

Since this bulletin board charges no fees, it is always active. Whether you dial on in the morning, noon, or in the wee hours of the night, you’re sure to meet new on-line friends. After logging on for the first time, you’ll be asked to fill out a questionnaire focusing on physical characteristics (height, weight, hair color, etc.) as well as job and hobby-related matters. This information can be accessed by other callers who are looking to make connections.
There is no verification of Heat in the Night users, thus sexual ambiguity runs rampant here. The overwhelmingly high male ratio (about 90 percent male) inspires some male users to masquerade as straight or bisexual females in order to get more on-line attention. Whatever gets you through the night! Just don’t fall too hard for that dazzling blonde waitress until you talk voice—you just may be chatting with an imaginative, hot and bothered 13-year-old boy!

**Connecting Up**

<table>
<thead>
<tr>
<th>Bulletin Board</th>
<th>Modem #</th>
<th>Baud</th>
<th>Number of Lines</th>
</tr>
</thead>
<tbody>
<tr>
<td>Heat In The Night</td>
<td>515-945-6227</td>
<td>2400</td>
<td>24</td>
</tr>
<tr>
<td></td>
<td>515-945-6224</td>
<td>9600</td>
<td></td>
</tr>
</tbody>
</table>

For information, contact Box 3891, Kent, WA 98032-0391.

**Heat In The Night BBS**

**New User Information**

This system is free to all users. All callers are allowed 400 minutes access time daily and are given full access to all available functions. There is no voice verification of users on this BBS.
Curious about the world of Cybersex, but worried about your anonymity? An on-line account with Hotlanta is secure as a Swiss bank account...mum’s the word!

True anonymity exists at Hotlanta. Sysop, Michael Deen, a libertarian at heart, does not keep real user names and telephone numbers on file. When the registration process is complete, the user is identified by their account number exclusively.

Established in 1986, Hotatlanta celebrated their millionth caller in June 1993. Although Hotlanta maintains a small number of adult GIFs, animations and erotic text files, the primary emphasis is getting users linked through chatting and e-mail. “Hotlanta is responsible for two marriages, and three more later this year,” states Michael Deen. “This board is a non-discriminating medium. We have disabled callers who view this BBS as a place to talk to the world without discrimination. We have people looking to connect. Whatever callers’ sexual preferences or lifestyles are, Hotlanta is an adult system intended for the open-minded, adventurous and accepting.”

**Piece of Mind**

“There are many positives about Hotlanta—my husband, my friends, and the fun we’ve all shared together. There have been good times and bad, rumors and truths. We lost a friend recently, but everyone on the board pulled together and handled it. We’re there for each other and cry when there are defeats. It’s like having 500 best friends!!”

In the public message forum “Welcome To The Land of Romance,” "Southern Gentleman," fresh from proposing marriage to “Kay” declares that he met the “best friend and best love anyone could ever find through this BBS....and would have never met Kay and learned the meaning of true and unconditional love without her.” Wedding bells chime.
True love aside, callers are dialing into Hotlanta for other kinds of passion as well. "Tes," a 23-year-old bisexual woman pulled me into private chat to determine my viability as a side order for her and her husband. Why am I always the french fries, never the steak?

Connecting Up

<table>
<thead>
<tr>
<th>Bulletin Board</th>
<th>Modem #</th>
<th>Baud</th>
<th>Number of Lines</th>
</tr>
</thead>
<tbody>
<tr>
<td>Hotlanta</td>
<td>404-992-5345</td>
<td>300/1200/2400</td>
<td>32</td>
</tr>
<tr>
<td></td>
<td></td>
<td>MNP-V.42bis/</td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td>4800/9600 V.32</td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td>MNP9600 &amp; V.32 &amp; V.42</td>
<td></td>
</tr>
</tbody>
</table>

For more information, contact sysop Michael Deen, at P.O. Box 76902, Roswell, GA 30076, (404) 998-2050 (voice), (404) 998-2050 (fax)

Hotlanta BBS New User Information

The rate for a six month membership is $15 for one hour priority access, $30 for 2 hour priority access, $45 for 3 hour priority access and $60 for unlimited priority access. Payment must be made by check or money order. To access the system, first complete the on-line registration process, providing real name and phone number for verification. If you live outside of the Atlanta area, fax or mail in a photo ID and signed statement attesting you are 18 years of age or older. A sample form is provided on the board. After verification, a 30-day free trial membership with 30 minutes daily access time (not including uploads or downloads) is available.
LACE

Look out: erotic images of elegant women abound! A read-only board, Lace doesn’t offer chat—so save your breath and open your eyes!

If “hot chatting” leaves you cold but steamy pictures murmur a thousand words, turn to Lace On-Line Magazine. Lace offers the highest-quality adult GIF images available. The magazine has an extensive library of photographic and video images produced by their in-house production facilities. It does not allow users to upload their own, possibly contraband, images into libraries.

Founded in March 1993, by Richard Stevens, a noted photographer who gained a cult following from his adult library in CompuServe, the Los Angeles-based Lace has already attracted thousands of callers looking for titillating images of beautiful women. “I believe that men are ruled by the visual, and women are emotionally-driven,” says Stevens. “Although I’m always looking for input from women, men account for over 95 percent of our current callers. Our images meet all community standards. What you will see is explicit nudity of breathtakingly stunning women. Members can download images of gorgeous models in sexy swimwear and lingerie, exciting girls in provocative and explicit nude poses, and love sets (guys with girls, girls with girls).”

Lace is bursting with pride about its sexy, buxom, young sysop, Christy. Featured prominently throughout the GIF file areas, the images of Christy on all fours “like a cat on the prowl,” and seductively posed nude on a sofa have driven many male callers into hormonal overdrive.

“Christy receives tons of e-mail every day. We also have our share of heavy-breathers calling to try and speak with her. She really does work here, and besides her obvious sex appeal she is really a genuinely nice human being,” boasts Stevens.
Turned off by the crude and rude graphics common to many adult boards? Lace's professional image files may provide the touch of class you are looking for.

Two electronic magazines, Glamour & Boudoir Photography and Video Xcitement! are available on Lace. Glamour & Boudoir Photography shows a wide variety of gorgeous models photographed in every corner of the globe. Video Xcitement! magazine shows real people, not slick models, who are eager to perform for the camera—still and video. Reviews of XXX and R-rated videos, as well as the inside gossipy scoop are included as well.

Connecting Up

<table>
<thead>
<tr>
<th>On-line Adult Magazine</th>
<th>Modem #</th>
<th>Baud</th>
<th>Number of Lines</th>
</tr>
</thead>
<tbody>
<tr>
<td>LACE</td>
<td>818-709-4275</td>
<td>up to 16,800</td>
<td>64</td>
</tr>
</tbody>
</table>

For information on Lace can be obtained by calling (818) 709-3795.
Lace has been set up to emulate IBM graphics and ANSI/Color emulation. Access may only be purchased in hourly increments. Access at 2400 baud (or lower) is $9.95 per hour. Access at 9600 baud or greater is $19.95 per hour. Access to Glamour and Boudoir Photography magazine is $9.95 per issue. Video Xciteme is available for a $14.95 flat rate with no hourly connect time charges. MasterCard, Visa, checks, and money orders are accepted. For customer support call (818) 709-3795.

Talking with Richard Stevens

The following interview was held with Richard Stevens, a professional adult photographer and proprietor of Lace. Richard Stevens’ adult photographs are widely acclaimed in erotica circles, both digital and print:

NT: How do you feel about bulletin board operations who download your images and upload them onto their own services without clearing permissions with Lace?

Stevens: Lace is different than most other on-line services in that we have studio facilities right in our building. I have to answer your question in two different ways, first as a photographer and second as a businessman/owner.

As an artist, I get very angry when someone steals my work and then uses it, without my permission, for any purpose whatsoever, including putting it on-line and making money from it. It’s a very personal violation. I believe that these BBS operators are nothing
more than PIRATES...thieves, looking for a free ride in order to make money at my expense. I've worked very hard as an artist to create my images and have spent thousands of dollars doing so. Why should a BBS operator be able to steal it, exploit it, and derive revenues from it without my permission, and without compensation to me for its use? It's just plain wrong.

The copyright laws are there to protect me. I want to decide on how my product is commercially exploited and I am entitled to the revenues it generates...not the BBS pirate!

As a business person, I view the BBS community like being in the broadcasting/television business. We are all trying to reach and/or compete for an audience and we want to entertain and/or inform that audience. We all need programming/images in order to entertain our audience. The television station either licenses their programming from program suppliers or they produce their programming in-house. An on-line service should be no different. When a BBS operator has downloaded an image from Lace and uploaded it to his BBS without our permission, again, in our minds he is a PIRATE, a thief, someone who is trying to gain an economic advantage at the expense of someone else. Again, the copyright laws prohibit such conduct.

I believe that quite a few BBS operators are aware of another on-line service that recently settled out of court for $500,000 when a copyright infringement action was filed by the copyright owner. I believe that we are going to see more copyright infringement actions in the future, with the increase in popularity of on-line services. Copyright owners are now becoming aware of the value of their assets in the on-line environment, and like Lace, intend to protect it, by pursuing all legal avenues, both criminal and civil. BBS operators will have to stop pirating images and acquire their programming/images legally and responsibly.

NT: What standards and practices should an adult on-line service maintain regarding copyright issues and morality?
Talking with Richard Stevens

Stevens: As to copyright issues, on-line services need to know the source of their images. They need to do business with reputable individuals or companies who are in the business of licensing images so that they don’t have any copyright infringement exposure. For years BBS operators have chosen to ignore copyright issues, and maybe they’ve been lucky enough to avoid criminal or civil action. However, the nature of the on-line business is changing and copyright owners are now enforcing their legal rights.

As to the morality issue, if a BBS operator is going to entertain his audience with adult material, he needs to be concerned whether or not his images can be considered obscene, based upon local community standards. However, the nature of the on-line business dictates that their images may be accessed from anywhere in the country. Hence, what may be acceptable and not considered obscene within their local state, may be considered obscene in another. Community standards differ from state to state. So if a BBS operator is entertaining their audience with this type of material, they need to be acutely aware that they may have some criminal and/or civil exposure.

NT: How do you explain the tremendous growth of adult-oriented on-line services?

Stevens: I believe the growth of the on-line area stems from a variety of sources. First, some states have made it difficult for adults to obtain adult material, either in print or video format. However, in an on-line environment, it is easily accessible. Second, people want to be anonymous in their purchase of erotic imagery. The on-line business allows them to buy these types of images in the privacy of their home or office. Unless someone has access to their computer, no one knows what lies on that hard drive! Lastly, people want to have contact with others in a sexual way, but are concerned about actual contact, especially with AIDS and other sexually transmitted diseases running rampant these days. The on-line environment allows someone to engage in sexual discussions, maybe living out their wildest fantasies, all in a very safe and healthy environment.
Talking with Richard Stevens

NT: Why does Lace address the needs of heterosexual men only? How come you don’t offer more explicit images of men for women and gay and bisexual men?

Stevens: Lace is an adult on-line magazine that caters primarily to the heterosexual male audience. Having prior business contacts in this area, we felt that our expertise in putting up an on-line magazine should compliment our past experiences.
Laura’s Lair

Share your secret—let Laura know your fantasies and her models will fulfill them for you on film. Download these custom-made images, browse her extensive library of GIF files, movies, stories, and games, or engage in some steamy chat...a world of opportunity.

Laura’s Lair BBS is nestled on 80 acres of beautiful Ava, Missouri, terrain. “A more beautiful place to live doesn’t exist,” states 33-year-old, sexy sysop Laura Brito. Laura puts the privacy and beauty of her home and surroundings to work for her members. “I hire models to act out my caller’s fantasies on film. I am doing this with great success,” states Laura Brito. “I don’t charge the user for this at all. I figure if the users want it, I should do the best I can to deliver!”

“Anything that is different or strange can go on here.” Subjects include body piercing and enemas.

The number-one draw at Laura’s Lair’s is the adult file collection of GIFs, movies, stories, and games. The board also maintains its own message base, as well as carrying links to a wide range of networks including ThrobNet, AfterDark, Valnet, GonzoNet, UnitedNet, SportNet, PetNet, FemNet, FidoNet, RoseNet, UseNet and Internet conferences. Laura’s Lair’s local conference, “Different Strokes” is not for the faint-hearted. “Anything that is different or strange can go on here,” says Brito, and subjects include enemas and body piercing. Drawing a national and international crowd, the language of the board is open-minded.

As adept at electronics as she is with erotic subjects, Brito has built all 15 computers on her system, 386 or better, from scratch. Brito got heavily into computing 12 years ago, when she bought her first PC in an attempt to show up her brother-in-law. “Now I build and sell computers from my home. I’m even teaching my husband to use one. My 13-year-old son is already programming!”
Luscious Laura Brito, the sysop of Laura’s Lair, posing for your visual enjoyment.

“I love running this board,” enthuses Brito, who is the subject of many GIFs offered on her board, “I love the sysop life. I thoroughly enjoy my users who call in from all over the United States. I’ve met quite a few in person and they are intelligent, fun-loving people. I am also proud of the images available on my board which are all licensed.”

If you’re looking for terminal monitor meltdown, Laura’s Lair is definitely a good place to hang out.
Take advantage of Laura's Lair's attentive personal service and let your image be a star on-line.

Connecting Up

<table>
<thead>
<tr>
<th>Bulletin Board</th>
<th>Modem #</th>
<th>Baud</th>
<th>Number of Lines</th>
</tr>
</thead>
<tbody>
<tr>
<td>Laura's Lair</td>
<td>417-683-5534</td>
<td>up to 14.4 kbps</td>
<td>10</td>
</tr>
</tbody>
</table>

Laura's Lair can be reached at (417) 683-5534.

Laura's Lair BBS

New User Information

New users are permitted 30 minutes of access each day for 30 days with no download limit. Only select files are available for download. A one-year membership, with 75 minutes of access time daily, no download limit is $72. A six-month membership,
with 60 minutes of access time daily, no download limit is $38.00. A one-year membership with 60 minutes of access time daily and up to 3M download daily is $55.00 and is offered for six months at $29.00. A lifetime membership, with 75 minutes of access time daily and no download limit is available for $249. Laura’s Lair requires age verification.
Lifestyle & Lifestyle GRAFIX

See no evil, speak no evil...Lifestyle offers chat and matching for people of all lifestyles (and no visuals). Lifestyle GRAFIX offers only the hottest in XXX-rated images—GIF files and movies (and no chatting).

A veritable automat of sexual proclivities, Lifestyle offers up generous portions of swingers, bondage and discipline disciples, bisexuals, gays and lesbians, cross-dressers, transvestites, transsexuals, and the all-encompassing fetish aficionados. Logging on in mid-afternoon, mid-week, the swinging on-line jungle on Long Island’s Lifestyle BBS is already alive with activity. A true couple for the ’90s, a transvestite and “bi-curious” dominant female are on-line exploring with the likes of the “hot and horny, discreet and fun” New Haven-based “Theresa and John.” Kentucky-based “Thumper” likes to “watch, talk, trade pictures and videos, light B&D, and be kinky.”

Leather masks—pick your favorite or just wear a new one each day! (Courtesy of Mr. S. Leather Co./Fetters.)
A shortage of nubile young females translates into instant on-line popularity for female users. Almost 40 minutes after I launch an initial cyberexploration and start filling out a questionnaire that will allow access into the “Swinging Room,” I receive the following unsolicited mail:

Three Wags of the Tail

From: DomMale
To: Nancy

Hi Nancy, do you have an interest in B&D? Welcome to the BBS, I wanted to chat but you were in chat with another....if I can help you find your way around, please ask.....

From: Dreamer
To: Nancy

Saw you on the board today, but you were in private chat. Wanted to see if we can help each other get things going. Let me know if you’re interested and what turns you on. Sorry, but I’m leaving for Seattle right now! Speak to you next week, hopefully.

From: Foreign
To: Nancy

Hello, I just got a job in New York City and will be starting June 2nd. I see that you are from the city? Anyway, I was hoping to meet someone to show me around and someone to hang with. If you would like to talk, please e-mail me with the times you are on. Thanks.
Lifestyle BBS, a proud member of the North America Swing Club Association, was founded by Marc Kraft two years ago. A self-declared non-addictive personality, Kraft first tried a local BBS to kill some time as he was recuperating from a leg injury. The next morning he arose wondering if he had any e-mail, and an avid BBSer was born. Realizing there was a need for a central on-line meeting ground for the sexually avant-garde, from swingers to cross-dressers, Kraft founded Lifestyle two years ago.

"If you’re a couple and can’t make contact with other couples within hours on Lifestyle, there is something wrong with your computer!"

"There’s an intimacy in getting to know someone on-line that is unique," states Kraft. "Everything is superficial when you first meet in person. You judge a person by their looks, their manner of speech, but on the computer you can be more bold, more intimate. You can ask or say anything you want."

"People can meet people through Lifestyle. If you’re a couple and can’t make contact with other couples within hours on Lifestyle, there is something wrong with your computer!"

Chat, be it private, public, or conference, is the major attraction of Lifestyle. However, this BBS also allows you to find the mistress, master, or swinging couple of your dreams, by running your individual demands, matched by your specific criteria, through the matchmaking area. If you prefer some solo stimulative activity, plenty of titillating tales are on tap, as well.

Logging on to Lifestyle a second day, I eagerly check into my overflowing mailbox. Suddenly, Vermont no longer conjures up visions of dairy state pastoralism. Instead I envision log cabins decked out with the latest in B&D gear, with jugs of maple syrup handy to be used in creative ways:
Patrick's Plea

From: Patrick
To: Nancy

Hi Nancy, I know you are being swamped by all the men on board but I hope we get a chance to “meet” some time. I am a SWM living in Vermont and sexually on the erotic dominant side. I would love to know more about you.

The anonymity of this is fun and breaks down some barriers rather quickly. I do travel a great deal in my work and go through NYC about twice a month. Clearly this is a sexual BBS and I am sexual. I am straight and enjoy attractive, intelligent women. The exploration of a woman’s submissive side, if she has one, is very exciting. I am not a status quo person. I like change and new experiences of all kinds.

Reading on, I wonder aloud, would it be rude for me to give Smadi the local number of Sex Addicts Anonymous:

Smadi’s Smoke

From: Smadi
To: Nancy

Hi Nancy. I will be in the city at the Marriot Marquis the evening of June 23rd and am interested in some passion. Please check my profile, and, if interested, respond with some statistics on yourself and any special interests you may have. Thanks! Dick (Sex Addict)

Heading into the Swinging Room, let’s see what’s been posted for our viewing pleasure:
A

Tryst with Travelling Man?

From: Travelling Man
To: All

This 30s in shape married guy travels to Tampa, Dallas, and Boston periodically and is ready to experiment with a couple. If having an extra is one of your fantasies, just reply to this message and let’s see what develops. Willing to merely be your video man, that extra set of caressing fingers and lips, someone you could watch and be watched, or a full participant. I’m looking forward to meeting that couple who is as considerate and into mutual fun as I am.

Now where have I run into this guy. Boston, no, maybe Las Vegas?

Cool it, Kevin

From: Kevin
To: All

Hi, my name is Kevin and I will be in Atlanta for the COMDEX computer trade show from May 22 to 28th. I am looking for an attractive woman to spend some time with while there. If you are interested, please reply. Thanks, Kevin.

This guy must be trying to cut down on his daily caloric intake:
Hungry Guy's Menu

From: Cj****kr
To: All

I am looking for women in the Boston area to [sate my hunger around noon]. Perhaps you'll get hungry too! At home or discreetly at work. Also seeking women who are bored sitting at home and need a little sexual release, such as exploring your fantasies, sexual costumes, semi-public sex, flashing, etc. I'm good looking and clean as a whistle and you should be too. Also want to try phone sex for those too far away during the daytime.

Here's another. Don't tell me Liz Taylor's man is itching to leave!

Have Equipment, Will Travel

From: Beefcake Gary
To: All

Hello, I'm looking for a mistress to serve in the Pittsburgh area. I am very experienced in sexual activities and can satisfy almost any woman. I am presently a kept man and I'm looking for a change of scenery. Either for another woman to keep me or a dominant female. No sexual acts are too wild, that's the way I like them. If you know a woman who needs a permanent escort, please let me know. I will also do movies and videos. I can travel if the benefits are inviting. Good sex!
**Piece of Mind**

"A lot of folks try out the adult BBSs, but only the mature serious people stay on as regulars. I believe that the Adult BBSs are the purest form of freedom of expression."

Before the night is brought to a close, let's see if there's any new mail to read and then go and drift off to a peaceful slumber.

A "Teddy" for everyone! Cuddle up with one of these when the Mistress or Master is away. (Courtesy of Mr. S. Leather Co./Fetters.)
From: DomMale

To: Nancy

Nancy, I'm not sure you’re into B&D, especially the pain part, but here goes a brief scene introduction. If this is too heavy for you, I understand that ALL limits are always respected.

I would like to strip you naked and handcuff your wrists behind your back and ankle cuffs (larger handcuffs on a bit longer chain)....[Too steamy for public viewing]....Then attach a chain leash to the clips and lead you down stairs to my basement game room.

Here I attach your leash and in the dim light you can make out....MASTER -=Duke=-

Whoever said men are only looking to receive rather than give never met "IS**k". Fan club anyone?

From: IS**k

To: Nancy

Re: Intro

Hi Nancy, saw you on-line and am introducing myself. I am a M/W/ Bi/M, mid 40s, oral submissive. Love pleasing women either by e-mail or in person. Reciprocation not necessary. Hope to hear from you.
Pleasant to Meet You

From: Nancy
To: IS**k

Why do you enjoy giving to others without reciprocation? Are you a sexual martyr?

From: IS**k
To: Nancy

No, I'm not a martyr. I am a submissive and love to serve women. I love it so much that I am willing to orally worship a women even if she does not want to reciprocate. Obviously, her reciprocation is much more fun. May I serve you, either via e-mail or in person? I have been well trained in bringing pleasure to women and am continuing my training. My key trainer is basically lesbian. She gets very displeased if I do not bring her as much pleasure, for as long a time, as one of her girlfriends. Hope to hear more from you.

Pleasure, pain, passion, and maple syrup—they are all available in many forms on Lifestyle.

Connecting Up

<table>
<thead>
<tr>
<th>Bulletin Board</th>
<th>Modem #</th>
<th>Baud</th>
<th>Number of Lines</th>
</tr>
</thead>
<tbody>
<tr>
<td>Lifestyle</td>
<td>516-689-5390</td>
<td>2400</td>
<td>48</td>
</tr>
<tr>
<td></td>
<td>516-689-5967</td>
<td>9600</td>
<td>7</td>
</tr>
<tr>
<td>GRAFIX</td>
<td>516-698-2853</td>
<td>9600</td>
<td>16</td>
</tr>
</tbody>
</table>

For information, contact Lifestyle BBS, Inc. P.O. Box 453, Lake Grove, NY 11755-0453
Lifestyle BBS New User Information

Three-month access is available for $49 (plus tax for NY residents). On-line credit-card registration is available with Visa/MasterCard or American Express. Checks and money orders also accepted. Send to Lifestyle BBS, Inc. P.O. Box 453, Lake Grove, NY 11755-0453

If you are interested in hardcore GIFs, check out Lifestyle's sister organization, GRAFIX. You won't find chat or postings, just the hottest in XXX-rated images. GIFs and movie images, in .GL, .DL, and .FLI formats. Viewers are supplied free of charge online. This system addresses the following subjects: swinging, dominant & submissive, bisexual, TV/TS (transvestitism and transexuality), lesbian, gay, and fetishes.

GRAFIX BBS New User Information

Option Plan A—$35 for five hours; Option Plan B—$65 for ten hours. Access can only be purchased with credit card. No checks or money orders.
Mindvox

Liberate your body and your mind as you encounter the intensely cerebral ("I think, therefore I am") to the overtly sexual ("I think I love my dog!")) on Mindvox. With no GIFs or questionnaires, you are free to penetrate the many minds you will engage...and find your way to eternal bliss!

You won’t find megabytes of XXX-GIFs on Mindvox, nor will you be asked to fill out a questionnaire stipulating your breast size. Defining what is sexy means defining what one finds sexy. If your brain cries out for heated discourse with a broad cross-section of humanity, from musicians to hackers to scientists, on the philosophical aspects of virtual reality and other cyberspace topics, Mindvox is your panacea. Cybersex is definitely in vogue here.

"Mindvox offers a client server connection directly into this hotbed of libidinous overload."

Patrick Kroupa and Bruce Fancher, the proprietors of the New York based Mindvox and former members of the famed hackers group Legion of Doom, launched their board in May 1992 to fill a void in cyberspace. “We just saw that a lot of interesting technologies were not being used for anything but file-servers,” says Kroupa, a tall, 25-year-old high school dropout, referring to the scores of boards that pump sex for sex’s sake.

Piece of Mind

“People from all walks of life, from your average waitress to major business executives, call in.... Most BBSs I call are like a big family. We go out together, we chat a lot, we argue like a family, but all in all, we have a lot of fun here!”

As reported in the magazine Mondo 2000, before MindVox was even born, it seemed that “within hours every resident of every virtual community around the globe had read "Voices In My Head," "Mindvox: The Overture." “Overture,” written by Patrick Kroupa, also known as Lord Digital, is an on-line history of Kroupa’s odyssey through life in cyberspace, a fascinating glimpse into the life and psyche of a brilliant young man.
As stated in “Overture,” Kroupa cites “Cyberspace as the ultimate equalizer. It is a place where one person can wield as much power as 100, 1,000, or 100,000 people. Physical limitations are cast off, and in the event of conflict, the playing field becomes that of mind vs. mind. Sheer numbers and mob rule mentality cease to have any meaning when you can create infinite numbers of electronic organisms to do anything you want them to do.”

Kroupa continues “There is only one ultimate truth, which is BEING HAPPY and experiencing LOVE. How you choose to perceive it is a very individual matter. While it might mean blue to you, orange to that guy over there, and silver to me, it's all the same thing. In the real world if we held fast to those beliefs and behaved as people have been classically shown to behave, then we'd be killing each other over who has the right idea about love....Cyberspace allows everyone the freedom to coexist without harming anyone else's worldview or belief systems.”

Mindvox's cerebral banter gets down and dirty as well. Enter the Erotica/Sexuality forum and browse through postings from a wide variety of on-line "exhibitionists" as well as the sexually needy. Meet "Elan" who draws a parallel between high technology and a sexual dearth, "Damn this pile of junk! Now my entire existence has been sucked up into my head and dithered into a binary nightmare! I have no sex life! I am an organic counting machine. I forget what it’s like....the feel of a woman. Maybe I should start looking for those cool boards with all that pornage slithering down the sides of the drives.... A little peek-a-book thrill capsule....Maybe the CRT radiation has affected my libido?"

A user named "Simon" who obviously has some kind of strange relationship with his VAX mainframe computer quips, “What kind of sexual being do you call yourself, if the mere touch of your fingers to the keyboard, the powerful sound of a floppy inserted into a drive, the loving, if somewhat...vacant, stare of the monitor didn’t arouse passionate longing in your every appendage. There is no return to the dull pleasures of ‘sex’ once you have experienced the true bliss of connection to a VAX cluster. And UNIX never makes you sleep on the wet spot.”
"Plusgood" expresses a strong interest in B&D, but with no willing partner cuffed and available. "Plusgood" posts a "need to explore far beyond mass media's idea of what good sex is all about. Maybe performing a sexual rite before a group of worshippers on the altar of the deity of Sex (with all fertility symbols present and accounted for)? I'm really interested in the Virtual Reality idea because it gives you the prototype without having to adopt the model."

"Kayotae" details his yen for four-legged lovers declaring that after engaging in sexual relations with any of his pets, they all get along much better. Interestingly, the response is surprisingly open-minded. "Simon" posts "it sounds like you have a healthier, saner and more friendly sex life than many people I know. It's not quite my shtick, but, hey, give your dog a lick from me."

The ultimate in international _flagrante delecto_ takes place on the IRC, the Internet Relay Conference, the world's largest real-time conference system drawing callers from all over the world. Mindvox offers a client server connection directly into this hotbed of libidinous overload. Spanning all time zones, there is always a plethora of activity on IRC, with an average of 500 to 3,000 participants simultaneously climaxing on-line. In addition to live chat, hundreds of kinky narratives are on file. Or head to _Maelstrom_, a multiuser fantasy role-playing game, a digital nether-nether land, where the rules are only as confining as your preconceptions.

### Connecting Up

<table>
<thead>
<tr>
<th>Bulletin Board</th>
<th>Modem #</th>
<th>Baud</th>
<th>Number of Lines</th>
</tr>
</thead>
<tbody>
<tr>
<td>Mindvox</td>
<td>212-989-4141</td>
<td>up to 2400</td>
<td>24</td>
</tr>
<tr>
<td></td>
<td>212-989-1550</td>
<td>2400 to 19.2K</td>
<td></td>
</tr>
</tbody>
</table>

For information contact, Phantom Access Technologies, 1562 First Avenue, Suite 351, New York, NY 10028, (212) 989-2418 (voice), e-mail: info@phantom.com. Accessible through PC Pursuit, SprintNet, and many other discounted data carriers. Mindvox offers an Internet connection.
Mindvox BBS
New User Information

Mindvox membership is $10 a month. This allows access to the MindVox Forums, the local chat system, the Archives, Games, Mail and basic services. Internet membership is available for $10 a month, and provides access to Usenet, Software Archives, Mail and other public access UNIX services. A full membership, at a flat rate of $15 per month, includes access to all services. All new callers receive two weeks of free trial time for evaluation before billing kicks in.
NIX*PIX

One of the largest adult boards in the country (15,000 members!), NIX*PIX offers chat, text files, message areas, games, and homegrown GIFs (NIX’s specialty) which enable you to peek into bedrooms from the other side of town to the other side of the planet! Just one quick reminder: to play on NIX*PIX, you must play by the rules...so, be good and play “hard.”

With over 15,000 members calling in from every point of the globe, NIX*PIX, is one of the largest adult sex boards in the country. It might pay to brush up your one-handed typing skills on far less steamy boards before logging onto the digital version of Plato’s Retreat. “Sexops” Pix and Dot take off where Nick of Nixpix Aspen left off. The two owners of NIX*PIX, located in Denver, recently purchased the board from the famed Nick (see the Chatting with Nick interview that follows this review), and Pix is now on the way to becoming an on-line legend as a cyberspace talk show host.

“We are not snobby about our membership at NIX*PIX,” states Pix. “We strive not to have a clique representative of any one kind of member. Our one unifying force is the love of uncensored adult talk and sexual freedom. However, we do maintain stringent upload rules. We review absolutely every single file before it is made available on-line. We don’t allow any photos of underage subjects, copyrighted material, animal sex, fisting, or scatology images.”

GIFs galore, hot chat, and plenty of scorching text files are the major come-ons at NIX*PIX. Many of the GIFs feature NIX*PIX members who are willing to show and share all. A local message area, as well as the international NIX*PIX network (carried by many other adult boards) are popular features.
When I logged on in the wee hours of the morning, “Thor,” “Iron Duke,” “Sir Ed,” “Mr. Mikey”, and “Smoot Worthington” were on-line slurping up files. “Hot Master” from Harrisburg, Virginia, paged me for a personal flirtation session. “Hot Master” relayed that he was a 26-year-old unattached man with dark hair and a mustache who likes to be dominant. Keep in mind that if the 45-minute daily time allotment you receive as a subscriber leaves you in mid-climax, your chat buddies can go into the “time bank” and give you some of their time.

Homemade GIFs are the specialty of NIX*PIX. If you truly want the inside look at your neighbor’s wife (or husband), look no further than NIX*PIX. You’ll find an extensive collection of erotic GIFs, movies, and stories. Members often send general messages signaling the arrival of a new upload. “Chas Mo” advises everyone to download BIKESHOW.TXT if “you’re into slave girls who are turned on by bootlicking humiliation.” An interesting viewing feature of this board is NIX*PIX Postage Stamp System with which users can take a peek and preview an abbreviated 5K version of any graphic file before springing for the full download.

“Tim” relays a message stating how pleased he is to see that his wife “has been downloaded 25 times. She’s thrilled to be so popular. As she said to me tonight, it’s a pity that a download does not equal” a rousing roll in the hay. “Tim” adds “she gets plenty from me, but as you can see from the GIF she’s ready for plenty!!! However, geography is a problem, as she is in England. We suggest the following solutions: you come here (no puns gentlemen), simply e-mail me for details. Or we can come to you. Give us details of your dirty intentions towards my good lady, and we’ll consider a personal visit. Bewared, it had better be worth it. Carol suggests a maximum of ten men per visit, no bisexuals, and no animals (apart from horses, which she has quite a taste for). Serious applications only."

“Mau Testa” a self-described “Italian stallion” posts a general message “looking for American women to have sex with via the telephone.” “Mau Testa” adds “I can call everyone from Italy and listen to your whispers while I’m touching myself. In your spare time, when you’re tired of your
Are you ready for CyberSex? Take a journey through the world of digital erotica, where today’s fantasies may become the realities of tomorrow.
The search for romance with the proper stranger has fueled the growth of hundreds of adult bulletin boards, including EROSLink.
Among the chief drawing cards of the Lace on-line magazine is its host system operator Christy, who is featured in many of the service's welcome screens.
Tracy and Dick

Tracy and Dick: To Catch A Thief

"Where's the loot?" Dick demanded. "My lips are sealed," quipped Tracy. Not for long, thought the detective, not for long.

A strip and search was probably Dick's favorite part of the job, and she dove into it at the drop of a hat. Knowing that her suspect packed a

Penthouse Online lets you roam through sexy escapades and download the images that turn you on.
Choose from ten hot selections of picture and game files on the download menu of the Event Horizons bulletin board service.
Have you ever dreamt of sailing away with privateers and adventuring on the high seas? Well, that’s Ann’s secret fantasy. She longs to be “Lady Rhianna,” the most famous courtesan in all the land, and rumor has it a brazen thief...

So come along, matey, and watch our willful wench as she works her wiles on the crew of the Festive Buzzard. You’ll be glad you came!

-Pixel

Wild and wet is the only way to describe “The Pearl Beyond All Price” and other adult graphic stories from Dragon’s Eye.
Although pictures of ladies in various stages of undress dominate the world of cybersex, men occasionally pop in for a steamy embrace.
Virtual Valerie lets you explore her apartment and the depths of sexual arousal in the best-selling interactive adult computer game.
Valerie is kicking up her heels in a second game that is certain to arouse moans of pleasure from Valerie and her fans.
The chance to find excitement at home on CD-ROM interactive adult videos such as The Dream Machine is one of the best reasons for having a well-equipped computer.
Nightwatch Interactive is a CD-ROM product that appeals to the voyeur in all of us.
Cyborgasm is an audio CD product that surrounds your senses in a swirl of stimulatory delights.
Cybersex has extended its reach into films with scenes such as the cyborg rapture in The Lawnmower Man.
Future Sex and New Media magazines explore the new world of on-line hot chats and virtual sex.
Cybersex has spawned a wide range of interpretive performances, such as this dancer at a "cyberlesque party."
Adult adventure games such as Cobra Mission and Metal & Lace have made the leap from comic books to disk.
husband, leave me a private message with your phone number. I phone from Italy because I am a multi-millionaire. I am waiting for hot women. I like breasts and oral.”

Logging off, you’re final screen serenade says “Cummnnnn sooon again...and again...and......” Before logging off be sure to drop a line to Linda and Randy, a happy couple who enjoy sharing photos of their blissful bedroom escapades with other members.[See LINDAR] They would “really like some feedback from YOU! Randy pleads, “Tell her how sexy she is, a little ego stroking goes a long way.”

Connecting Up

<table>
<thead>
<tr>
<th>Bulletin Board</th>
<th>Modem #</th>
<th>Baud</th>
<th>Number of Lines</th>
</tr>
</thead>
<tbody>
<tr>
<td>NIX*PIX</td>
<td>303-375-1263</td>
<td>up to 14,400 bps</td>
<td>16</td>
</tr>
</tbody>
</table>

For user information, contact NIX*PIX, P.O. Box 206, Englewood, CO 80151-0206.

NIX*PIX BBS New User Information

Six months of subscription service is $25, 12 months at $45 for 45 minutes daily. Money order, check, cash, on-line Visa or MasterCard accepted. Free scholarships awarded on a regular basis to members who contribute to the overall sexiness of the board!
Interview with Nick, founder of NixPix

The following discussion was conducted via the NickPix Aspen bulletin board, in live chat mode. Nick, an outgoing, opinionated retired man, well known in adult BBS circles, for his high-quality hardcore GIFs, kicked back and spent a couple of hours on-line discussing the world of adult boards. Nick sold the legendary NixPix Aspen to "PIX" and "DOT" in Denver, in order, he states, to get "the repressive Religious Right and their Mind Police" off his back. Home-made GIFs, as well as spicy banter, are in abundance on the new board, which boasts 15,000 members. Nick agreed to speak freely under the condition that his last name not be printed. As our interview was coming to a close, Nick encouraged me to download some of his favorite GIFs starring Nick at play. I’m still blushing. As Future Sex magazine enthused in Issue 2, “Images of Nick’s penis, in an encyclopedic variety of positions and poses, have infiltrated nations around the globe:"

To hot chat with Nick directly, call modem number (303) 920-1263.

NT: Hi Nick....funny meeting you here!

Nick: All is warm and cozy and welcoming here! And the bad typing is part of the experience of live chat.

NT: Sounds like you lead a very sexy lifestyle, Nick, much more so than a lot of people my age and younger undoubtedly.

Nick: Old in years, long past second childhood, maybe on my fifth! At 30, where you are, career is exhausting. I have had a very adventurous life too, as an entrepreneur, photographer, propeller head, local ‘politician,’ and passionate government disparager.

NT: How did you first become interested in adult boards?

Nick: I have, like all ‘artists’ always been drawn to erotic warmth! One day I saw that my photos and the new (6 years ago) video color cards (badly conceived by IBM) would radicalize our screens, and I would focus on yum-yum.
Interview with Nick, founder of NixPix:

NT: How do you find your “yum-yum” to focus in on? Do they come to you? Are they members?

Nick: It is unbelievably difficult. In fact, THE CHALLENGE. Even the wildest exhibitionist has a job, lovers, pride. To pose, even with anonymous faces, etc., takes great verve!

NT: Has anyone you’ve featured ever been scandalized by someone finding out they posed in a “compromising position”?

Nick: Interesting! Well, not so far here with Nixxes. However, one guy was mad as #$@% at his ex and I giffed her with a toy (batteries oing!). Later I found out she found out. HE likely boasted to her, but the fire went out. Whew!

NT: Don’t you think some people might take objection to being secretly giffed?

Nick: Of course! The ‘ethic’ is very carefully watched over by me and anyone who has 1/8 gram of sense. I develop film at home and have never broken a promise about disguising, cropping, etc., and computers make disguising easy. I used to paste patches over the eyes and nose (and sometimes, sob-sob, mouth!) but now I mosaic/pixelate because it is more flattering.

NT: Nick, in the case you just stated, the wife didn’t authorize the right of her image to be giffed. This was a revenge gif. Don’t you think this is ethically wrong?

Nick: Of course, in fact revenge is Bosnia, but a sysop has limits. Consider this, NixPix has 15,000 members. Most of them are quite a bit more ethical than average. To conquer the complexities of getting a GIF on screen is substantial, and the time, money, and energy involved is more than trivial.

Let me ask you, if a woman lies about an ex-lover to his friends, is that ethical?
Interview with Nick, founder of *NixPix*

NT: No, of course not. However, allowing a private image to be giffed and available for public downloads without the person’s consent is simply wrong.

Nick: Of course, but in all fields of endeavor there are wrongs! The average American lies 4 times a day. The leadership is not one we’re proud of.

NT: Why not have the subjects sign model release forms?

Nick: Are you kidding? If this was a paid business filled with huge rewards, punishments, and lawyers...perhaps. This is a hobby with only a few people. In fact the main reason it is not as you suggest, is its very smallness. If you were naked on a BBS what are the odds anyone you would know would discern it was you, especially if your self above the neck was missing?

NT: I guess only a few lucky men!

Nick: Bravo!! One problem with anything exciting, especially sex itself, is that there are risks, inequities, and I hope, judgment. In New York City, the AIDS scare must make singles tremble?

NT: Naturally, AIDS makes everyone who is not in a sexually monogamous relationship tremble. Tell me, what part do you think the age of AIDS plays into the growth of adult boards?

Nick: Good question. First, NixPix is modeled after the swinger’s magazines that have been here ages with the same questions. The AIDS onslaught utterly stopped swingers cold. Now, swinging is reviving fast. The BBS cybersex phenomena is growing for another more powerful motive.

Most people are too shy to find genuine physical relationships as outlets for their inner sexual energies. Read me so far?

NT: You’re saying people are too repressed to fantasize with their lovers?
Interview with Nick, founder of NixPix

Nick: Wow! Yes! Even to find adequate tingles. There is a huge need for fantasy that many, many people have, along with the repression and awkwardness of sharing them in a relationship that has dangerous implications. Going to bars is not wise.

We surveyed members and to my amazement, half of the Nixxies who download tons of XXX gifs have never been in an adult bookstore, and never rent XXX tapes. They are too shy to be seen by neighbors!

NT: That’s very interesting. I am a bit perplexed about the great lure for men to spend so much time and energy downloading erotic images, when they can go down the street and buy the raunchiest magazines or videos so much easier!

Nick: A man in New York can go down the street with money and buy sex, but what percentage actually do? We are now at a very intriguing question. Without any hint please of calling me sexist, the data is very strong that gals like to read their fantasy and men like to see it! The data is so definite, one would have to be blind to ignore it. I see women reading sex novels in huge gulps, which are utterly uninteresting for men.

Piece of Mind

I think the majority of BBS users are sex-crazed, male computer geeks. I believe BBSing is a positive experience since it allows an uninhibited way to interact with others. It is also a good way for busy people to interact without having to go to bars, church, and grocery stores! <laugh>

NT: So how come so many men want to “hot chat”?

Nick: When there are TV cameras on your telephone, Ma Bell will blush from dawn to dusk!

NT: But the hot chatting is very active right now. It appears a lot of men are really into it.
Interview with Nick, founder of NixPix

Nick: Another oddity, because for reasons not clear to me, the outnumbering of men to gals is huge. If you sign in as Nancy, you’ll be utterly swamped. Sign in as Joe, and see what happens.

NT: I’ve already tested the gender switch! Tell me though, who the hell are all these guys hot chatting with then? Each other? The male/female ratio is top heavy with men, about 90/10.

Nick: I have the same problem in teaching computers in school. In adolescence the girls drop out like flies. BBS folks would love to entice more females onto the boards. One key thing, the NixPix clan, linked by friendship not checkbooks, stresses stories. For instance, NixPix Denver has 10,000 GIFS but 2,000 stories mostly written by BBS users.

NT: Nick, how does masturbation play into the whole world of adult boards? Is this the main reason callers sign on, or is it to meet a live partner?

Nick: This is a favorite topic of mine since I am nervy and outspoken. The genuine hope of actually meeting someone is kind of slim. In fact, NixPix has been responsible for about 5 marriages, but out of 15,000 members those are very long odds. The distance, safety, lack of physical touching, and limits of the written word are, in reality, quite dampening to pitter patter love. Most of the motive is technical.

NT: Do you think exposing the public to graphic images and steamy text inspires men to act out their aggressions in socially incorrect ways?

Nick: That is the ‘politically correct’ view, and it is utter bungling, prejudiced, man-hating, unloving nonsense. In fact the ad agencies sure do believe it pumps up the open purse syndrome. Given no censorship, our ads would have wiggly sperms all over them!

I have a remarkably calm and definite belief that masturbation relieves sexual aggressiveness and prevents a lot of child abuse and rape. I know that I am easier to live with because I masturbate.
Interview with Nick, founder of *NixPix*

NT: Not to change the subject, but as we close, tell me a little more about your GIF processing.

Nick: Well I am kind of a pioneer in GIF making. I use fancy equipment, as good as the major magazine publishers. Currently I develop film in my home darkroom, scan directly from negatives to digital, with no paper, using a scanner that costs about 1/2 a car! I then retouch, mostly blemishes, backgrounds, sometimes recognizable jewelry, bedside paintings. I tune colors, contrast, crop, utilizing large skills here.

After chatting voice with the sender, I 'censor' the photo from a crop of faces to a "mosaic" of pixels—the jiggly squares you see on TV sometimes—to hide eyes. Sometimes I try to put a nice mask on the face. I never retouch the explicit areas. The adult magazines cheat like mad. I do not. I then title the gif, end up throwing out 2/3 of them, and redoing 1/3. This process takes two to four hours per picture.
NixPix Person-to-Person

Want to meet someone in the Windy City? NixPix Person-to-Person may be the way, with half of its members calling from the Chicago area. The male to female members ratio nears 1 to 1! "Ah, Chicago, Chicago...It's my kind of town!"

"Doc Hunter," a.k.a. Larry Green, lives up to his comforting, medic-alert image by instilling the golden rule philosophy on-line. "Treat others the way you'd want to be treated. The two key words are adult and conversation," states Doc. "If behavior would get you punched, slapped, or ignored at a bar or a party, it's inappropriate here too." Doc's vigilance in making the Illinois-based NixPix Person-to-Person a comfortable place to visit has paid off. According to Boardwatch magazine, fewer than 10 percent of all BBS callers are female. NixPix Person to Person beats those dire statistics in a landslide with over 40 percent female callers.

Founded in February 1992, NixPix Person-To-Person is an independent organization loosely affiliated with NixPix of Denver and Windy City Freedom Fortress. About half of the callers that dial into this board reside in the Chicago area, with the remainder are spread out throughout the United States and Europe.

Although there are a small amount of GIF files here, the main priority is adult chat. "We bill ourselves as a place for sophisticated adult conversation," states Doc, a 43-year-old former magazine editor and writer whose byline has appeared in numerous consumer trade magazines including Better Homes & Garden and Road & Track. "That includes any and all topics that are mutually agreeable to the participants, with the exception of kiddy porn. Most of the people here are interested in intelligent conversation—if it's erotic, that's a bonus. The worst sin is to be boring."
Conversation is anything but boring on the evening I am drawn into a late night conversation with “Cathi,” “Telstar,” “Justin,” “Paige,” and “Maineiac.” “Cathi” is the most vocal and revealing of the lot. A glance at her questionnaire reveals she is in her mid-forties, lives in the Midwest, and feels her most important personal characteristics are “honesty, sensitivity, loyalty and versatility.” By close of conversation, “Cathi” reveals that her ex-husband persuaded her to get into the swinging lifestyle she abhorred. She went on to recount in vivid detail the sexual abuse she received as a child at her grandfather’s hand, and how she finally ended the molestation in a highly dramatic fashion as a teenager. Other conversations supply similar degrees of candor.

“Often on-line conversations are more intense and revealing than in-person exchanges,” states Doc. “The walls that are built up surrounding physical contact are broken down by the anonymity and acceptance of cyberspace.”

### Connecting Up

<table>
<thead>
<tr>
<th>Bulletin Board</th>
<th>Modem #</th>
<th>Baud</th>
<th>Number of Lines</th>
</tr>
</thead>
<tbody>
<tr>
<td>NixPix Person-to-Person</td>
<td>708-223-4802</td>
<td>up to 14,400</td>
<td>10</td>
</tr>
</tbody>
</table>

For user information, contact NixPix Person-to-Person, P.O. Box 646, Grayslake, IL 60030.
NixPix Person-to-Person BBS
New User Information

Checks, money orders, Visa and MasterCard are accepted methods of payment. Memberships available are: one hour access time daily for $25 for six months, $45 for a year. Two hours of daily access time for six months is $45, $80 annually. Three hours of daily access time is available for $65 for six months, and $115 for a year. Four hours of daily access time is available for $80 for six months, and $150 for a year. The 21st Century Limited plan is also available. Receive 4 hours of on-line time daily until the end of the century for $250.
ODYSSEY

Be a modern-day Odysseus—sail through cyberspace and live a love-life of epic proportions with ODYSSEY. Aphrodite, the Goddess of Love, rules this national line which offers something for everyone, and includes two separate gay outlink services. Aphrodite has already seen two of ODYSSEY’s members fall in love and get married! Will you be next? Zeus!

Founded in 1988 in Los Angeles, ODYSSEY is the premier on-line adult entertainment board offering a wide range of features along with a full time support staff. ODYSSEY’s single most popular feature is live chat. Based on the multiple room concept, ODYSSEY offers live group chat or private one-on-one conversations. Other popular features include a large adult GIF library, animations and stories, e-mail, interactive games and game tournaments, shareware, travel and reservation services, on-line magazines, a match-making service, and spicy forums covering such disparate sexual topics as bondage and discipline, swinging, and alternative lifestyles. Two gay outlink on-line services, Skinner Jack’s Bath House and Oracle, can be accessed through ODYSSEY for additional premium access charges.

Journey to adventure with ODYSSEY.
First and foremost, ODYSSEY is designed as a meeting place. People are here to flirt, make dates, start relationships, and even find a spouse. Ann Kettner met her future husband Jim McElhinney on ODYSSEY. Ironically, Ann and Jim lived only blocks away from each other in Bear, Delaware, and met dialing into ODYSSEY, a nationwide on-line service based in Los Angeles. The media has embraced these newlyweds who met in cyberspace. The McElhinneys have appeared on “Donahue,” “Prime Time Live,” and have been profiled in the Wilmington Delaware Sunday News Journal.

ODYSSEY users take the matchmaking feature seriously, as witnessed by the response received below:

**All that Jazz**

From: Jimr  
To: Nancyt  
Re: Hi!  

Hello Nancy, my name is Jim. I was trying out the new matchmaker system and your name came up. I wondered if you might be interested in getting acquainted via e-mail. I also see that you like classical and jazz. What are your favorites. I like jazz and classical as well, although my friends think I have strange taste. Please write if you like. I hope to hear from you.

As reported in the *Wilmington News Journal*, Allen says ODYSSEY grossed $2 million dollars in one year. “We’re selling people mixing with people,” states Allen. “All we’re doing is giving them a place to do it. A guy talking to a girl can have the same sweaty palms and heart palpitations as he would in a bar. People buy a computer and are told it’s going
to do all these wonderful things for their family and they get bored when it doesn't. They either stick it in a closet, learn some games, or discover how to use a modem. They get excited because you can sit down and—at your fingertips—talk to people around the world.”

When ODYSSEY president, Michael Allen, elaborated on the advantages of on-line contact on a recent “Donahue” show, ODYSSEY was abuzz with excitement. Phil Donahue assigned a shapely brunette staff member to the task of live chatting on ODYSSEY. “Boy, she’s hot,” cried “Winterhawk.” “Hot body,” panted “Wooley.”

This example of on-line conversation clearly broke a cardinal rule of democratic digital chatting. No one on-line should know what you look like, if you don’t know what they look like. Sure, people sometimes do eventually meet face-to-face after an on-line courtship, but it’s done on equal footing. Neither party has seen the other in person before. The beauty of cyberconnecting is that the initial sparks, the first attraction, is a cerebral one. Substance wins out over style in the digital chatting world.

Connecting Up

<table>
<thead>
<tr>
<th>Bulletin Board</th>
<th>Modem #</th>
<th>Baud</th>
<th>Number of Lines</th>
</tr>
</thead>
<tbody>
<tr>
<td>ODYSSEY</td>
<td>818-358-6968</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

ODYSSEY is a full featured national service with worldwide access. Local numbers access over 800 cities in the United States and abroad. Direct access numbers are available for WATS, local and PC-Pursuit callers. For voice assistance, call (800) 947-0936, Monday-Friday, 9 a.m.-4 p.m. Pacific. ODYSSEY, 1307 South Shamrock Avenue, Monrovia, CA 91016.
ODYSSEY BBS New User Information

Basic: $12 monthly, 2 free network hours, unlimited direct hours.
Standard: $24 monthly, 15 free network hours, unlimited direct hours.
Club: $48 monthly, 30 free network hours, unlimited direct hours.

Checks, Visa, MasterCard, American Express, and Discover cards accepted. Access not approved until an ODYSSEY representative calls to verify order.
Penthouse Online

Ring in the New Year with Miss January...bring in July 4th with Miss July...celebrate the holidays with Miss December...with Penthouse Online you can love your little “calendar girl” every single day of the year, and she can love you right back! Does Miss April really enjoy singing in the shower? Ask her, and maybe you can make some beautiful music together...

Male libidos revved up to their highest gear to greet Alexis Christian, the November 1992 Pet of the Month, as she engaged in live chat with the Penthouse Online callers. What does one ask a beautiful, 26-year-old woman who has graced the pages of Penthouse? If you’re “Public Menace,” you’ll ask if “men stare at you a lot.” “L.A. Lend” wanted to know if Alexis had trouble being taken seriously after baring it all.” “Hue Hefina” arrived on the scene “just cruisin’ for chicks” and to ascertain if Alexis was “interested in doing any spreads...so to speak.” For men and women’s edification everywhere, Alexis cites her real interests as being “scuba diving, gardening, women, thinking, and business.” You can imagine how the reference to enjoying women sexually drove the men on-line into hormonal overdrive. Apparently, nothing works faster to fuel some men’s fantasies than seeing two women chat on-line!

Although Penthouse Online boasts some of the highest-quality GIF files found anywhere, as well as the easiest-to-use software, if you’re looking to find a cyber soulmate, you’re in the wrong place. I logged on several consecutive nights, during prime chatting hours, and faced a veritable chit-chat dearth. Encouraged by the on-line promos advertising the times Pets would be available for on-line chatting, I logged on to speak with Penthouse Pet Alexis Christian. Finally, there were some other men eager, waiting and available for conversations.

When I queried Alexis about her life, some of the callers began asking me questions. They inquired why I was on-line with Penthouse. I responded that I was writing a book on cybersex. Suddenly, I was flooded with questions. About ten men requested me to download my photo (which was not on-line!). Since I wasn’t the reason any of these men logged on, I didn’t see the harm in fielding their questions. After all, they were paying the same cost-per-minute fee whether they were being entertained by me or the shapely seductress Alexis.
The following afternoon, the board’s sysop called me at home to ask if I’d be logging on that evening to speak with the Pets scheduled to be on-line that evening. “I wasn’t planning on it,” I replied. “Good,” the sysop said. “We felt that you were raining on Alexis’s parade, and stealing her thunder. I am kind of embarrassed to relay this to you, but more people were talking to you than to our Pet.” “Sorry,” I replied. “It wasn’t my intention to steal anyone’s thunder. I’ll be sure to steer clear of Penthouse Online.”

I am not sure what the moral of this story is, but I suspect it has something to do with the fact that men, intrigued by the fantasy aspect of the impossibly beautiful Pets, would rather talk to a real live woman that they feel they might have a chance to meet. After all, what are the odds that one of the Penthouse Pets will be motivated to actually meet a caller in person?

Penthouse Online turns up the temperature with hot chat and hot news!
The male callers I spoke with that evening were eager to talk with a woman. They did not ask me any sexually invasive questions. They just wanted to talk, period. In my opinion, Penthouse Online should actively recruit lots of female callers, even if they have to provide complimentary accounts. Penthouse Online already has the most user-friendly software I’ve used in the adult online world. The proprietary software offers stunning menu graphics, and the finest mainstream adult GIF photos. However, men still want to talk to women. Having Pets on-line once a week is a great feature, but it doesn’t replace the void of no females on-line at other times. An on-line service this captivating to look at and easy to use deserves an active chatting contingency as well.

Straight from Spring Comdex, a large computer industry trade show where she was on site for promotional signings for Penthouse, Alexis handled all questions with grace, ease, and self-assurance. Hey, it must be easier for her to do on-line chatting than to face the hordes of techies that were swarming around her at Penthouse’s Spring 1993 Comdex booth!

**Piece of Mind**

Most adult BBSers are not physically attractive by society’s standards. The BBS provides an arena for them which is lacking in the real world.

Live chat is only active when a Penthouse Pet, or two, is on-line. These weekly events are actively promoted on the system to build user awareness. However, if you’re looking for spectacular, high-quality Penthouse photos, look no further. Some of the thousands of photos that are shot monthly for Penthouse that never make it into the magazine are here on-line. Penthouse’s speed-view systems, featuring 9600 bps capability, enables users to view on-line photos nearly instantaneously. After previewing and finding a tantalizing image you would like to keep, simply download for extremely high-quality 256-color SuperVGA pictures.

This easy-to-use proprietary software also includes e-mail, personals, and steamy Penthouse Letters. Users who would like to see their likeness on-line can send their photos to Penthouse for GIF conversion, allowing e-mail with picture-attach capability.
Last and maybe least, depending on your desires, Penthouse Online offers discount travel and merchandise areas, as well as news on national and world events, entertainment, financial markets, and movie reviews.

For those who need more, more, more, Penthouse Online provides a "threesomes" section for you swingers!
In 1965, Bob Guccione hired Kathy Keeton for a sales position, just as he was starting a magazine called Penthouse. This turned out to be one of Guccione's most fortuitous hiring decisions. Today, as Vice Chairman of General Media International Ltd., Keeton works closely with Guccione on every phase of corporate development. As president of Omni, Longevity, and Compute, she is instrumental in those publications' day-to-day planning and editorial directions, in addition to being committed to General Media's long term growth in the digital erotica world.

**Piece of Mind**

You can find all types on-line, some weird, some not so weird, and some genuinely nice folks. This is a safe way to meet other people which one can turn on or off at will.

An accomplished author as well, Keeton's best-selling book, Woman of Tomorrow, explores the impact of the technological revolution on women's lives. At General Media's corporate New York City headquarters, Keeton, a supremely elegant, impeccably attired, beautiful, blue-eyed blonde, discussed her views on the world of digital erotica:

NT: What is your definition of cybersex?

Keeton: It's a trip into a world created by the human imagination, by the collective human imagination of the planet. That's really what it is.

NT: Do you see cybersex as a healthy outlet for people?
Talking with Kathy Keeton,
Vice-Chairman & COO, General
Media Publishing Group

Keeton: I think it is an extension of what we do anyway. We’re really social animals and the medium of on-line connections puts people back in touch at a time when it is increasingly difficult to connect. There is nothing worse than someone thinking they are all alone out there. The interesting thing about cybersex is that you can really be anyone you want to be. Personas, only dreamed of in your imagination, can be actualized on-line.

A trip into cyberspace is certainly a lot healthier than a trip with drugs. Ultimately, it may be the solution to the drug problem. People take drugs to escape from the miseries of the world that surrounds us. In cyberspace, you can surround yourself in whatever world you’d like to explore.

NT: How do you see male/female interactions within cyberspace?

Keeton: I think the way to judge a person in the world of cyberspace is by their mind. Maybe that’s how we should judge all human beings anyway and not rely so much on external cues to judge what a person is like. Because we do a lot, we look at a person and like or dislike them instantly based on the way they look. It’s unfortunate, and that we do with male or female. Maybe this way of interfacing is a way of really looking inside a person, and not worrying about what they are externally: what their sex is, what their race is, what their religion is, or what they look like because you are really looking inside them.

NT: How does General Media’s interactive electronic world of erotica differ from other marketplace contenders?

Keeton: Certain of the “erotic” products I have seen so far are so shoddy they actually debase their users and that’s a shame. In the marketplace of Eros, it is also a fatal marketing flaw. If the product
is bad, distributors won't distribute, stores won't stock and people won't buy, at least not in large numbers. The real trick is to not only give them something titillating, but in making it as elegant, as beautiful, as sophisticated and as classy as possible, whether the medium is paper, film, video, telephone line, interactive CD-ROM, on-line, two-way interactive television or virtual reality. At General Media, we are proud to present artfully individualized, truly elegant experiences.

Connecting Up

Call (800) 289-7368 for a membership kit priced at $27.95. Locate the access phone number for your modem speed and city in the “Access Phone Directory and Installation Guide” that is sent with membership kit. Basic fee of $5.95 per month plus 20 cents a minute for most areas, 30 cents a minute for downloading text and photos. No 9600 BPS surcharge. Checks, Visa, and MasterCard are accepted. Software available in MS-DOS only. Orders can be sent to PIJ, 324 West Wendover Avenue, Suite 200, Greensboro, NC 27408.
Pleasure Dome, Norfolk, Virginia

Fasten your safety belts—you are now entering the Pleasure Dome! This BBS features access to most of the hardcore national adult conferences in the 50 states. GIFs stories, and animations are yours to enjoy all day but user interaction is the focus at night (Hint: Download during the day so that you can stay "up" all night!) A swinging good time awaits you!


"the BBS that's spreading across the nation"

Pleasure Dome

@PAUSE@
C \CYBERSEX

Swing into the world of the Pleasure Dome...your fantasy awaits you!
Chats and messaging is the major ‘thrust’ of my system,” pants Tom Terrific. “Pleasure Dome is here to provide a meeting place for like-minded people. We have parties once or twice a month—regular parties and swing sessions. Sometimes our ‘regular’ parties turn into swinging good times!”

Tom Terrific enforces some socializing rules. “Although we offer a substantial library of over 2,000 GIFs, animations and stories, I close the file area down from 7 p.m. to midnight to promote user interaction. If a guy is busy downloading, he is not available for chatting. We have over 33 percent women on this board. I want to keep my ladies happy!” According to Terrific, 73 percent of his membership is college educated, 39 percent are single, 61 percent married, with 73 percent straight, 18 percent bisexual, and 9 percent gay. Drawing over 40 percent international and national callers, Terrific cites the busiest local conferences as “Paradise Cafe” and “Females Only.”

The Pleasure Dome... an award winning way to meet someone to “love.”
Tom Terrific is his own best customer, having met his wife-to-be, "Buttons," on Pleasure Dome. "She's definitely the woman of my dreams," says Terrific. "We live the swinging lifestyle together." "Buttons" enjoys the lifestyle, saying "I enjoy being able to be with the one I love and still do as I wish sexually."

Tom Terrific, owner of the Pleasure Dome. (Courtesy of the Pleasure Dome.)

What makes the Pleasure Dome a good meeting ground for swingers? "It's a place where they can congregate without hassles and talk openly. Because of the security and the fact that it is 'safe,' you can talk openly with anyone, and if the chemistry is amiss, you don't have to meet," says "Buttons." If you're wondering what some of the swinging members look like, ask if they have a GIF file on-line. "A lot of members, including myself, are putting pictures of themselves on-line now." Just how many lovers does a swinger have in a year's time, anyway? "Last year, I had
about 36 lovers, many of them couples," states "Buttons." "Condoms are a MUST with any man I sleep with!"

"Buttons" and "Voluptuous" (left and right respectively), here to service your needs! (Courtesy of The Pleasure Dome.)

## Connecting Up

<table>
<thead>
<tr>
<th>Bulletin Board</th>
<th>Modem #</th>
<th>Baud</th>
<th>Number of Total Lines</th>
</tr>
</thead>
<tbody>
<tr>
<td>Pleasure Dome</td>
<td>804-490-LUST</td>
<td>1200/2400</td>
<td>15</td>
</tr>
<tr>
<td></td>
<td>804-473-LASS</td>
<td>1200/2400 (Ladies Only Access)</td>
<td></td>
</tr>
<tr>
<td></td>
<td>804-499-5612</td>
<td>HST (V.32/V.42 bis)</td>
<td></td>
</tr>
<tr>
<td></td>
<td>804-456-2971</td>
<td>14.4 (V.32/V.32 bis)</td>
<td></td>
</tr>
</tbody>
</table>

For user information, contact Tom Terrific, P.O. Box 12126, Norfolk, VA 23541-0126. For customer support, call (804) 473-1SEX.
Pleasure Dome BBS
New User Information

After voice verification, users receive a 30-day trial membership which provides 30 minutes daily access with a download limit of 3 files or 500K daily. Women receive free access with 6 hours of available access time daily. The women are allowed in chat and message base areas, but have no access to the file library. For file library access, women must subscribe at a rate of $25 annually. For men who want to stay on-line after the trial period is over, the annual rate is $30 for one hour daily access, $55 for two hour daily access, $80 for 3 hours daily access, $105 for 4 hours daily access. To encourage chat and messaging, the files areas are closed from 7 p.m. to midnight. American Express, Discover, Visa, MasterCard, checks, and money orders accepted.
From dirty dishes to “dirty” pictures, there is something here for you—whether you’re Straight, Bi, Gay, or undecided! Boasting over 100,000 files for you to read, and GIFs to view, Rusty n Edie’s may prompt you to lose your voice and just use your eyes!

Originally founded in May 1987, Rusty n Edie’s BBS has been battling some fierce legal demons of late, but are confident they’ll come out on top. “We are dealing with some copyright infringement charges,” states Russ Hardenburgh, sysop of Rusty n Edie’s. The charges pressed against this board rocked the entire adult board community when Rusty n Edie’s BBS was closed down earlier this year and their equipment seized. “We had to start from scratch with all new equipment,” states Russ, “but we’ve come back and we’re going to be better than ever.”

Rusty n Edie’s is one of the largest boards. It has 20 gigabytes of on-line storage, packed with over 50,000 adult GIFs, along with 50,000 assorted other non-adult-oriented files. With over 7,000 members, Rusty n Edie’s membership is comprised of “upper-middle to upper-class business people” states Russ. “Over 1,000 members call in from Europe, and the rest of the members are scattered throughout the country.”

Conferences cover gay sexuality and straight X-rated themes. However, the preponderance of user activity is actively focused on adult file retrieval, as aptly stated by “Grabow” in the X-rated conference area. “I’ve been on this board for a few weeks, but have been so overwhelmed by the preponderance of files available, that this is the first time I’ve actually posted a message. I’d like to know what goes on in cyberspace, and I’m always looking for new friends (wink, wink, nudge, nudge, say no more),” confesses “Grabow.” Few general posts within the X-rated conference area will make you blush. The talk runs along the lines of setting up picnic meetings and complaining about dirty dishes. One user, “MT,” contributed a bunch of love poems written in a style any mother would be pleased to read.
In the GIF file areas, which is designed to please straight, bisexual, and gay orientations, you can find images of everything from “Asian Babes,” to “Small Hooters on Tanned Babe.” Titillating text is plentiful, from “Fratboy Lovers,” to “Master Gives Slave His First Enema.”

Look behind the Door option for a plethora of on-line games, from “Stud’s Door, Can You Be The Top Stud?” to “Bordello—Run A Cathouse,” to “Studette-Street Corner Gals.” For the 60-minute daily time allotment granted on this board, this board’s main attraction is the enormous adult file library. Perhaps many of Rusty n Edie’s callers download files and then roll over and go to sleep!!

**Connecting Up**

<table>
<thead>
<tr>
<th>Bulletin Board</th>
<th>Modem #</th>
<th>Baud</th>
<th>Number of Total Lines</th>
</tr>
</thead>
<tbody>
<tr>
<td>Rusty n Edie’s</td>
<td>216-726-2620</td>
<td>2400</td>
<td>128</td>
</tr>
<tr>
<td></td>
<td>216-726-1804</td>
<td>HST</td>
<td></td>
</tr>
</tbody>
</table>

Dial in for high speed modem numbers. For additional information, contact Russ Hardenburgh, at Rusty n Edie’s BBS, 7393 California Avenue, Suite 7, Youngstown, OH 44512, (216) 726-4217 (voice), (212) 726-3595 (fax).

**Rusty n Edie’s New User Information**

Until you become a registered, paying member, access is limited to only viewing file directories and bulletins, and downloading some introductory files. For full access, MasterCard, Visa, American Express, checks, and money orders are accepted. A one-year membership, with 7M of daily downloads, costs $89.00; six months are offered at $50.
Star BBS Network,
Northern and Central New Jersey

A myriad of options await you through this triad of boards:

The Swinging Door: "Swinging" door, get it? You can once you go through the Swinging Door.

The Starship: Network, have fun, and practice safe cybersex aboard the Starship!

Jezebel's Parlour: Flirt with coquette Colette, or just jump Jamie in the comfort of Jezebel's Parlour.

The Star BBS Network is a late-night cyberspace talk show without commercial interruptions, microphones, or cameras, catering to the nocturnal cravings of swinging singles and couples, stagnant married folk, and the just plain lonely and disenfranchised. Whether you are straight, gay, bisexual, male or female, looking for a lasting relationship or just a "one night on-or-off-line stand," the Star BBS Network provides a welcoming, non-judgmental, and affordable place to play.

Enter The Swinging Door, a subculture within a subculture where singles and couples can play "do-si-do" with like-minded two-steppers but where the "dancing" is anything but square. Richard Wright, The Swinging Door's sysop, recently founded this BBS to serve as a swinging and alternative-lifestyle meeting ground. The Swinging Door includes hardcore, X-rated erotic file areas featuring alternative lifestyle photos. The "Different Strokes and Kinky Conference" section includes special areas for cross-dressers, foot fetish devotees, adult babies, S&M, bondage, body piercing, tattoos, and more.
Inside the “Different Strokes and Kinky Conference” area, “Big Bottom Girl” asks “Mistress Ann” where to purchase an electric breast pump and cattle prod. Another caller, “Courtney” pleads with “Arthur” to be able to keep her “knickers on because” she is “too old for a bare bottom paddling. “If you are looking for a “spanking” good time, primed for a round or two of mate-swapping, or would like to engage in hot chat with like-minded aficionados, log onto The Swinging Door—but don’t tell Mistress Mom!

Heavy “lashes” cat o’nine tails. (Courtesy of Mr. S. Leather Co./Fetters.)

The following letter appeared in The Swinging Door’s De Sade S&M Conference area:
From:  Mistress Marlene
To:    Superqwk
Re:    Agreement With My Slave

Does this sound like a reasonable deal? Have I been too soft with my slave?

1. For the duration of this contract, my body shall be the sole property of my master.

2. I must follow all orders given to me by my master without question or complaint, except where one or more of the following conditions apply:
   2.1. There is a possibility that the order given may cause an unreasonable amount of personal harm to myself or other persons;
   2.2. The order, if given in public, would not seem, to others, to be a reasonable request which could be given to any person in the normal course of events except where the order is given such that others would not be aware of an order having been given, and where the order may appear to an act which I have undertaken of my own accord.

3. I shall submit to all disciplinary action without complaint. Any complaint made will immediately cause the appropriate punishment to be increased by fifty percent. Disciplinary measures may include corporal punishment, which will only be administered in private, and shall, in normal circumstances, take the form of a whipping. Where an implement is used for the purpose of whipping, the lashes shall number no more than eighteen in a session. A session shall be defined as the length of time until the swelling caused by the given blows is no longer visible to the eye. Where a suitable implement is available, punishment may be administered
When the Whip Comes Down

manually, in which case, the number of blows may not exceed six per session. There shall be no limit to the number of sessions which can take place.

4. I shall, whenever in private, or in the company of those who are aware of the master-slave relationship, address my master by title and not by name, unless instructed otherwise.

5. I shall, whenever in private, or in the company of those who are aware of the master-slave relationship, sit at the feet of my master with my eyes lowered to the floor, unless instructed otherwise. At these times, I shall also remain silent unless doing so would contravene clause seven. Being released from any of these conditions does not imply release from either of the other two.

6. Although my behavior in public shall, to some extent, be governed by common sense, it shall at all times be respectful to my master and I must constantly remain aware of my position, even when I am in public without my master.

7. If, at any stage, I become aware of something that would please my master, whether it be action, service, or object, I am to offer the same to him without delay.

8. I am to engage in no sexual activity without my master unless I have permission to do so.

9. I shall, at all times, ask permission before taking leave of my master, unless I have been previously instructed that this is unnecessary.

10. I shall sleep at my master’s feet at all times, unless instructed otherwise.

11. If my master has given me permission to speak, I shall at all times use proper English, free of grammatical, semantic and syntactical errors. I am also forbidden to use idiomatic speech.

AGREED: Slaveboy

AGREED: Mistress Marlene
The Starship BBS, founded by Phil Buonomo in 1980, is the granddaddy of the federation network. The Starship BBS, Jezebel’s Parlour and The Swinging Door attract an international clientele including callers from Indonesia and Germany. Utilizing eSoft’s TBBS package, the Star BBS Network offers user-to-user on-line chat, multiuser games, and a plethora of other features including message conferencing where you can read and write to thousands of computer users around the world on hundreds of topics. Adult file areas include home-scanned erotic images. The identities of the subject(s) featured in the GIF files are concealed and features subjects don’t want publicly shared are blocked out.

Sysop Phil Buonomo takes a strong stand against using pirated software and other on-line misbehavior. “Anyone caught engaging in illegal activity of any kind, be it pedophilia, exchanging copies of copyrighted software (pirating) or exchanging illegal information of any kind will be prosecuted to the maximum extent of the law.” In addition to the adult chat and conferencing areas, The Star BBS Network offers 20 gigabytes of public file areas for downloading, covering a broad spectrum of interests such as games, graphics, sound files, and utilities.

Jezebel’s Parlour, operated by Beverly Delisa, is run with a feminine touch. Featuring a dazzling opening graphic of a beautiful lady with asterisks twinkling in her eyes, Jezebel’s Parlour draws a chatty, friendly, and flirtatious membership.

Jezebel’s Parlour sparkles with fun fantasy.
summoned into a conversation with two male callers:

Mike H.: Wow, Nancy. Two guys and one lady....Sounds kinky...<grin>

Joe Cool: We’ve been waiting for YOU <pant>, <pant>.

NT: Hey guys, I’m writing a book about BBSs. Do you have any experiences you want to share?

Mike H.: Do you want me to pose nude? <grin>. You’ll need a long lens!

NT: Thanks, but no thanks!

Mike H.: I’ve met a few ladies and a couple through here. All were good experiences, although one girl was kinda weird. Turned out she was using her boyfriend’s PC.

NT: What were you looking for with the couple...group sex?

Mike H.: Well, they were looking for a well-hung guy, and when I volunteered, I was surprised they took me up on it. Nice evening, that...<G>.
Connecting Up

<table>
<thead>
<tr>
<th>Bulletin Board</th>
<th>Modem #</th>
<th>Baud</th>
<th>Number of Lines</th>
</tr>
</thead>
<tbody>
<tr>
<td>The Swinging Door</td>
<td>908-525-5801</td>
<td>2400</td>
<td>12</td>
</tr>
<tr>
<td></td>
<td>908-525-8471</td>
<td>9600</td>
<td></td>
</tr>
<tr>
<td>The Starship BBS</td>
<td>201-935-1485</td>
<td>2400</td>
<td>64</td>
</tr>
<tr>
<td></td>
<td>201-935-2194</td>
<td>9600</td>
<td></td>
</tr>
<tr>
<td>Jezebel's Parlour</td>
<td>201-927-2932</td>
<td>2400</td>
<td>16</td>
</tr>
<tr>
<td></td>
<td>201-927-7048</td>
<td>9600</td>
<td></td>
</tr>
</tbody>
</table>

National network access available, including Canada. For local access numbers call, (800) 521-2733 (voice), or (313) 995-6595 (voice), or (800) LOG-INTO (modem #).

Star BBS Network New User Information:

There are three levels of access to the Starship BBS. Public users automatically get to use the system for 20 minutes a day, play games, and read/enter messages in the multi-system conference message bases. Public usage is free of charge. Registered users have the same access as public users, but can use the system for an hour and a half per day, and have access to the conference, on-line games, databases, and the public on-line chat feature. One million bytes of download credit is available for public file areas. A six-month subscription is $40 at The Starship and $35 at Jezebel’s Parlour, while a yearly subscription costs $65 per year at Starship, $50 at Jezebel’s Parlour. A lifetime subscription membership is available for $99 at Jezebel’s Parlour. Subscription users have access to all of the above, plus three hours of access time daily, and, if over 21, access to the adult message areas, adult on-line chat, and more.
Free general membership is available to The Swinging Door with the ability to post, read and download in general (non-adult) areas for up to 20 minutes daily. The Basic, Silver and Gold Membership Plans all require a one-time membership charge of $29.95 and grant access to download areas with no download ratios or quotas, and access to the multiline chat areas. The Basic plan also charges a $9.95 monthly access service charge which includes 60 minutes of on-line access time daily. The Silver Membership Plan’s monthly access service charge is $11.95 which includes 90 minutes of on-line access time daily. The Gold Membership Plan is available at $14.95 monthly access service charge which includes 180 minutes daily of on-line access time.

On-line credit card registration is available, or a check or money order can be sent directly to the sysop.

Chatting with Sy Mon *

Posting a message to all of the members of the Starship BBS, the following thoughtful responses were received from "Sy Mon" who expounded upon the freedom of cyberspace to be whoever you are without guilt, shame or recrimination:

From:  Nancy
To: All
Subj:  Request Tales from The On-line Adult BBS Front

I am interested in hearing members true experiences from the adult-oriented on-line front. Help me understand why digital interaction is so special.
Chatting with Sy Mon

From: Sy Mon
To: Nancy Tamosaitis

I saw your note. I do not know how graphic you wish things to be, so I will just give you the details for now. I am a single white male, age 29, who has enjoyed (on occasion) cross-dressing, just for the hell of it. You may want to check out the cross-dressing posting area if you don’t already know what I’m talking about. Anyway, I have had experiences where I have “met” someone on the board (electronically) and then got on the phone and had, shall we say, an “interesting” conversation resulting in mutual satisfaction to both parties.

I have had other correspondence with people I have met on the board through the mail. Some interesting letters have been plodding their way back and forth across the country. Anyway, in case you are wondering, I am not gay or bi. I just have a very active fantasy life. If you could care less, that is understandable too. In any case, please let me know if you desire any further details on anything I have written about. And, if you feel like it, tell me a little about yourself. You sound like an interesting woman.

Regards, Sy Mon

From: Nancy Tamosaitis
To: Sy Mon

Thanks for your response Sy. Have you ever actually met any of your on-line friends in person? I’d love to hear more.
Chatting with Sy Mon *

From: Sy Mon
To: Nancy Tamosaitis

In answer to your question, no, I have never actually met in person any of my "friends." To me, this whole thing is just an electronic fantasy box, a way to explore different aspects of life (including sexuality) without all the complications of actual interaction. I think you will find others who feel the same way, although I have heard of people meeting and getting together (sometimes with terrible results).

From: Nancy Tamosaitis
To: Sy Mon

I would like to know more about your exploration of the female psyche. Does this cyberspace reality fully fulfill your fantasies and needs?

From: Sy Mon
To: Nancy Tamosaitis

Interesting question about whether or not this medium fully fulfills my fantasies and needs. I would say it has helped expand upon a preexisting need, since I was interested in cross-dressing long before I joined this BBS. But I must say that I had never thought so many people were into it, and this realization has helped me feel more comfortable with myself. As far as fantasy goes, I can be whoever or whatever I wish to be in my postings, since no one really knows who I am. I can be a slut if I want, and suffer no shame or repercussions. Now, there are many people on this board who are seriously
Chatting with Sy Mon *

into their cross-dressing, who actually live as women, get the hormone shots, and everything. I am not one of those, and I do not pass myself off as such, since that would be unfair to these people. I simply enjoy dressing as a woman, the feel of nylon and silk against my body, the sheer sensuality of it all. And using the BBS has opened a new dimension on this, since I can read about others like me and correspond with them about relevant things (for example, what size woman's shoe corresponds with a man's size 9 shoe?)

Have I answered your question? If you wish more details or specifics, let me know. If you have a post office box, I could drop you a letter if you wish, exploring more details of whatever interests you. Take care.

Regards, Sy Mon
Texas Talk

Talk with a southern accent, honey-child! Southern Belles and Gents await, but hurry—the BBQ's hot and everything's big in Texas! Come again soon now, ya hear? Yee-haw!

If you're looking for some down-home, friendly chat, pull up your modem, kick back and relax on Texas Talk. Operated by Chuck Murphy and Sunnie Blair, Texas Talk was founded on February 14, 1991, in Richardson, Texas. A regional hit, approximately 3,000 paid subscribers connect to this 32-line system. Stunning animal graphics on the welcome screens are provided courtesy of artist Janee DuVal.

Although Texas Talk offers interactive gaming as well as access to Fidonet conferences, when asked what lured them to log on, members "Brigid," "Easy Rider," "Enduro Rider" unanimously replied "the people!" Texas Talk actively supports many social activities to bring users face-to-face, and there is an a friendly, neighborhood feeling on-line.

Texas Talk offers Connex, the Connection Exchange, a service designed to link you up with like-minded cyberskunks. Upon completion of an on-line profile and interview, Connex allows you to make detailed selections of other members you may be interested in. Connex doesn't compute member compatibility via simplistic percentage analysis, allowing instead a free-form selection of personal qualities and attributes that ring your bell. You can even upload a scanned photograph of yourself to remove the mystery looks factor.

Okay, here goes. I'm looking for a single, intelligent cowboy who likes Easterners. Let's see what magic Connex creates! After entering my variable demands, I'm offered a bevy of unattached men. Number one on the list is "Red Cloud," a 39 year-old, 6', 200 lb., blonde, divorced software engineer with a Master's degree in Literature. Connex has deemed him a ENTJ (Extroverted, Intuitive, Thinking, Judging), "the Fieldmarshall" of men, a person who likes to add structure and "take charge." Hey, and he's even got some pretty nifty hardware: a 486DX\50, 15" monitor,
Boca 14.4 modem, tape drive. A sucker for "pretty legs and a nice smile," his answer to "if you could control the script of your dream tonight, what would you dream about" answers an important question. He says, "oral sex to completion. BOTH ways." See you on-line, "Red Cloud"!

Use Texas Talk’s Connex personal matchmaker to decide if there’s anyone big and bold enough for you in the Lone Star State!

**Connecting Up**

<table>
<thead>
<tr>
<th>Bulletin Board</th>
<th>Modem #</th>
<th>Baud</th>
<th>Number of Lines</th>
</tr>
</thead>
<tbody>
<tr>
<td>Texas Talk</td>
<td>214-497-9100</td>
<td>2400</td>
<td>32</td>
</tr>
<tr>
<td></td>
<td>9600</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

For additional information, contact Texas Talk, 888 South Greenville Avenue, Suite 100, Richardson, Texas 75081, (214) 680-4303 (voice).
Texas Talk BBS New User Information

Subscribers must be 18 years of age or older. There is a flat fee of $18 per month for unlimited access. Checks, Visa/MasterCard, and American Express are accepted.
The WELL (Whole Earth 'Lectronic Link)

This is one well worth dropping your penny into! If your wish is to meet new people and to expose yourself to new views, pick a conference and your wish may come true!

The WELL, an electronic mother who nurtures, feeds, and educates inquiring minds on spirituality, music, health, computing, The Grateful Dead, and much more in over 200 public conferences, also teaches its children about the birds and the bees and what makes them sing, sting, and fly.

Be a digital “peeping Tom” and enter The Sexuality Conference hosted by Jennifer Avian, David Hawkins, and Bob Rossney, and revel in intimate, engaging postings on over hundred topics from “What is Love?” to “How many people have you done it with?” to “Penis Names” and “How To Give/Receive a Good Rim Job.” Everything you ever wanted to know about sex isn’t covered in some didactic, dated text; it’s here in all its naked glory.

Enter the world of The WELL—You may never want to climb out!
Within the Sexuality Conference’s “Ten Things Every Lesbian Should Know About Love and Sex” conference, Susie Bright, celebrity “sexpert” and editor of erotica anthologies, provides her unabashedly personal and humorous views on lesbian sexuality. According to Bright, sending a sexual overture to another woman can often be obtusely interpreted, requiring “nothing short of holding up a sign that says ‘Let’s Go Into Escrow Together’” to get one’s signal sent.

Stop by the Eros Conference, “a celebration of the erotic aspects of sexuality,” hosted by Patrizia DiLucchio and Kim L. Serkes. Topics range from “Fellatio” to “Who Do You Have The Hots For” to “Sex Outdoors.” Topic 39, “Modem Sex,” illustrates that you’re never alone if you can hear your modem tone.

Michael Mays opens this topic with his first post: I’ve heard, well OK, I just KNOW that most of the conversations on services such as America On-line and The Sierra Network are sexual. Various local BBS systems offer similar diversions. Why is modem sex so popular? Does it satisfy? How does it compare to phone sex? Or the real thing? [What about] On-line sexual etiquette, how to give good modem or meeting your favorite icons in the flesh. Is there any action on the Well? Should there be? Do you know the real sex of the icon you’re talking to? Does it matter?

John Olive replies: Is it best at 2400 bsp? Or 9600? Or 14,000? Ever had fiber optic sex?

Patrizia DiLucchio adds: It’s not sex so much as romance. Important distinction.
Just What Is this Thing Called

Modem Sex?

Michael Mays adds a riff: Yes, that’s right; there is a lot of romance. But sometimes there’s taking advantage. On the plus side, since there isn’t any real sex the only way to get joy is tuning in very well to the other icon(s). It is amazing how much you can project after a few hundred characters.

Patrizia DiLucchio trills: Well, you know we’re all incredibly beautiful and have perfect bodies to match our intriguing writing styles. We are...THE DEMON LOVER!!!!

Hilarie Garder, the Well’s office manager, adds: Modem sex is VERY low band width. A far cry from phone sex. Lacks any of the warmth or intimacy of tone or inflection that you need to have at least voice for. Lacks even the presence of an old-fashioned hand-written letter. It does have its appeal though. Can be fairly anonymous. Or if you get off on the techno-cybernness of it, you can play it for that. There’s also the rush of finding your love hidden in between your business e-mail. An important caution, though. Never send anything in sends or e-mail you’d mind if read by a stranger, on any system.

Patrizia DiLucchio retorts: Ohhhh, I disagree Hilarie. Or maybe I do it differently. People’s writing styles are a lot more distinctive than their garbled voices over the switch boxes. It’s a lot more fun to tease someone in written dialogue. Makes me feel like I’m doing a film script. Of course, I hate sexually explicit stuff with no other content—whether it’s phone or words.

Later, Smokeylady adds: Why is America On-line always mentioned when it comes (sorry about that) to modem sex? Probably because it’s true! Depending on my mood, I enjoy a well-written seduction. However, I am very fussy and only truly literate guys turn me on. It helps a lot if they are poets. Somehow the figurative language helps
Just What Is this Thing Called Modem Sex?

Protocol: File transfer methods such as Kermit, Zmodem, etc. To download a GIF file the BBS has to offer it as a protocol option.

me imagine what’s happening. :)...Anyway, I’ve heard some very interesting stories about what men do before keyboards which don’t bear repeating in “public.” E-mail me for details <grin>. Let’s just say, a good suggestion for these guys would be to buy one of those plastic keyboard protectors.

Joseph Boyle defines modem sex in more technical terms:
First you initiate with the appropriate tones, and your partner responds. When agreement on a protocol is reached, the desired connection begins, at higher or lower speeds depending on what you’re both capable of. Then you communicate by means of a sequence of bytes....
Connecting Up

<table>
<thead>
<tr>
<th>Bulletin Board</th>
<th>Modem #</th>
<th>Baud</th>
<th>Number of Lines</th>
</tr>
</thead>
<tbody>
<tr>
<td>The Well</td>
<td>415-332-4335</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

For additional information, contact The WELL, 27 Gate 5 Road, Sausalito, CA 94965. (415) 332-4335 (voice), (e-mail requests: info@well.sf.ca.us)

The WELL BBS New User Information

A subscription to The WELL costs $10 per month and $2 per hour. Visa/MasterCard accepted without processing fees; $25 processing fee for billed accounts. Access through CompuServe packet network from anywhere in contiguous 48 states at an additional $4 per hour. It is not necessary to be a CompuServe member to access The WELL through CPN.
The West Side

Check out these West Side stories! Love...sex...love...sex...and forty marriages, so far! There's a place for you too, at The West Side. You might just meet your own Tony or Maria!

The West Side logs in more than 2,000 calls a day and has at least 6,000 active members. If you are a woman in the Los Angeles area looking for a date, or just some bawdy flirtation, the 80 percent male population at The West Side will welcome you with open on-line arms.

The West Side's chat lounge provides a forum for every sexual persuasion and activity level, including the popular “Adult Chat, R Rated,” area, “The 30 and Over Adult Group,” “The S&M/B&D Channel,” “Gay Only,” “Straight Only,” “Bi Only,” and many other sections. In order to fully satisfy the on-line demands of the male species, it is evident that typing speed does count! During evening hours, a female could easily find herself engaged in a dozen conversations simultaneously. If in the midst of this veritable on-line orgy, for example, you forget the marital status of “Cinnamon Bear,” simply call up his profile for a quick and easy memory refresher! If only singles bars offered this “browse a user” feature!

Interesting callers abound. Meet “Rodneydan,” a self-declared Jeff Goldblum look-alike who put his music career on the backburner while he pays his bills producing amateur hardcore adult films. Or “Tall Man,” a 6'7", shy, sensitive, 28-year-old man who is looking for a woman with a good heart who enjoys spontaneous sex. Or “Bad John” who would like to provide “the kind of spanking you get when you are good...very good.” If you're after a penetrating, full-thrust good time, start up a conversation with “Hugh G. Rec,” a staunch believer in truth in advertising!
“This board has played cupid for hundreds of users, resulting in 40 marriages so far,” enthuses Dave Harrison, President, The West Side BBS, “and that’s a higher matchmaking success record than ‘Love Connection’ achieves!”

The West Side’s most popular features are chat, games, and adult GIF downloads. Games offered include a variety of fantasy role-playing games and challenging puzzle games such as Tetris.

**Piece of Mind**

“I’m a fun-loving, friendly person that enjoys the freedom than an adult BBS offers....You can find what you are looking for on the BBS, whether you’re just looking to add some spice to your life, seeking a lifelong partner, or the ultimate fantasy partner—it’s all here.”

Subscribers can access all of the basic system features such as e-mail, the public message bases, file transfer library, the News Room, personal and communal chat, and some of the on-line games. Premium members also have additional enhanced features such as the ability to create a public board and mail forwarding.

It is mandatory for every user to fill out the general survey. This survey includes basic facts such as height, weight, age range, and marital status. If you would like other members to know more specific information about yourself, fill out the friendship, dating, sexual, technical, and essay areas. Note the following member expresses his annoyance about my reluctance to bare all in the sexual survey:
Tell Me All

From: Noodles
To: Nancy
Re: Just Browsed You!

Dear Nancy, you greatly disappoint me. Any woman with a 5'9" frame who does not fill out the sexual survey is just not fun. You're going to get a reputation as a stick in the mud. Now, I have the courage to fill out the sexual survey....Please realize that I have no bone to pick with you. I just want to sleep with you. And since that is very far from your goals, it will never happen. But do not bill yourself as a ravishing redhead with a 5'9" frame and not expect the natural hormonal mixtures in a male to fester. I hope to hear from you on these above points. And I hope you have a good sense of humor, otherwise I'm history...

Maybe next time. Half of the fun of the boards is keeping the sense of anticipation high. Keep them guessing.

Connecting Up

<table>
<thead>
<tr>
<th>Bulletin Board</th>
<th>Modem #</th>
<th>Baud</th>
<th>Number of Lines</th>
</tr>
</thead>
<tbody>
<tr>
<td>The West Side</td>
<td>213-933-4050</td>
<td>2400</td>
<td>50+</td>
</tr>
<tr>
<td></td>
<td>213-935-9600</td>
<td>9600+</td>
<td>50+</td>
</tr>
</tbody>
</table>

The West Side BBS offers a national network access through SprintNet that allows most subscribers to call a local number. Local access numbers are available in over 850 U.S. cities. Mailing address is The Westside, P.O. Box 36846, Los Angeles, CA 90036
The West Side BBS New User Information

*Premium Membership*—Monthly Billing option is available for all major credit card holders at $9.95 a month for unlimited usage, with a one-time setup fee of $10.

*Regular Membership*—Subscribe by check or major credit card for 3, 6, or 12 months at $7.95 per month for unlimited usage. The one-time $10 set-up fee is waived if prepaying for a year or more.

*National Network Access*—Allows premium members to dial into the Westside via a local number available in over 850 cities nationwide. Base rate is $9.95 per month for the first 5 night hours, then $2.10 each additional hour. There is an $8 hourly surcharge for business-day use.
Windup

Membership has its privileges at Windup, where only 5 percent of the applicants are granted membership, but 100 percent have fun! Put on your Sunday best, remember your manners, and enjoy! “The rain in Spain falls mainly on the plain. The rain in Spain falls mainly on the plain...”

Talk about exclusive clubs! “Only 5 percent of the callers who apply for membership are accepted,” states “John,” Windup’s sysop. “I am not running a board to make money. I’d rather have a board with intelligent, articulate adults who are interested in discussing adult topics. “John” shuns the crowds of “drooling, salivating, hormonally-driven teenagers,” and instead focuses on an elite, manageable group of 300 members.

“Windup caters to adults who are interested in sharing and exploring the sensual and erotic aspects of their personalities. Couples and singles who are interested in other couples and singles call in and exchange, through chat and messages, their fantasies, realities, and sexual desires,” states “John.” “We tell people to treat this forum as if they were socializing at the Plaza’s Oak Room. Rudeness is not tolerated.”

“Couples and singles interested in other couples and singles exchange fantasies, realities, and sexual desires...”

Many of the users of this Queens, New York, adult board have put GIFs of themselves on-line, some of which are password protected and others which are publicly available. Windup makes GIFs for members for free from any photo or video as well as animated GRASP files. The BBS also makes ‘computer videos’ of intimate moments. “Our Heartbeat Database lets users look up other members by using keywords, for example, ‘oral, anal, friendship, phone sex,’ etc.,” says “John.” After you find your matches, you can look at the physical profile and read a text file the user has written about who they are and what they are looking for. You can then leave messages and view the GIFs of your object of desire.
The most active calling time is weekdays after 11 p.m. My recent late-night excursion involved a party line chat with “Top Gun”, a handsome 40-year-old documentary film maker who has made Windup the subject of his latest film; “Love Biscuit,” a single, green-eyed, 40-year-old blonde who describes herself as “curious, voluptuous, and silly;” X, a 35-year single male who is “couple curious” and “a worshiper of numerous body areas;” “Gemini,” a 44-year-old single bi-curious female musician who is also a trained spiritual healer; “Sexy Eyes,” an “insatiably horny, voluptuous” 28-year-old blonde, blue-eyed housewife whose “job it is to spend money” and who loves to “tease guys;” and “Xaviera,” a 34-year-old librarian by day and dominating mistress by night of the two slaves in her stable.

In addition to local conferencing bases, including topics on S&M, B&D, Gay & Bi Women, Gay and Bi Men, Fantasyland, and Amateur Video, Windup also links to adult conference areas on Throbb.net, Kinknet, and Fidonet international conferences.

On Windup’s local conference area, “Dear Sex Lady” offers advice regarding everything users need to “know about sex with the lights on, but were afraid to ask”:

Sex Lady and the Beard

To: Dear Sex Lady
From: Anonymous
Re: My Beard and My Sex Life

I’m at my wit’s end. My wife won’t give me sex. She’s held off since early last week when I began growing a beard. This beard is solely to protect my face from cold weather, and it’s working as intended. However, my wife says she will NOT have sex with me, or even allow me to kiss her (anywhere) until I’m smooth-shaven again.
Sex Lady and the Beard

Now, she's had a woman on the side, and I'd like to find a woman on the side for myself, for a change. My question is, should I find a woman who likes beards now, for the duration, and tell my wife to go to wherever? Or should I stick it out with her, wait it out, ignore women who like men with beards, and not call the other woman until March, when we can both share a woman? Or should I shave?

From: Sex Lady
To: Anonymous
Re: My Beard and My Sex Life

The first question is, why doesn’t your wife like beards? Probably because a new beard is itchy and scratchy and I gotta tell ya—it hurts like a son-of-a-bitch on sensitive places. I’d suggest asking her nicely to wait until it grows in and then I advise using some hair conditioner on it before you do the nasty—so that it doesn’t itch and scratch. And if that doesn’t help—well, there ARE a lot of babes out there who like beards (soft ones of course), and if the wifey ain’t got no problem (for example, you won’t be asking me later about divorce proceedings) then hey! What is good for the goose is good for the gander. Hairy or not!!!

Connecting Up

<table>
<thead>
<tr>
<th>Bulletin Board</th>
<th>Modem #</th>
<th>Baud</th>
<th>Number of Lines</th>
</tr>
</thead>
<tbody>
<tr>
<td>Windup</td>
<td>718-428-6123</td>
<td>2400</td>
<td>12</td>
</tr>
<tr>
<td></td>
<td>718-428-6736</td>
<td>9600</td>
<td></td>
</tr>
<tr>
<td></td>
<td>718-428-6725</td>
<td>14.4</td>
<td></td>
</tr>
</tbody>
</table>

For user information contact, Windup BBS, P.O. Box 253, Station A, New York, NY 11358
Windup BBS New User Information

$85 annually for 3 hours of daily access time, $50 annually for one hour of daily access time. Discounted memberships for couples are available. All levels include 1M of downloading per day. Checks and money orders can be sent to Windup BBS, P.O. Box 253, Station A, New York, NY 11358. MasterCard and Visa are accepted, and statement will show a billing from Incad, Inc. Members must be 21 years or older. All new users are subject to voice verification.
Windy City Freedom Fortress

Exercise your constitutional rights in Windy City's Freedom Fortress. In this fortress, nothing is censored and anything goes!

Purveyors and devoted followers of punishment enemas, beastiality, S&M, B&D, swinging, and every form of scatological diversion have a place to play on Windy City Freedom Fortress BBS, based in Northbrook, Illinois. "The bitstream should be free from censorship," states 50-year-old Robert A. Copella, a.k.a. "Windy," the articulate, outspoken sysop of the Windy City Freedom Fortress BBS. He is a retired research and development vice president for a major corporation who runs this board full-time. "Our name is very indicative of how we feel. Unlike a retail establishment, we have no storefront. One finds out about us from another one of us. As a result, this medium is very selective."

As a barometer on censorship issues, "Windy" conducted an on-line survey revealing, among other things, that 93 percent of the members who responded believe that "potty (toilet) images should not be censored," 80 percent indicated that "human/animal sex pictures should not be censored," 92 percent believe that "XXX pictures of pregnant women should not be censored," and 92 percent answered that "fisting pictures should not be censored." Windy City attracts a wide international clientele, including callers from every continent, and a majority of the 5,000-plus members hold managerial positions.

Twenty-five sexually avant-garde conference areas include "Loop & Lash-B&D," "Zoo-Animal Lovers," "Toilet Tastes-Potty," "Below the Ankles-Feet," and "Playground (Swing Set)."
Windy City is a leading proponent of the philosophy that "anything goes."

"Ebony Slut barks that she has been into dogs since the age of 15..."

In the "Zoo" conference, 36-year-old "Ebony Slut" barks that she has "been into dogs since the age of 15, and that she is on the lookout for GIF photos of black women with animals. "Ford Prefect," stimulated by "Ebony Slut" "would love to get together with her and have some fun...[and] "MUST have an animal video...someone please, please save me from this addiction by supplying the drug I need."

"...He is looking to find a "woman that would like to use" him as "her toilet slave."

In the "Toilet Taste" conference, 30-year-old "Diaper Boy" declares he is "deeply into the diaper fetish, wearing them all the time, 24 hours a day" and is seeking to correspond with women who haven't graduated yet to panty briefs, as well as finding GIFs starring diaper-clad women. 33-year-old "Toilet Slave Billy" posts that "turd is the number one taboo in the world." He is looking to find a "woman that would like to use" him as "her toilet slave."
Foot fetishes, whip handlers, and animal lovers all have their place on-line at Windy City.

In addition to a substantial, highly organized GIF library, offering more than two dozen subject categories featuring every imaginable kink from bestiality to fisting to scatology, Windy City’s single largest area is erotic text files. “Windy” prides himself on the well-written, provocative prose that can be found on Windy City Freedom Fortress. NixNet Mail is available to download mail packets and new file listings that can be read and processed off-line. Live chat and e-mail are also available.

Connecting Up

<table>
<thead>
<tr>
<th>Bulletin Board</th>
<th>Modem #</th>
<th>Baud</th>
<th>Number of Lines</th>
</tr>
</thead>
<tbody>
<tr>
<td>Windy City Freedom Fortress</td>
<td>708-564-1092</td>
<td>1200/2400</td>
<td>37</td>
</tr>
<tr>
<td></td>
<td>708-564-1092</td>
<td>9600 V.32</td>
<td></td>
</tr>
<tr>
<td></td>
<td>708-564-1064</td>
<td>9600-14400 V.32</td>
<td></td>
</tr>
<tr>
<td></td>
<td>708-564-1067</td>
<td>9600-14400 HST</td>
<td></td>
</tr>
</tbody>
</table>
NixPix Person-to-Person 708-223-4802

Members of Windy City Freedom Fortress receive free access to Nix Pix Person-to-Person which specializes in chat and interaction.

For additional information, contact Robert A. Copella at Box 2003, Northbrook, IL 60025-2003.

Windy City Freedom Fortress
BBS New User Information

You can subscribe on-line using Visa or MasterCard. The charge will be processed in 1 to 2 days. There are 4 levels of membership available on Windy City. Available are a 6-month membership allowing 60 minutes access time per day and 2M daily downloads for $26, a year membership with 60 minutes daily access time and 2M daily downloads for $41, a year membership with 120 minutes daily access time and 4M downloads daily for $81, and a year membership with 240 minutes access time and 8M daily downloads for $161. Use questionnaire number 4 to subscribe by credit card.

By mail, make checks payable to Windy City Freedom Fortress, P.O Box 2003, Northbrook, IL 60065-2003.

Carnal Knowledge On-line, Signing Off....

As an adult bulletin board neophyte, I signed onto this subterranean world unaware of what I would find. Was it all raunchy, XXX-rated photos, and never-ending sexual banter? Were the members sexual deviants unable to fit into normal society?

What I found was a world filled with an extremely diverse group of people—just like in "real life." I personally felt more comfortable interacting on certain boards over others. In the same way that a sexually
monogamous person doesn’t frequent swingers’ clubs, that same sexually monogamous person wouldn’t feel at home on a swinger’s board!

As a woman dialing into hundreds of adult boards, I began to size up the digital turf very quickly. Although sex is an important part of life, it is not everything. My personal preferences leaned towards interacting on more general boards such as Echo and Mindvox. Literature, music, art, politics, and the whole spectrum of life experiences are discussed in formal forum venues on these boards. This is not to say that the sexually-explicit boards do not have their more general moments. No one can sustain an orgasm 24 hours a day, even on the raunchiest of the adult boards. There were nights I found myself talking about the weather on swinging boards. It happens. Or maybe it’s just me! More than not, though, people who are dialing into swinging boards care more about physical appearance than a scintillating wit.

The big question is why hundreds of thousands of people are dialing into adult boards? I think the answer is quite simple. Like CB radios, personal advertisements, or anonymous telephone hotlines, bulletin boards are a place where people can lose their inhibitions. On a bulletin board, people meet other people on a purely cerebral level. You size up the other person on-line not by their physical or professional stature, but what they have to say. True, on many BBSs, members upload their photos for other members to see. However, one is more likely to download a member photo only after an on-line dialogue has transpired. The cerebral connection is the initial, bonding unifying force which either attracts or repels upon examination.

Bulletin boards provide a place to establish instant intimacy without fear of disease—at least if callers keep their action strictly on-line! I’ve talked with married men and women who live out active sexual fantasy lives on-line, while still being physically monogamous to their spouse. I’ve conversed with single men and women eager to find lifetime partners, as well as married folks looking to actualize their fantasy life with real physical interaction. There truly is a bulletin board for whatever intimate interplay one is looking for.
Researching bulletin boards for this book, I did not have time to meet many of my on-line connections off-line. However, if it is off-line connections you seek, you'll be delighted by the many face-to-face meeting opportunities available. All of the BBSs host informal gatherings for members to meet in person. Since women are still such a scarce commodity in the BBS world, instant popularity is assured. Forewarned is forearmed: If you are a woman logging on with a female name, you will be besieged with meeting opportunities. Whether you decide to act upon these dating offers is up to you!

The single most important ingredient of every adult bulletin board is the people. Every board offers the possibility of meeting hundreds of people outside your normal social circle. In the comfort of your home or office, you can dial into your bulletin board at any hour of the day. Relationships, conceived by words scrolling across the screen, from one modem to the other, spring to life. The democratic, equalizing power of the written word, transmitted into cyberspace, enables a public relations professional to befriend a world-renowned CEO, a farmer to fall in love with a lawyer, and so on and so on. The possibilities and realities of human interaction are as endless and limitless as life itself. My sincere wishes that this guide makes your journey into unknown cyberspace territories special, and that you'll find your own particular, favorite place to modem to when you are looking to connect.
Part Four
You have taken a trip through the world of on-board sex chat and imagery. You have seen how erotica is heating up disks and CD-ROMS, letting you control the action and meet people of your fantasies.

But what of the future? How will we exercise our erotic urges in the year 2000, or 2010? Will we spend Saturday nights prowling through cyberspace in virtual bodies looking for the perfect mates? Will we stretch out on a couch and plug into a more solitary visit to fantasies on disk?

In this section we will look at the emerging technologies behind virtual reality and virtual sex. We will look at the magazines that are covering cybersex and view the phenomenon through the eyes of the writers, teachers, scientists, programmers, and movie producers who are using new technologies to expand the horizons of the sexual experience. In this realm of cybersexual possibilities, we are dealing with speculation and imaginative flights of fancy. Androids cavort and merge in a brilliantly hued virtual space. Partners suit up in helmets, gloves, and jockstraps with ridiculously proportioned appendages to give and take the ultimate thrill. Are any of these visions real, or should we say "virtual?" In the world of virtual sex, anything goes and everything will come.
The Essence of Virtual Sex and Virtual Reality

What is virtual sex? Sex in virtual reality, naturally.

Okay, so what is virtual reality? It is the creation of new universes from computer graphics and sounds; worlds where you can be and do whatever you want. Virtual reality, or VR, promises to make your fantasies real. It is attracting attention from NASA scientists and arcade game players, from Timothy Leary and Stephen King, and from pornographers and mechanical engineers. Some think it will change the world; others think it is an exercise in hype. At the least, it's a very sexy subject and the natural next step after BBS and CD-ROM sex.

Let's take a look at the technical details of the machines behind the virtual reality and how they work. Most computers have chip memory and disk memory to run programs and to store the results. Chip memory is much more expensive and faster than disk memory, so most computers have less chip memory than disk memory. Often they don't have as much chip memory—referred to in personal computers as RAM—as the computer owners would like. So, clever computer designers have found a way to make part of the larger, cheaper disk memory pretend to be chip memory. The disk memory doesn't work as fast as chip memory, but it gives programs lots more space to stretch out and run in. Such "disk pretending to be chip" memory is called "virtual memory." It really works; it just isn't what it pretends to be.

Virtual reality fakes reality. It does this by having the computer present you with an image of a different world, and then by letting you interact with that image. It is also sometimes referred to as artificial reality or synthetic reality. It descended from storytelling, fantasy, and later, wind tunnels, flight simulators, and computer models. It is now being visualized as the place to which many of us may soon be sneaking off to look for our sexual thrills. No more visits to red-light districts, peep shows, and massage parlors. When the partner of your dreams can be called up for you with the flick of a button, why not just don your cybersex apparel, lay back, and become a hot couch potato? In reality, this lovefest
is years away, but because all reality is virtual reality here, let's do some fantasizing and take a look at the seeds of this future fun and business.

Suiting Up for a Night on the Town

Dressing for success in a world of virtual reality (courtesy of AP World Wide Photos, Inc.).

So, you want to have a fling in cyberspace? Before you do, you will have to make sure you are dressed properly. Whether to undress or not is up to you.

The typical way to experience virtual reality today requires a computer, goggles, and gloves. Now these aren't just any goggles and gloves. The goggles contain two tiny TV screens, one for each eye. Often they'll be part of a "Head-Mounted Display," or HMD, that also contains headphones: a pair of speakers, one for each ear. Lenses in the helmet can be
adjusted to improve vision, although those of us who wear glasses instead of contacts are still at a disadvantage. Each tiny screen shows an image generated by a computer. But the two images, although nearly identical, aren’t quite the same. Instead, they are images of the same scene, but are shown from slightly different angles. If the computer graphic program works right, your brain will merge these images into a three-dimensional vision of the scene. At the same time, the headphones present sounds to your ears—sounds that are synchronized to the 3D scene.

Here’s the fascinating part. The goggles also have sensors in them that track the position of your head. There are many ways to do this, from the early, clunky models that had wires attached to pulleys, to modern systems that use sound or infrared tracking. Whichever method is used, the sensors tell the computer where your head is and which way it is tilted. The computer graphics program is designed to respond to your gestures and movements. Let’s say that you are in a virtual reality room equipped with virtual furniture. Turn your head. The computer responds by sending new images to the tiny screens, images of the walls and furniture that your eyes would see if you turned your head in a real room. Objects that are outside of your peripheral vision will suddenly appear, those you turn away from will disappear.

If you combine just the pictures and the sounds, what you see is a world generated entirely by the computer. This could be a realistic setting, such as a room, a field, or the coronation of a queen. But it could also be the fantastic. You could become incredibly small and explore atoms and DNA molecules of a virtual world. What would stop you from peering into the workings of a virtual clock or a high-security laboratory? Nothing. The program could even change reality if you’d like, and alter or eliminate gravity—perhaps you’d care to see the room’s table float. If you’d want to look through walls, the program could make them transparent.

You will even be able to walk through walls. If you wear a spandex-style glove festooned with wires that reach back to the computer, you will be able to point in virtual space and feel yourself move through solid objects. The glove may also be used as a direct link to a simulated hand in virtual space. As you move and flex your real hand, this virtual hand also moves and flexes. You can reach out in virtual reality and touch an object. With the right programming, you could grab that object. If the
glove has “pressure effectors” the computer can send messages that will make you feel pressure against your skin. You will even feel the virtual object or person that you’re touching.

Eventually, a complete bodysuit of sensors and effectors will enable you to experience virtual worlds with all of your senses. Scents and perfumes will be added, and even the feeling of motion for the inner ear will be perfected. The more sensory stimuli that are added, the more real this virtual world will seem. Currently, however, few systems are anywhere near complete, and the glove is often used as the only feedback device.

Not all virtual reality systems use goggles and gloves, however. The “partial immersion” systems have a 3D screen, gloves, and goggles. “Full-immersion” systems have the goggles, gloves, and bodysuits. “Environmental systems” put you inside of a chamber or pod, without use of goggles or gloves at all. This pod can simulate a plane’s cockpit, in which the window views, instrument readings, and even motions make you feel as if you are in a different world.

In the movie Total Recall, Quaid (Arnold Schwarzenegger) takes an exciting journey via a Virtual Reality environmental system and accidentally unlocks a separate personality suppressed within his mind (courtesy of AP Wide World Photos, Inc.).
You may be somewhat perplexed about how all of these goggles and screens are going to, in effect, make your night. Goggles are hardly the first thing you would choose to wear to stimulate sexual ardor. A glove works for some pop performers, but what about those sweaty palms? In the virtual worlds of the future, what you wear has no meaning. Put on your oil-stained t-shirt, your mumu, or the overalls you wore to fix the boiler. It matters not, as long as beneath it all, your bodysuit or sensor-implanted lingerie is plugged in, turned on, and the VR program is ready to go. Then you will be dressed for business. You will be able to roam through your dream worlds, looking for love, lust, or just a hand to hold. Your interactions in this virtual world will shoot back stimulatory messages to the sensors in your body suit. Stroke a virtual back and be stroked back. Feel the caress of silk on your chest and inhale the aroma of a passion-arousing perfume. But before you go too far, remember that this is just virtual reality—a dream. Or is it?

The Shape of Love in Virtual Reality

Let’s take a look at how we may look in virtual worlds. And remember, all this talk of "the virtual world’s rules can be whatever the program says they are" applies to you too—or to your presence in that world. Just as it does not matter if you are wearing a house coat when you zoom off into cyberspace, your own personal limitations or perfections have no relevance there, either. Unless, of course, you want them too. The program could enable you to look at yourself, and show that self as some reasonable facsimile of your regular body. But it could also enable you to assume the guise of the sex symbol of your choice or give you the body of a 21 year old. You could be taller, slimmer, more buxom, more muscular, or hairier. You could have blonder hair, whiter teeth, longer lashes, or darker skin; the options are endless. It is all the stuff of romance novels and of science fiction stories. What kind of choices will we make when we choose our virtual personas? Let’s look at some examples.
- You could slip into a body of the opposite sex. Switch from female to male, male to female. Assume both roles at once to test out a popular expletive.

- Does the idea of making love as a dolphin or snake thrill you? Perhaps a tiger or a koala is your taste. If you are going to do it doggie style, why not become Fido and experience the real thing?

- You can assume the body of an alien race of your own design. How does lovemaking as a pod person strike you? How about E.T., a Klingon, or a Predator warrior? While you are wearing the alien form, why not travel to the deserts of Mars or to a world of your own imaging.

- You can create more or different body parts. Use your imagination. Are two heads really better than one? Will having two vaginas or penises double your pleasure? Do gargantuan appendages heighten the erotic feeling?

- You can create new types of sexual stimulation. Perhaps the neck can become the utmost object of desire. If you have a foot fetish, now you will be able to equip them with new hot spots.

- You can take on the guise of a traditionally inanimate object, such as a couch, a chocolate cake, or a vibrator.

Does the thought of making love as a Terminator 2 turn you on? (Courtesy of Sygma.)
The possibilities are limited only by your imagination. The program makes the rules, and you choose the program.

In this world you're not necessarily alone. You may encounter entities who move and act. These could be animations, creations of the program with no person connected to them. Or they could be other virtual beings, the virtual reality representations of other people sharing your program.

What do you call this place where the rules come out of a program? The common name now is "cyberspace," taken from the so-called "cyberpunk" novels, such as William Gibson's *Neuromancer*, that examine societies in the future worlds created by on-line communication.

**How Close Is Virtual Reality?**

Now that your imagination and appetite have been whetted, let's take an extended tour through the field of virtual reality as it exists today. True, most of the uses of virtual reality today have as much resemblance to cybersex as a bicycle to a fish, but it is in the current experiments in virtual reality that the roots of virtual sex will be grounded.

"People won't have complete isolation so much as identities that have less to do with physical body and appearance and more of how they choose to represent themselves."

There are some virtual reality programs around today, as the next section details. But it isn't nearly as much as some enthusiasts suggest. Generating believable 3D images, keeping up with head movements, adding sounds, and especially creating and working all the sensors and effectors in a body suit, takes tremendous and expensive computing power, as well as a huge amount of
complex programming. It will certainly be used for such practical tasks as “telepresence” (experiencing stimuli at a distance) and teleconferencing (interacting at a distance)—and certainly for sex. But technological and cost barriers won’t make virtual reality applications a daily possibility for most of us for many years.

R.U. Sirius, the editor of a cyberpunk magazine called Mondo 2000, claims in newspaper interviews to think of virtual reality as “an extension of the telephone. The telephone puts you into cyberspace. Cyberspace is anything that happens outside of actual physical space.” He is enthusiastic about virtual reality, but says, “People won’t have complete isolation so much as identities that have less to do with physical body and appearance and more of how they choose to represent themselves.” He sees the technology that will enable you to interact in virtual space to be at least five years away. Despite the limitless potential of virtual worlds, Sirius still favors the real world, saying, “The world is so much bigger and richer than any possible virtual reality.” Indeed, volunteers researching the virtual reality testing grounds often need a period to reorient themselves after a VR session and find the return to the real world a great relief.

“\textbf{In 30 years you’ll be able to completely fool your brain into believing what you’re seeing is real. You’ll be able to suspend disbelief indefinitely.}”

Daniel T. Ling of IBM’s virtual reality research team in Hawthorne, NY agrees. In one of the many newspaper-virtual reality excitement stories he concludes, “Right now, virtual reality is more exciting in the imagination than in the actualization.” On the other hand, the future glows to some. Trip Hawkins, founder of software maker Electronic Arts and more recently of the game-machine company 3DO says, “In 30 years you’ll be able to completely fool your brain into believing what you’re seeing is real. You’ll be able to suspend disbelief indefinitely.”
Timothy Leary has dappled with many psychedelics, including Virtual Reality (courtesy of AP Wide World Photos, Inc.).

In explaining how he believes we will interact with our virtual worlds, Jaron Lanier says, “In virtual reality, there’s no question that your reality is created by you. You made it. Or somebody else did whom you know. There’s no sense of it being handed to you on a platter. In virtual reality, even your body looks like you did it.” And time can also be changed in virtual reality. “In virtual reality there are two kinds of time,” states Lanier. “The particular experiences that make up time can be decoupled from physical time. You can play back your old experiences, you can go through them backwards or forwards, fast or slow.”

**Forms of Virtuality**

Virtual reality is cropping up all over the place. Naturally you find it at computer research sites. Autodesk Corporation makes the world’s most popular design program for personal computers, called AutoCAD. Engineers, architects, and scientists use AutoCAD to design everything from screws to ships. In
Autodesk’s Cyberia room you can find Virtual Reality software in testing as the next step in design. Connecting it to the AutoCAD foundation, this virtual reality is being designed to let you step right into a design, viewing or manipulating your screw, ship, home, or circuit board from outside or in, above or below. What form your means of communicating with the virtual world will take is still up in the air, but the term “datasuit” is commonly used to describe the equipment you wear to process information about body movements.

NASA is looking to virtual reality with similar design work in mind. The U.S. Army thinks it might be useful for telepresence and more specifically “telerobotics.” In a typical telerobotics session, a virtual reality operator will be linked to a distant machine and equipment that will enable him to control the robot’s movements and sensors. A virtual reality operator seated in a distant chamber could drive a battlefield tank while seeming to be right on the front lines. The Army actually uses virtual reality in some experiments for training. If you can put a helicopter pilot into a virtual reality system to learn the feel of a virtual chopper, a crash means only that a program needs to be reset.

Virtual Reality ensemble by VPL, home of the first DataGlove and EyePhone, and founded by Jaron Lanier (courtesy of Sygma).
Perhaps the best-known company specializing in just virtual reality stuff is VPL Research of Redwood City, CA. Founded when programming visionary Jaron Lanier met colleagues who wanted to play real air guitar—slashing at the air in front of themselves and hearing chords in return—VPL is the home of the first DataGlove and of the EyePhone. VPL’s “Reality Built for Two” or RB2 virtual reality system lets two people inhabit the same scene, at a mere cost of $250,000 for the system. If that’s too rich for you, VPL licensed the glove to the Mattel game company, which made the $50 PowerGlove for Nintendo television games.

Almost Virtual Vision

The Virtual Vision Sport is a miniature TV mounted inside wrap-around sunglasses and a belt-based tuner to bring in the stations. This lets you watch anywhere, with the image so close to our eyes that it is perceived as quite large, and the glasses remaining transparent so your eyes can merge the image with what lies beyond. It isn’t virtual reality, but it is cool and only $900.

More virtual reality video games will appear in late 1993. The video game company Sega has developed a product called Virtual Sega, which is a 3D virtual reality helmet that will play with the new Sega Genesis virtual reality games. The Activator is an $80 full-body interactive controller. It’s not really a datasuit, but it does use beams of infrared light to track the player’s body, so any jumps and punches will affect the game. Disney and Sony are reportedly working on similar devices.

Another option that might be available soon is the 3DO Multiplayer. The 3DO company, started by Trip Hawkins, who also started the Electronic Arts game software company, has a basic design for a powerful and fast CD player. Other companies such as Panasonic will manufacture players to compete with the machines sold by Nintendo and Sega. 3DO’s CD-ROM
technology is based on 32-bit chips that provide better video and sound than anything yet on the market, most of which is based on 8- or 16-bit chips. It will probably start at approximately $700 and then come down in price if it becomes popular. More importantly, it would not have the tight rein on software content—specifically excluding adult titles—that Nintendo and Sega have. (See Larry Miller’s interview later in this chapter for more comments on 3DO and virtual reality.)

Outside of the home, virtual reality is already in action in arcades. Chicago’s North Pier BattleTech Center has been running virtual reality battlefield simulations for several years. Virtual World Entertainment’s “second-person virtual reality” uses a mini-chamber, pod environment for up to eight players at a time. For $7 you can join the other players in a simulation of 31st century humanoid fighting machines called BattleMechs. After a training and strategy session with officers you climb into a pod and wage a ten-minute war against other Mechs, talking to your teammates by phone and cooperating with them in battle. Soon, a new version will open in Japan that will be able to handle up to 32 players at a time.

You’ll soon be able to transport yourself into a virtual world ala Star Trek, thanks to Horizon Entertainment and Paramount Pictures (courtesy of AP Wide World Photos, Inc.).
Horizon Entertainment, maker of the arcade Virtuality machine is working with Paramount on a Starship Enterprise virtual reality environment complete with a "holodeck," transporter, and bridge. A virtual skiing lab developed by the computer company NEC has appeared in Tokyo, though only for research so far. NEC’s machine includes goggles that send data about your head position and two shifting plates under your feet that gather data on your weight and leg movements. The platform can turn and straighten to match your ability, with software simulating skiing from “Aspen to Zermatt.”

Billy Idol moves from punk to Cyberpunk with his latest album and proves that he keeps up with computer technology (courtesy of AP Wide World Photos, Inc.).
Biosphere 2 inhabitants in Arizona are working to use virtual reality to shake hands with fans around the world. Inside the sealed-off Biosphere will be a dataglove with a connection to the worldwide Internet communications network of computers. Anyone with their own dataglove and the right software will be able to log on to the Internet, call the Biosphere, and then shake hands, feeling the “virtual hand” of the Biospherian. Is this a portent of cybersexual experiences of the future? Commuter marriages will certainly get a boost once this new form of sensual communications is developed.

Jaron Lanier is often called the father of virtual reality because he was one of its earliest inventors and proponents, and because he is so quotable and colorful. Lanier is charismatic, intense, tall, and sports some of the most impressive dreadlocks you’ll find on a pale-skinned programmer. He started as a musician and later worked as a games programmer, and then took his earnings from a hit game and delved into creating “Visual Programming Languages.” Out of that sprang VPL and his virtual reality work. Lanier recently left VPL and is now working on virtual reality for surgical simulations and for virtual reality movies, or “voomies,” as he calls them. He continues to be quoted as a virtual reality visionary.

Lanier’s “voomies” work is with Universal Pictures. These virtual movies will use high-quality graphics with head-mounted displays for each audience member. According to Lanier in an interview in the cyberpunk magazine Wired, “We’ll have live
performers called “changelings” who will become virtual animals and other virtual beings. They’ll also tell jokes, help the audience, and control the virtual world to respond to each group. It’s a new genre of performance art.”

Perhaps Lanier’s most terse contribution to virtual reality is his law for knowing where you are, “If you’re confused about which reality you’re in, you put your hand on your eyes and see if you’re wearing Eyephones or not.”

The Sex in Virtual Reality

With virtual reality only beginning to appear, it’s no surprise that virtual sex is eagerly awaited, but not yet real. After all, real sex includes sights, sounds, smells, and feels. Virtual systems demand tens of thousands of dollars in equipment to provide even crude vision and sound, with little touch, and almost no scent.

Still, there’s plenty of anticipation for virtual sex and what it could mean.

There are two parts of virtual sex to develop: the hardware to present it and the software that will give it life. The hardware requirements have been discussed above, though they are given more substance, at least as an artist’s conception, in the mock advertisement from Reactor Inc. that appeared in Future Sex magazine (see the color insert section).
Nintendo for Adults

Home to CD-ROMs such as Virtual Valerie and headquarters for the work of cybersex creations wizard Mike Saenz, Reactor Corp.'s mock ad for Cybersex equipment appeared on the cover and inside of issue two of Future Sex magazine. It adds to the goggles and gloves of traditional virtual reality, equipping the man with a penis-holding tube and the woman with a vaginal probe and hand-shaped breast-grabbers. The headline was "Strap In, Tweak Out, Turn On! and spoke of "Nintendo for Adults." It suggested that virtual sex could become "a multi-billion dollar industry" with "interactive entertainment products." "Just as flight simulators are used to train pilots and entertain people without the inherent dangers of flying real airplanes, erotic simulations may one day be used to train and entertain people without the inherent dangers of intimate human interaction. Sound selfish? It is! Welcome to CYBERSEX!"

The software to create virtual worlds, and let you recreate or change those worlds, will be vital to good virtual reality and virtual sex. Interactivity is critical. That will come from the programmers and designers of arcade and personal computer games, at companies such as Reactor and Interotica. Larry Miller of Interotica and New Machine Publishing gives a glimpse into this pursuit.
Talking with Larry Miller

Larry Miller is the president of New Machine Publishing, a merger of Interotica and Romulus, two of the leading developers of erotic CD-ROM products. Among the products he has produced for Interotica are The Dream Machine and The Adventures of Seymore Butts.

ROBINSON: What excites you most?

MILLER: Interactive is definitely the most compelling thing on CD-ROM. Just transferring a linear movie or non-interactive title to CD-ROM doesn’t take advantage of the medium. Somebody could just rent a videotape instead. Sure, some people will want to see non-interactive CD-ROMs just for the novelty of having the video on the computer. But interactive and adaptive...

The Six-million Dollar Man—sexy or sissy in the age of cyberspace (courtesy of AP World Wide Photos, Inc.)?
ROBINSON: Adaptive? What’s that?

MILLER: Adaptive meaning that the program adapts to the individual taste of the user. And adaptive also means interactive—it’s the next step. For instance, our first two titles—The Interactive Adventures of Seymore Butts and Nightwatch Interactive—were interactive. In the first, Seymore asks where you want to go, you perhaps choose a house in the neighborhood, you click on it, and you go there. Our latest title in production and out by August of ’93, The Dream Machine, is interactive and adaptive. Here too, you explore a world by navigating through it, though this world is a 3D rendered world. But along with that there’s a feminine personification of the machine who talks to you, asks you questions, tries to figure out what turns you on. As you talk with her, she learns what you’re into, and her personality gradually changes. You could play 50 games and each time it would be different.

ROBINSON: Does the adaptation carry from one play to the next?

MILLER: Yes, and as she learns about you she acts out what she feels your ultimate fantasy would be. This isn’t all scripted yet, but she’ll even change, certainly what she’s wearing, as she adapts to you. And her whole persona will change—dominant, kinky, dependent.

ROBINSON: Sounds complex.

MILLER: It involves more than has ever been attempted before with this medium, though a lot of people who buy it aren’t aware of the technology—they just take advantage of it. The adaptivity won’t slap them in the face, they may even miss it, but still end up satisfied. We hope to be a step ahead, this time moving beyond even interactivity.

ROBINSON: Coming more from the computer side than the traditional pornography side, how do you feel about this business?
MILLER: I believe in what I’m doing. Not that I totally support all the other pornographers that are creating erotic stuff. What gets me is when people I care about, that I really like, express their feelings against what I’m doing. But even that doesn’t make me not believe in it. We’re trying to make something erotic that can teach people about their sexuality. People sometimes try to generalize about porn, such as that it is degrading to women, or that it portrays sex in a filthy way. Most of it, in my opinion, does. But it doesn’t have to. That’s just what it has sunk to. Once people get into discussions about it they could understand that and explore their own ideas about it, but most people are so trained to think certain ways that they can’t think. Someone says it’s degrading to women and then there’s no more conversation on it. Is this what I thought I’d be doing when I graduated from college as an environmental studies major? No. I’d thought I’d be working on improving life in the third world. But here I can say something that can make somebody think. Not to argue whether it’s good or bad, I just want people to look at the possibilities of erotica for themselves. More information is better. Sex isn’t bad. We all have it and should all be really good at it. I have seen what interactivity does for education. It can do the same for sex education. Unfortunately, lots of people’s feelings are based in realities. It is a sleazy business. But luckily we’re not in the porn business—we have very few dealings with it. Ninety-nine percent of the time we’re programming, doing computer things.

ROBINSON: You answer the phone as “Electromedia.”

MILLER: That saves a lot of trouble over answering “Interotica.” Electromedia contains Interotica, and other efforts, and is a more acceptable name for business.
Talking with Larry Miller

ROBINSON: What's the hardest part of your work?

MILLER: That's not easy to answer. It's an involved process. Every step has to be taken. For Dream Machine the most difficult thing is the writing: there's so much dialog. Then there's the video and animation, and 3D rendering, where the corridors of your id branch off to rooms that are all different, each rendered to take on characters of the fantasy within.

ROBINSON: What about selling? How do people get these disks?

MILLER: Most buy mail-order. We're so censored. Mail-order is the only place we can sell it. And a lot of magazines won't even carry advertising for adult products. Magazines that do sometimes get complaints from readers and so eventually won't carry the ads. But we're adults, we can choose to turn the page. Our ads can't say "erotic" or "sexy," just "adult." Which means a potential buyer can't distinguish between our stuff and a bathing suit CD-ROM. And the ads don't even show—they won't let us show—even a bare shoulder. But the same magazines will carry a Calvin Klein ad.

ROBINSON: What about getting away from computer magazines?

MILLER: The consumer magazine ads are really expensive to buy and you're not pinpointing the market. That market is growing, but it is still so narrow—you need the people who have computers.

ROBINSON: What about overseas, say Europe or Japan?

MILLER: The market overseas is ready for something like this. We're doing some sales, but they haven't developed as we hoped. It's a funny market in Europe. For example, not a lot of people have Macs. Many have PCs, but in some parts the Atari is big, and so is the Amiga. Japan is complicated too. For example, in Japan you can't show the pubic region. You mosaic it out.

ROBINSON: Mac or PC, where is the market and what do you use?
MILLER: A lot of the development is on the Mac which is so much more beautiful and elegant and easy to use. But the market is largely PC, there are what—10 times as many PCs? Creating for PCs is a nightmare, though. Every machine is configured differently. If we sell a Macintosh disk, it’s going to work on any machine. It’ll play without bugs if the machine just has enough memory and disk space. Not on PCs. Then there are the game machines.

ROBINSON: Nintendo, Sega, and Genesis?

MILLER: There are no adult titles on Nintendo or Sega. They won’t allow it. But who knows. That may change. Any interactive CD platform that’s going to be viable will probably have to include adults. These machines cost a lot of money. If someone plunks down $700, they may want adult titles. We’re going to port to the 3DO. Dream Machine will be the first adult title on 3DO. I’m not sure that 3DO is going to obstruct Nintendo from entering the adult market because it has adult stuff, but it will surely help 3DO stay alive because it does.

ROBINSON: What about competition from the traditional adult market, such as the Penthouse Interactive?

MILLER: We’ve formed a joint venture with Romulus to throw everything into the pot so we have all the niches in the adult market covered. To better compete considering some of these bigger players of the adult world are getting into this market. Romulus does linear titles; we do interactive. 1+1=3.

ROBINSON: What about the future? You mentioned staying ahead. Is virtual reality in the plans?

MILLER: We follow the other stuff. There’s not much going on with virtual reality sex right now. There is a lot of writing about it, but systems aren’t readily available. Those that are available, like the Spectrum Holobyte machine for arcades. Well, you’re not getting a sex game in that. Imagine teenagers using an arcade sex game! We’re close to a decade away from anything that’s going to simulate virtual sex.
Howard Rheingold’s book *Virtual Reality* is seen by many as the best overall introduction to the field, at least for everyone who wants to know what it is all about and doesn’t want to actually write virtual reality programs. Chapter 16, “Teledildonics and Beyond,” made Rheingold even more famous. He thinks virtual sex will sometimes be done at a distance, with two people meeting in virtual space via networks. “Communication will be the key,” he says, predicting that 30 years from now portable sex through “telediddlers” will become commonplace. The merger of virtual reality and telecommunication networks will allow you to “reach out and touch someone—or an entire population—in ways humans have never before experienced.”

Rheingold credits the term “dildonics” to Ted Nelson, a legendary computer thinker and inventor who coined it way back in 1974. Rheingold’s enthusiastic description of a “hot night in the virtual village” where you “climb into a lightweight bodysuit like a body stocking, but with the snugness of a condom” hit home with lots of eager computer adventurers. This suit would theoretically have “sensor-effectors” that would enable you to feel textures of anything you touched, and squeeze an object and feel it grow hard.

In Rheingold’s description, you would plug the suit into a communications network, and in that cyberspace you would see a lifelike representations of your own body and that of your partner. Depending upon what scale of service you purchased, you could access one, ten, or a thousand lovers in different cyberspaces. And when you were done, you would just switch off the program.

Rheingold sees that this raises ethical questions, but first he says it makes sense to ask how far away the virtual sex technology is. His answer, after visiting all of the movers and shakers in virtual reality: “very far.” In effect, he thinks teledildonics may be “a thought experiment that got out of control.”

Soon or not, the idea is certainly here. Rheingold says in recent interviews that the teledildonics chapter caused a stir if not quite an uproar. “People seemed to skip over all of my verbal qualifications and descriptions of technical difficulties, and almost all the people who contacted me for information seemed to believe that such a device actually exists somewhere and that I’ve seen it or tested it in some fulsome way.”
Will Virtual Sex only be between distant people? R.U. Sirius of *Mondo 2000* magazine doesn’t think so, having been quoted as believing, “It really doesn’t have to be. I mean in real sex you have two people grunting and puffing in one room, and that’s it. But in VR sex, it could become much, much more intimate. Really. Because besides the physical thing you could actually at the same time share all of your thoughts, the entire contents of your imagination with the other person.”

The philosophical questions of virtual sex are something that Rheingold has certainly pondered. He worries after once virtual reality becomes commonplace, there will be some hard questions about privacy and morality that may not get properly addressed. Will virtual reality lead to a greater mechanization of human culture? “What will have erotic meaning?” he inquires, “when everyone can appear as sexy as they want in the virtual world.”

Rheingold also sees possibilities for some truly revolutionary social changes from the advent of virtual reality products. He asks if the technology separates us from social commitments and from the chance of getting pregnant, or of picking up a sexually transmitted disease, what will become of our conventional social mores? “Is disembodiment the ultimate sexual revolution and/or the first step toward abandoning our bodies?” he inquires. For science fiction habitues this recalls E. M. Forster’s dystopia of prisoners in cubicles, never actually touching other people. But reality may be even stranger than that. Rheingold believes that we may be able to redirect the sensors from our hands to our genitals so that a handshake could become an extremely intimate form of greeting. “What will happen to social touching,” asks Rheingold, “when nobody knows where anybody else’s erogenous zones are located?”

Perhaps we should turn to movies for some reflections on how our virtual future will look.
Virtual sex sounds very real when Doug Rennie imagines it for Willamette Week. “One offshoot [of virtual reality] is something called teledildonics, virtual sex between consenting adults writhing and panting in separate rooms. Partners could share a virtual cigarette afterwards and flip the ‘off’ switches before they had to talk to each other. Sounds awfully dehumanizing to some.”

Virtual Trivia

“It’s my pet cause to expand the sexual frontiers in the cyberage,” says R.U. Sirius of Mondo 2000 magazine, quoted by Ted Shen of the Chicago Tribune. “Teledildonics, I think, will be an indispensable tool of virtual sex.”

Virtual Sex in the Movies

Virtual sex has been on the moviemakers’ minds for years. In the futuristic 60s classic Barbarella, Jane Fonda denounces making love “the old way” as too messy and time-consuming, and then shows how to give a “circuit-blowing” job to a love making killing machine. The late 80s and early 90s have shown a burst of virtual reality on screen, including movies such as Total Recall and The Lawnmower Man, where virtual reality was a foundation idea, perhaps even a “high concept.” Lawnmower Man II may follow, and even William Gibson’s Neuromancer is being looked at for the big screen.

The first movie to have a central theme of virtual reality was The Lawnmower Man. In this film, a research scientist at a military laboratory attempts an experiment to elevate the mental capacities of a retarded maintenance man named Job through the use of mind-enhancing drugs. Job is called the “lawnmower man” because he repairs everyone’s garden equipment and mows their lawns. Instead of using the supersophisticated virtual reality equipment at the military
laboratory, the scientist turns to his own basement virtual reality system. Through the help of the drugs and virtual reality training, Job becomes a psychic genius, able to control minds and affect the forces around him.

The epitome of cybersex: man and woman are separate, yet one, in the cyberspace love scene from the movie *The Lawnmower Man*.

Along the way the lawnmower man discovers virtual sex. Curiously, the doctor seems to have lost his sex life to virtual reality and the research project. Early on, the doctor's woman friend, Caroline, complains that he is never available. After saying to his boss that: “Virtual reality holds the key to the evolution of the human mind, and that’s my focus,” the doctor is seen at home, in his virtual reality basement, flying through the movie's graphic depiction of a virtual reality scene. He wears a complete-body “cybersuit” with a helmet and is seemingly surrounded there by a near psychedelic lightshow. Caroline can't get his attention, so she switches off the computer. He is immediately and rudely sucked back into standard reality. Removing the helmet he complains:
"Goddamn it Caroline, never unplug a program when I’m engaged. You just ruined the whole effect." She replies, “Falling, floating, and flying? What’s next? Fucking?” The doctor snaps back, “This technology is going to change the world. This is the future, and you’re afraid of it.” Caroline is unconvinced.

Although the doctor may be turned off from sex, Job—the lawnmower man—is literally suiting up for action. After meeting a somewhat adventurous woman with whom he strikes up a romance, he persuades her to join him in donning a sensor-studded cybersuit and take a ride in the laboratory’s “gyrospheres,” which enable users to experience three-dimensional virtual worlds. There, the two float through an ocean of swirling colors and forms, taking on the semblance of first dragonflies and then sleek, robotic bodies. Carried away by the experience, Job grapples with his partner and entwines her in a forced erotic simulation.

Job’s newly acquired psychic powers and trips into virtual reality eventually turn him into something of a Frankenstein’s monster to the doctor who created him. In the end, the lawnmower man leaves behind his body in the gyrosphere and merges with the computer brains behind the artificial worlds he is experiencing. It is penetration of the mainframe, in effect.

The Lawnmower Man takes a sobering view of the technological advances and virtual sex capabilities that Rheingold and others have predicted will revolutionize society. Will we become desensitized demons or learn to use the new form of communication to heighten our experience of our world or worlds?
Jill Hunt—a creative force in the past, present, and future of Virtual Reality.

Talking with Jill Hunt

Jill Hunt of Angel Studios produced the cybersex love scene animations that were used in the movie The Lawnmower Man.

ROBINSON: What was your role?

HUNT: I was lead on the cybersex scenes, and many of the other scenes. Michael Limber and I handled it. I did all the animation, Brad Hunt did the programming for that.
Talking with Jill Hunt

ROBINSON: What computer did you use?

HUNT: Mainly the Silicon Graphics [a powerful computer workstation], and for software we used Wavefront and a lot of our own software, including something called Phoenix to do all of the dynamic bending processes, such as the faces melting together.

ROBINSON: Your own software?

HUNT: We write our own software here because projects require such complex problem solving, that off-the shelf doesn’t do it all. We do 3D computer animation for television and film effects. That’s very technical, to solve all these complex problems in physics and math.

ROBINSON: How did you come to this work? Did you study for it?

HUNT: No, I had done work on Animation Stand [a popular software animation tool], but I wasn’t doing cel animation. I was doing multi-image slide shows. We used 30 projectors to get the animation going. Then I discovered computers and that it was much easier to control with them.

ROBINSON: In The Lawnmower Man, how did you get the ideas for the cybersex scene?

HUNT: A lot of it came from the director and producer. They had previsualized what the scene looked like. I did add a lot of my own creativity to it, in the motion and the choice of textures. My main concern was the animation of the characters, to get the interaction between them to look like they really were making love. But not literally. The goal was not to be a literal love scene, but to portray an emotion. The hard thing about animation is to animate two characters in a scene and make it look like they’re interacting. Until recently there has been no physics in a computer, no way to tell where one person’s hand touches another person’s thigh. What happens is when you get objects close to each other they penetrate each other. You need physics such as
Talking with Jill Hunt

gravity and mass. That's why things haven't looked real until recently. The Lawnmower Man was the first project where we used some complex algorithms in the game sequence, when the spheres bang into each other. We hired programmers to include the physics that would control that, so when they get near each other the program detects the mass of the other.

ROBINSON: You're happy with the result?

HUNT: I'm happy with the way it turned out, but when doing something creative I always look at it when done and say, "should have done that." I'm really happy with the way the animation turned out. We did it several years ago, and our tools and the speed of our computers has increased tremendously since then. Now we could handle much more complex scenes and much more physics. One thing I would really like to change is the databases of the characters. The old databases have joints at the seams, because of the limited time we had and the priorities we had to set. Now we're doing characters without seams at the joints. They're totally seamless. They bend in a realistic way, not like robots.

ROBINSON: And what about the sex itself?

HUNT: We would probably get a little more wild with the animation, but we had to take into consideration the audience, censorship, rating and all that. It got an R rating as is because of the language.

ROBINSON: Had you used virtual reality yourself before animating the movie?

HUNT: I had played racquetball, taken several different tours. That was fun. The virtual reality demos were just coming out at Siggraph [a computer graphics convention]. The animation was intended to be much higher quality graphics than virtual reality has now, to show what the potential could be. Virtual reality was pretty boring and still is, though it is getting better and computers are getting fast enough to handle higher quality. The idea then was to stimulate the general public's mind to what virtual reality's application could do.
Talking with Jill Hunt

I’m very interested in anything interactive, tools or applications, and virtual reality is the ultimate in that. I think the best thing about it is the interactivity. I’ve been doing canned animation for so long now, I’m really ready to create a database that’s totally interactive for people. Where they can go anywhere and be anything they want to be.

ROBINSON: Is X-rated virtual reality a big force?

HUNT: I don’t think that’s true. The cybersex they say is going on is not interactive and not force-feedback. You can’t feel that you’re touching somebody else’s hand. We’ve had a lot of discussions at the studio about cybersex, what is sex. Sex is a stimulation. And virtual reality can’t do that yet. Visually and intellectually, but not physically.

ROBINSON: Yet some people are satisfied just with phoned stimulation?

HUNT: That’s true. But this is different, you’re seeing someone. They’re working on a lot of the force feedback issues. And not even for sex, but for interacting with a database. You want to feel it when you pick it up. Scientists are studying chemistry, drug research, where they can feel they chemical bonds.

ROBINSON: What about inexpensive virtual reality?

HUNT: There’s the Sega helmet just coming out. We don’t have enough information on it. We’ve been looking at different applications, especially in entertainment. We’re really ready to produce truly interactive segments. There would be rules to the environment. You can’t have infinite possibilities. You could turn into five different kinds of things. But I want to go anywhere in that, without boundaries, and maybe there are physical properties and maybe not.
ROBINSON: Or maybe different ones?

HUNT: I think there needs to be some rules of physics to make it believable. You shouldn’t be able to go right through a thing. There should be mass detection, maybe there’s gravity.

ROBINSON: What are you working on now?

HUNT: We just finished a ride film called “Kiss that frog” to music from “Peter Gabriel’s Mind Blender,” from his U.S. CD. It’s a 4-minute music video. It will tour around this summer in a portable theater. You sit in a theater and the chairs move in sync with the music and visuals. It’s a fairy-tale story ride. It’s not interactive, but these kinds of entertainment applications are a start. You’re starting to get more stimulation for senses, such as feeling the motion.

Peter Gabriel brings virtual reality to portable theaters near you with “Kiss that frog” (courtesy of Geffen Records).
Talking with Jill Hunt

ROBINSON: Have you used 3D recording?

HUNT: Yes! That’s really effective. We specialize in the visual and animation and the combination of live action and animation. We work with other companies to do sound. I think there’s a company in LA called Q Sound, which I believe is doing holophonic sound recording.

ROBINSON: What’s next?

HUNT: Lawnmower Man 2 is being negotiated right now, though it isn’t in production yet. The script is written and it’s really cool. I hope, I hope it will get made because I’d love to work on it.

ROBINSON: Will there be more sexual stuff? Will you do that part? Do people think of cybersex as your specialty now?

HUNT: People do think that’s my specialty. [laughs]. There will be more of that, and it will be lots better. I don’t know what it will be rated, though, so I don’t know how far we can go.

Virtual Sex and Television

Virtual Reality came to television in a big way with the mini-series *Wild Palms*. The *New Republic’s* Alexander Star called it “Oliver Stone’s bewildering gift to network television.” He continued, “It’s not every year that a political thriller about a neo-fascist media lord airs during sweeps week, much less a thriller starring virtual reality, designer drugs, and Yeats.” Star said *Wild Palms* catered to “an already existing community of the fringe—the would-be counterculture known as cyberpunk.” He traced such catering from *Blade Runner* to *Terminator 2*, and said that “the cyberpunk imagination has infiltrated big-budget movies with its post-apocalyptic cityscapes and persistent conundrums about what it means
to be human in a world of invisible data and invincible steel." In fact, William Gibson, author of the pre-eminent cyberpunk novel Neuromancer even makes a cameo appearance in Wild Palms.

Virtual reality may have accompanied your tv-dinner, if you tuned in to Oliver Stone's television show Wild Palms (courtesy of Photofest).

The Wild Palms story is of Los Angeles county in 2007, where the immortality-seeking Senator Anton Kreutzer, former science-fiction writer turned cult-leader and entrepreneur, produces a holographic sit-com called Church Windows. The actors in it appear in the living rooms of millions, without even a screen. Kreutzer's company also produces mimezine, a drug that enables the user to experience holograms as if they were real. The Wild Palms Group is the name of the Senator's company. The senator's "new realism" says that "in the media millenium, every American will be free to inhabit a reality of his own choosing."

Wild Palms is notable for portraying a new form of cybersexual relations. In the film, Jim Belushi plays a lawyer entangled in the Wild Palms machinations who experiences virtual sex with a holographic representation of a beauty queen. The senator also

VirtualTrivia

"I view virtual reality as chance to do right what we did wrong with tv," states virtual reality engineer Jaron Lanier. "What I'm trying to do is make sure virtual reality grows along the lines of the telephone and not the television."
uses virtual playmates when taking a break from his power plays. The passions of a destructive, incestuous society enslaved by drugs and virtuality-obsessed addictions are played out in a dark and gory parable of technology run amuck. Little joy can be found in this version of cybersex that parodies our most hostile feelings towards television and multimedia entertainment.

Robot Love

Who says cybersex has to be human to human, or even human to computer? What about computer to computer? Or more precisely, between robots? David Jefferson, a computer scientist at UCLA is aiming for just that, in concert with Chuck Taylor, a biologist at UCLA. Both think that robot sex could produce robot progeny that could lead to evolution in robots. The result would be improved robots without all the trouble of designing and programming the advances. Let evolution do the hard work, just as it did with people.

The lovemaking between the mechanical wonders will not run the way you might first picture it. As David Freedman writes in Discover magazine about the robot mating process in Jefferson and Taylor’s breeding grounds, “Sex between two robots will be strictly a software affair: Chunks from each of their programs will be randomly mixed and matched to create new programs.” The evolved software will then be used to replace the systems already in use to control other robots. The upside is that the new generations will just be the failed robots from previous generations, or at least their hardware. They’ll be brainwashed and fed the surviving, theoretically superior program. But is this cybersex or just advanced robotic engineering?

VirtualTrivia

Many sources quote William Gibson as saying his nightmare would be virtual reality turning out to be like “freebasing American television.”
Virtual Audio

Virtual reality hardware still costs a bundle, at least for anything beyond Nintendo potency. But if you have any standard compact-disc player and a pair of headphones you can step into the world of virtual audio. Close your eyes and listen to the results of 3D recording, which fans claim is to old-fashioned stereo as stereo is to prehistoric mono.

This technology was developed as part of virtual reality research. After all, a truly virtual world won’t just have great 3D graphics, but will have the sounds (and eventually the feels and smells) to go with it. Christopher Currell, a Los Angeles-based engineer and musician made virtual audio during virtual reality work. His partner in the pursuit was Ron Gompertz, a head of San Francisco’s Heyday Records.

The virtual audio recordings feel “3D” to the listener because sounds enter analytical-quality microphones set in a computer-designed mannequin’s head. The microphones are spaced and positioned as your ears are. In fact, to be more precise and real, the microphones on the mannequin are positioned in the ear canal where the eardrums would be. The resulting recordings are then run through “signal processing” so that the sounds can be retrieved from disk and played back to the appropriate ears.

Listen to virtual audio with your eyes closed and you experience sounds in space around you far more realistically than a stereo’s best efforts. This effect is already in use for several virtual audio sex recordings, as described below. Currell is reportedly in Japan improving virtual audio, which for some time may be the poor person’s route to virtual sex.

Cyborgasm from Algorithm of San Francisco, CA, is the mother of all commercial virtual audio, brought to you by, among others, Lisa Palac of Future Sex magazine fame and containing the work of, among others, Susie Bright, author of Virtual Sex World. The product, which is also discussed in Part 3 of this book, claims to be “Erotica in 3D sound” using “sonic rendering and digital manipulation” to create “virtual reality sex on a compact disc.” We listened and didn’t experience quite that thrill, though the squishes and moans and pleading are definitely realistic. The sound experience may be equated to what you hear when you are
making love—possibly a plus—or what you hear when the neighbors are doing it, which may be a convincing argument to get yourself a real sex life or at least put some soundproofing in the walls. The variety of cuts on the disk offer singles masturbating, straights doing it, and gays and lesbians enjoying themselves. Try an experiment: don’t read the liner notes and try to guess how many people are in each virtual audio session, and what their sexes are. The disk comes with a poster, a “cyberubber,” and “eco-goggles,” to help put you in the mood. The disc will play on any CD-audio machine.

What visions do you see when you close your eyes? Cyborgasm will take you as far as your imagination will allow...and will leave you wishing that you had more than two hands.
Another virtual audio product is *Private Erotica* from A Lasting Impression Music, also in San Francisco. Called “Virtual Reality Sound,” this disk packs 74 minutes of real sex sounds in high fidelity. There’s a heterosexual couple, a lesbian couple, and a woman alone with her bathtub. You hear sighs, words, and the real sounds of sex, not the banal saxophone music of typical porn movies. The disk does not have the stories and the word play of Cyborgasm. At some stores, it is sold bundled with a vibrator.

Are these CD products the latest and greatest in cybersex or just a brief moaning of passing fancy? They do stimulate various degrees of arousal in the average listener and stimulate more than just the auditory senses, but most would-be riders of the virtual sex wave will want something a little more graphic to direct their explorations.

**Cybersex in the Theater**

Virtual reality, and to some extent virtual sex, have also invaded the traditional theater. Well, maybe not traditional, but the in-person, not a movie, theater. For example, George Coates has produced several shows that include virtual reality techniques. One such show is *Invisible Site: A Virtual Sho.* Here there are a lots of effects—visual and auditory—played out on a variety of screens, with a plot that is centered on “an invisible site franchise where computer users with required cash experience virtually-real minds-eye adventures.”

In this “Sho,” you the audience member are trapped in a virtual-reality adventure with a misanthropic hacker, whose “digi-dentity” is Rimbaud, after the poet. You will also meet a woman who wants fantasy, and so logs into the “Singles Rendezvous Network” as Prospero. She soon makes someone else on-line her “Caliban,” a love slave. She ends up having with Rimbaud what local critic Heather Mackey called “a little tryst in the manner of the messy, liquid love scene in *The Man Who Fell to Earth.*”

Coates’ theater is a pioneer in a field that will almost certainly be attracting a host of artists and musicians. Among those who are using virtual reality techniques in their performances are Pete Townshend of the famed rock group The Who.
A magazine ad for Zygon's Virtual Sex exults "Plug Your Brain Into This Powerful Mind Machine To Zap Stress, Boost Mental Powers, and launch your mind into Virtual Reality-Like Sensual Fantasies."

Is it virtual reality? Well, the visuals are limited. You get some "space age shades," sunglass-like goggles that display colors and patterns on your eyelids, plus some earphones and a SuperMind pocket-sized computer. You listen to the "experimental soundtrack" and use the "push-button sex" panel on the computer to synchronize your brain waves. What type of sounds are found here? "Sounds of surf" for one, which help you create a "fantasy inside your mind" with heavy "theta brain waves." Zygon claims that "the computer matrix induces an ultra-receptive mind-state while the erotic soundtrack transports your consciousness right inside the action." The product even comes with a surgeon-general style warning: "But I caution you not to overdo it. This is powerful stuff that can become addicting." We're sure that many people will shy off from that danger.

The fantasies on the Virtual Sex product include: Island Fantasy (where a beautiful island girl nibbles on your ear and massages your body with unbelievable erotica), Spring Picnic (where romance blooms as you and your lover share a picnic blanket surrounded by natures' incredible beauty), Wilderness Seduction (where a beautiful hiker wanders into your camp in the middle of the night, slipping into your sleeping bag so that you can experience an incredible night of passion under the stars), and finally Thunderstorm Romance (in a cabin, with a fireplace, enough said). It's all pretty incredible, and only $199.95 for goggles and fantasy soundtracks.
Virtual Rags

In this final section, we look at four magazines and a handful of women and men who are keeping tabs on the progress of virtual sex and how they see the field evolving.

New Media

*New Media* magazine's now famous April 1993 cover brought much attention to cyberspace (reprinted by permission of *New Media* magazine, copyright © 1993).
New Media magazine covers multimedia technologies—video, sound, animation, interactivity—for computer programmers and designers. It’s a mainstream tools magazine for technical types, largely, though it also keeps those on the business end of “multimedia” up to speed. It’s the place to read about the computers and programs that make CD-ROM and Virtual Sex possible.

The April 1993 issue featured an article on “Digital Sex,” with a cover that engendered positive and negative mail. The issue also contained several key articles about what was happening in the intersection of computers and sex. The articles discussed “Technology, Law, & Censorship” from a very serious point of view. Still, some readers saw it as “trash” even to mention such subjects, much less to illustrate them with some images from the programs—even though none of these actually showed nudity.

Editor David Bunnell pointed out that, “There is a thin line between courage and foolishness, and in tackling the topic of sex and interactive media I admit that we may be treading dangerously along it.” He stated that though he was not happy to see multimedia technology being used to push pornography, he knew it was inevitable. After the magazine reviewed the CD-ROM sex game Virtual Valerie in the November 1992 issue, it was besieged by complaints from readers. Apparently, a large proportion of readers of computer magazines find the placement of pornography and computer news together to be offensive.

An interview with Mike Saenz of Reactor produced the comment “Sophisticated sex simulation will be ubiquitous and accepted as legitimate entertainment, education, and therapy.... Just as a flight simulator is used to train pilots before they climb into a real plane, I think sex simulation could be used to prevent unwanted pregnancies and warn about sexually transmitted diseases.”

Virtual reality expert Brenda Laurel contributed, “We’re starting to see opportunities with computer networks and to some extent interactive games, to construct flavors of one’s sexual persona that aren’t stereotypes, that escape those cages. I think that’s all for the best.”

VirtualTrivia

Valerie CD-ROM may be the best selling CD-ROM ever, with about 25,000 sales a year for four years running. Certainly it’s the best-selling adult title, capturing about 25% of the entire market.
The negative side of cybersex was focused on by Linda Jacobson, editor of the book CyberArts, who worried that “These products show men that they can have control over women. I am absolutely opposed to censorship, but I think men have to be made aware that this kind of thing can make women feel very uncomfortable.”

Details

A fashion and lifestyle magazine, largely for men, the June 1993 issue of Details includes a reportorial story from Alan Rifkin about a musician and screenwriter named Stefan Arngrim who was obsessed with making a virtual version of his girlfriend. “Like most men, Stefan Arngrim had a fantasy of what life with his girlfriend should be like. When reality wasn’t enough, he set out to create his dream lover—a computer-age, female Frankenstein.” Rifkin described Arngrim’s attempt to create his fantasy love world by scanning pictures of his girlfriend and himself and fitting them into a visual reality program on his computer. To add elements of mystery to the three-dimensional fantasy, he inserted dialogue into the program and then blocked them out of his memory so that he could be surprised by new twists in his interactive creation. Although he never completed the program, Arngrim found that his attempts to create a virtual reality program greatly improved his real world sex life.

Mem0-sex?

In the Utne Reader, the 30-something’s Reader’s Digest, writer Jim Walsh gave his views on cybersex: “Today it’s sex with machines, sex with cathode rays, sex with latex gloves, sex with vibrators, sex with floppy disks, and, coming soon, thanks to the wonder of “teledildonics,” sex with robots, which begs the question: Is it live or is it memo-sex?
Daydream Believers

In the *New York Times*, underneath a headline “Space-age gadgets + sexual fantasies = cybersex,” an article by Katherine Bishop took on cybersex and *Future Sex* magazine with a touch of humor, starting with a definition of high-tech sex as “without the knotty complications of sustained conversation, communicable diseases, or brunch.” She summarizes that “With the advent of virtual reality, some say this daydream is closer to coming true. If one can already don virtual-reality goggles and interact with three-dimensional computer-generated images, how soon will the experience go from shoot-em-ups with space aliens to one-night stands in another dimension?”

Black Ice

*Black Ice* is a new magazine in London, prompted “in part by *Mondo 2000*’s decline in editorial content,” says a short blurb in *Wired* magazine. “It’s a new member in the rising chorus of voices seeking to explore and articulate where technology is headed.” Supposedly, *Black Ice* will be a teledildonic system for anyone who will put up the money to fund it.
Wired

In describing the mission of his magazine, Louis Rossetto, editor and publisher of Wired magazine, says, “Why Wired? Because the Digital Revolution is whipping through our lives like a Bengali typhoon—while the mainstream media is still groping for the snooze button.” Wired is dedicated to being the microscope that examines the profound social changes occurring in an age of turbulent upheavals. Rossetto states, “Wired is about the most powerful people on the planet today—the Digital Generation. These are the people who not only foresaw how the merger of computers, telecommunications and the media is transforming life at the cusp of the new millennium.”

'The Staff of Wired magazine (courtesy of AP Wide World Photos, Inc.).
A typical issue has articles such as: "War is Virtual Hell," "Libraries Without Walls for Books Without Pages," and "The Incredibly Strange Mutant Creatures Who Rule the Universe of Alienated."

Writer Tony Reveaux reviewed the state of the art in virtual reality for Wired after visiting a virtual reality jamboree. Commenting on the clumsy, confining nature of present attempts at creating an artificial world, he said, "All told, it's a sensation akin to wearing a deep-sea diver's armored suit and being fed oxygen by an air hose." On the positive side, he added, "Gradually, especially in high-end systems driven by high-powered graphics workstations, the confused claustrophobia of the present virtual reality plunge is becoming more like the free-floating elation of a scuba dive."

Science fiction author Arthur C. Clarke looks forward to when we can "feed impulses directly into the brain so that you bypass the sense. That way, virtual reality is theoretically indistinguishable from reality. What I've sort of hinted at is, if we did have our skulls shaved, and put on some kind of helmet fitted with thousands or even millions of microprobes that could map out and zap the bits of the brain that were required, we could feed sounds and images into the brain directly. That would be a revolution, of course. I can envision an era of total couch potatoes, when we have our legs amputated because it just wastes energy to keep them functioning."

One article in Wired profiled the new 3DO multiplayer home game machine. The article figured that sex was one of the hidden factors that let the VHS from Matsushita beat the technologically superior Beta video recording technology developed by Sony in the early 1980s. Most of
3DO's competitors, including Sega, Nintendo, and Sony, control the content of the software that plays on their home systems. 3DO does not. Talking to Mike Saenz, Wired asked if “adult-oriented material” would give 3DO the same boost it gave VCRs? He answered, “Adult material helps sell any new hardware device.”

In the premiere issue of Wired, Gerard Van Der Leun wrote about a not usually adventuresome woman who logged on to adult bulletin boards as “This is a naked lady,” and described herself in wild terms. She was soon besieged by inquiries from a legion of young and old males. She soon began to change her look to a more sleek and glamorous image and altered her speech to include more sexually explicit terms. It was a case of real life mirroring virtual reality.

**Future Sex**

In *Frisko* magazine, Leslie Crawford states, “If *Penthouse* were ever to mate with *Mondo 2000*, their love child would be *Future Sex*, the new Bay Area sci-fi sex pulp publication.” This new journal reviews smart aphrodisiacs, computer sex, digital pornography, and interactive CD-ROM games, as well as more traditional videos and books. It’s probably the best place to find ads for the latest sexual CD-ROMs and certainly the first place you’ll read about any virtual sex breakthroughs. These news pieces will fall between ads for traditional phone sex and lots of fiction combining technology and sex.

Lisa Palac, the editor, doesn’t care if her subject is called porn or erotica. She sees it as “intelligent, alternative pornography for the '90s and beyond” with an audience that isn’t “dirty old man but younger, hipper, high-tech, most professionals, in middle to upper income range, 3/4 of them college graduates.” In fact, although the audience is mostly men, she sees that changing as the magazine's approach to sex and culture and focus on how technology will affect our sex lives attracts more women.
Palac, a former film-student, film-maker, anti-porn activist, and editor at Susie Bright’s *On Our Backs* lesbian magazine is showing up in many publications and television shows, from the *New York Times* to *Esquire* magazine. In *Esquire* Michael Hirschorn quotes her as saying that virtual sex is, “An intriguing notion, in fact so intriguing that scads of elaborate fantasies have been developed around computer-generated sexual fantasy and release. There’s only one problem: Except for the one-dimensional thrill of *Cyborgasm* (her Virtual Audio disk) cybersex does not yet exist.”

The first issue of *Future Sex* featured articles such as “Electronic Masturbation,” “Cyborg Love Slaves,” and “3D Digital Orgasms.” Some of this was high-tech sex advice and, some fiction, interspersed with pictures of naked ladies. The second issue featured Reactor Corp.’s mock ad for Cybersex gear, with a headline of “Strap in, tweak out, turn on.” (See color insert.)

Lisa Palac (pictured with friend), editor of *Future Sex* magazine and chief visionary on the cybersex frontier.
Talking with Lisa Palac

Lisa Palac, editor of Future Sex magazine, is also the author of many articles on cybersex and the publisher of the Cyborgasm virtual audio sex disc.

ROBINSON: Let's start with Cyborgasm. Where did that come from?

PALAC: I met Ron Gompertz at a Mondo 2000 party almost two years ago. I told him I was a pornographer, to which he did a double take. He described how he had been dabbling in virtual audio technology for virtual reality. I said I didn't even know what that meant—stereo but better, or what?—but that maybe we should make some triple-X 3D recordings. I went to his house and he played some sound effects for me: cars going by, dogs barking, newspaper crunching by my ears, people walking around me. I was sitting in the same space where he recorded it, with headphones and a blindfold on. And I swore he was doing these things to me—crunching the paper and so on. I thought, this isn't recorded, it's real, it's a bad joke he's playing on me. Then I took off the blindfold and discovered I was alone in the room—it was a recording. It was really freaky. So from then, I knew the power of virtual audio. Of course it's human nature to then say "how can I improve my sex life with this?" to ask "can I have a better orgasm with this."

ROBINSON: So you instigated the project?

PALAC: I was the creative director, he was the engineer. I have watched a lot of porn and listened to a lot of those crummy little sex tapes you can buy. I wanted Cyborgasm to be better, so I went to people I already knew, people who would be comfortable being recorded. The strongest thing about Cyborgasm would be their ideas, that it wasn't just a bunch of scripted scenarios for actors to read. I
Talking with Lisa Palac

wanted their ideas and I wanted it all to sound very lifelike and natural. That’s the whole hook about virtual audio: it sounds like somebody’s standing right next to you. You want to feel like there’s a real person there and this person is sharing with you. I would let the tape role and record hours and hours of stuff.

ROBINSON: I noticed that there’s a tape alongside the disc. Does that work?

PALAC: We do have an analog tape, because even now there are plenty of people who don’t have CD players. But with the tape you don’t really get the 3D effect. There’s a vague feeling of it being 3D, but you really need a CD player and headphones to make it work.

ROBINSON: And now there’s competition. Other “3D” or “virtual audio” sex recordings.

PALAC: That’s capitalism for you. But the others aren’t using the same recording system. The one we use was actually developed for virtual reality technology. Anyone can say “virtual” or put “cyber” in front of it, but the competition is just binaural microphone recording.

ROBINSON: What about the magazine. What is “future sex?”

PALAC: Somebody else came up with that title. The magazine was going to be called “X, the future of Sex.” But that was just too long. People were just calling it “X.” And it was confusing. People were asking, “Is it a band?” “A movie about Malcolm X?” I said we should shorten it to “Future Sex.” And that would relate to the technology aspect of the magazine. But the future of sex isn’t just gadgets that transform our sex life. It’s a way of thinking about sex and our culture and erotic ideas and identities. Getting past the status quo.

ROBINSON: Do you see any movement in the traditional sex magazines to cover such ideas?
Talking with Lisa Palac

PALAC: People are certainly catching on to the “cyber” trend. *Penthouse* called—they’re launching a “cybersex” section. But are they really interested in promoting the most challenging and diverse erotic spectrum. I don’t think so. They have the target audience, they’re convinced this particular group of men wants this one thing. They’re a business and make their decisions on what sells. There’s nothing wrong with that. There are parts of *Penthouse* that really turn me on. But I can’t live on a steady diet of it.

ROBINSON: So with *Future Sex* you’re taking a different aim?

PALAC: The goal here...Everyone wants something better from porn, but nobody does anything about it. It’s easier to complain than to say good things because saying something about particular porn says something about you. It’s risky. It will ostracize you. Once you come out of the closet outside a hetero, breeder relationship you get the stamp of “perversion” on your forehead, that you can’t erase. We want every issue of *Future Sex* to be different. Our formula is no formula.

ROBINSON: Why the technology coverage?

PALAC: Technology is totally influencing our culture on every level and that seems to be accelerating in the past few years. Technology is affecting every part of our daily life, in all fields: science, architecture, entertainment, the arts, defense. Whether that’s good or bad, we can’t unring the bell. Certainly technology is also going to change the way we look at sex. Sometimes that might be in the form of a new sex toy—that’s part of it, but not all of it.

ROBINSON: Is virtual reality sex overplayed in general?

PALAC: Of course, it’s all media hype. Which is why my perspective as editor of *Future Sex* is not just to talk about the hardware, the software, but how that’s being implemented. I’m going after the
Talking with Lisa Pulac

experiences that some of this new technology can bring. That doesn’t always come in leaps and bounds, in the perfect virtual reality system, but in thinking about the issues. We did an article about bulletin board systems. Now let’s go onto these boards, see if the medium is the message. What types of subjects are talked about that maybe people couldn’t discuss before. Maybe letters had too much of a lag time...There’s a tremendous amount to say there. You can say people are having sex chats on a BBS, but beyond that, what are you going to talk about. It’s not news to say people are having sex. But there’s so many different variations and topics within that. There’s a sex angle to just about any subject you can name. We have a sports page in every paper every day. Why isn’t there a sex page?

Mondo 2000

*Mondo 2000* is a “computer magazine with a subversive rock ‘n’ roll attitude” according to its editor, R.U. Sirius (formerly Ken Goffman). *Compute* magazine has called *Mondo 2000* a bible for cyberpunks, hackers, crackers, and wild-eyed visionaries. The magazine evolved from Goffman’s previous magazines, *High Frontiers* (mainly about drugs), and *Reality Hackers*. He shares editing duties with Allison Kennedy, the magazine’s “Domineditrix,” now known as Queen Mu. This magazine is a “guide to the cyberlife,” covering virtual sex, the Internet global communications network, high-tech paganism, pleasure pulse implants, and anything else about the digital millennium. Writers and subjects include Brian Eno, William Burroughs, Bruce Sterling, Timothy Leary, Frank Zappa, John Barlow (lyricist for the Grateful Dead), and Rudy Rucker, among many others. Despite its somewhat technological bent, the magazine claims a 40% female readership.

Although the magazine is sometimes seen as being dedicated to the exploration of virtual reality, it actually has a much wider agenda. Sirius
is particularly interested in how new technologies and new mind drugs will expand the perceptions and avenues of communications of their users. Titles of articles have included: “Guerrilla Video Gaming” and “Escaping the Desktop: Wearables.”

Among the leaders of the cyber age who have been quoted in *Mondo 2000* are science-fiction author and professor Rudy Rucker who says, “Machines are becoming more human-like, and people are becoming more like machines... In the past computers were thought of as tools for the business and military. Now there is growing feeling that we can take some of this technology over for more humane and artistic purposes.”

Brenda Laurel, computer interface expert, is quoted in *Mondo 2000* commenting about the position of women in the cybersex field: “This may be a medium where women have a chance to explore this stuff more. And that leads me back to my [desire to become] a lizard. I mean, I’ve done transsexual. Now I want to do trans-specieal, you know?”

Fraser Clark, publisher of *Encyclopaedia Psychedelica International*, also has been quoted about virtual interactions: “People are now dreaming not only of retreating inside their own private worlds, they’re actually building them! And then rationalizing it on the grounds that they can distantly—and in the most controlled manner—share the space with a few specialist companions! Virtual Alienation!”

Mike Saenz comments on the possibilities for virtual sex in education: “I have a silly idea for a product called Strip Teacher. She goes “Tell me the name of the thirteenth president of the United States and I’ll show you my tits.” I think lust motivates technology. The first personal robots, let’s face it, are not going to be bought to bring people drinks.”

*VirtualTrivia*

*Mondo 2000* editor R.U. Sirius states, “In the past you couldn’t keep ‘em back on the farm after they’d seen the city. In the future, you maybe won’t be able to keep ‘em in the city after they’ve been in cyberspace.”

*Strip Teacher*

Mike Saenz comments on the possibilities for virtual sex in education: “I have a silly idea for a product called Strip Teacher. She goes “Tell me the name of the thirteenth president of the United States and I’ll show you my tits.” I think lust motivates technology. The first personal robots, let’s face it, are not going to be bought to bring people drinks.”
Finally, Mike Saenz, creator of Virtual Valerie, has commented about the role of cybersex in the progress of virtuality reality research. “This is our chance to create a whole new form of erotic art,” claims Saenz. “And very practically. Porno is what made the VCR market what it is today, and I think virtual sex will do the same for virtual reality.”
listed below are the disk products reviewed in part 4 of this book.

**THE ADULT REFERENCE LIBRARY VOL. 1a**
- $59.00
- CD-ROM for Macintosh
- Goosebump Graphics
- Box 5167
- Mentor, OH 44061
  
  (216) 254-2609

**CENTERFOLDS ON DISK,**
**VARIETY SETS 1 & 2**
- $29.95 each, $39.95 both
- Diskettes for IBM compatibles
- Centerfolds on Disk
- P.O. Box 5138
- Chatsworth, CA 91313

  (818) 709-3795

**COBRA MISSION**
- $69.95
- Diskettes for IBM compatibles
- Megatech Software
- P.O. Box 11333
- Torrance, CA 90510

  (800) 258-MEGA

**CYBORGASM**
- $20.00
- Audio CD-ROM
- Algorithm
- 2325 3rd Street
- San Francisco, CA 94107

  (415) 252-5595

**THE DONATELLI COLLECTION, VOL. 3**
- $79.95
- CD-ROM for Macintosh, IBM
- Body Cello
- P.O. Box 910531
- Sorrento Valley, CA 92191

  (800) 922-3556

**THE FOX PACK COLLECTION**
- $79.95
- CD-ROM for Macintosh
- Body Cello
- P.O. Box 910531
- Sorrento Valley, CA 92191

  (800) 922-3556
HEAVENLY BODIES VOLS. 1 & 2
$99.95 each
CD-ROM for Macintosh, IBM
Body Cello
P.O. Box 910531
Sorrento Valley, CA 92191
(800) 922-3556

HEAVENLY HUNKS
$99.95
CD-ROM for Macintosh, IBM
Body Cello
P.O. Box 910531
Sorrento Valley, CA 92191
(800) 922-3556

HIDDEN OBSESSIONS
$69.95
CD-ROM for IBM and compatibles
New Machine Publishing
2040 Broadway
Santa Monica, CA 90404
(310) 453-5068

HOUSE OF DREAMS
$39.95
CD-ROM for Macintosh
New Machine Publishing
2040 Broadway
Santa Monica, CA 90404
(310) 453-5068

THE HOUSE OF SLEEPING BEAUTIES
$69.95
CD-ROM for Macintosh
Pixis Interactive
P.O. Box 50325
Irvine, CA 92619
(800) 697-4947

THE INTERACTIVE ADVENTURES OF SEYMOR BUTTS
$69.95
CD-ROM for Macintosh and IBM
New Machine Publishing
2040 Broadway
Santa Monica, CA 90404
(310) 453-5068

LEATHER GODDESSES OF PHOBOS
Price not available
Diskette for IBM and compatibles
Activision
11440 San Vicente Boulevard
Los Angeles, CA 90049
(310) 207-4500

LEISURE SUIT LARRY GAMES 1-5
Prices vary from game to game
CD-ROM for IBM and compatibles
Sierra On-Line, Inc.
Coarsegold, CA 93614
(800) 326-6654

LOVELY LADIES II
Price not available
CD-ROM for IBM and compatibles
Hammerhead Publishing
c/o Starware Publishing Corporation
P.O. Box 4188
Deerfield Beach, FL 33442
(800) 354-5353

NIGHT WATCH INTERACTIVE
$69.95
CD-ROM for Macintosh and IBM
New Machine Publishing
2040 Broadway
Santa Monica, CA 90404
(310) 453-5068
PENTHOUSE INTERACTIVE  
$129.00
CD-ROM for Macintosh and IBM
Penthouse International, Ltd.
1965 Broadway
New York, NY 10023-5965
(212) 496-6100

PRIVATE EROTICA  
$20.00
Audio CD-ROM
A Lasting Impression Music Corporation
1592 Union Street
San Francisco, CA 94123
(800) 800-CYBER

SECRETS  
$69.95
CD-ROM for Macintosh
New Machine Publishing
2040 Broadway
Santa Monica, CA 90404
(310) 453-5068

THE SEXOTICA COLLECTION, VOL. 1  
$39.95
Diskette for IBM and compatibles
Dragon's Eye Productions
4815 West Braker Lane
Suite 502-164
Austin, TX 78759
(800) 243-1515

THE SEXXCAPADES GAME  
$79.00
High-density diskettes for IBM

SEXXCAPADES...THE MOVIE  
$129.00
CD-ROM for IBM and compatibles
SeXXy Software
P.O. Box 220 Dept. 600KE
Hatfield, PA 19440
(800) 243-1515

SOFT PORN ADVENTURE  
Shareware
Available on CompuServe and others

SPELLCASTING 101 SORCERERS GET ALL THE GIRLS  
$19.95

SPELLCASTING 201 THE SORCERER'S APPLIANCE  
$19.95

SPELLCASTING 301 SPRING BREAK  
$59.95
Diskettes for IBM and compatibles
Legend Entertainment Company
MicroProse Software
180 Lakefront Drive
Hunt Valley, MD 21030
Attn: Express Order
(800) 879-PLAY

STRIP POKER THREE  
Price not available
Diskettes for IBM and compatibles
Artworx Software Co., Inc.
1844 Penfield Road
Penfield, NY 14526
(716) 385-6120
THE VASTA COLLECTION
$99.95
CD-ROM for Macintosh and IBM
Body Cello
P.O. Box 910531
Sorrento Valley, CA 92191
(800) 922-3556

VIRTUAL VALERIE
$79.95
CD-ROM for Macintosh
Reactor
Available from Body Cello
P.O. Box 910531
Sorrento Valley, CA 92191
(800) 922-3556
Additional Adult Bulletin Board Listings, By State

Keep in mind that bulletin board numbers are subject to change because they are often very transient operations. Use a low baud rate (2400 bps or lower) the first time you dial into any of the following boards. Some of the boards offer high speed modem access, but many are geared to chat mode and only accept up to 2400 bps. Although most of the people who operate adult bulletin boards are nice, fun-loving, and sane people, there are some off-kilter sysops on the loose! Play safe and dial at your own risk!

<table>
<thead>
<tr>
<th>State</th>
<th>Modem Number</th>
</tr>
</thead>
<tbody>
<tr>
<td>Alabama</td>
<td></td>
</tr>
<tr>
<td>Lemon Grove BBS</td>
<td>(205) 836-1184</td>
</tr>
<tr>
<td>Outer Limit</td>
<td>(205) 425-5871</td>
</tr>
<tr>
<td>Alaska</td>
<td></td>
</tr>
<tr>
<td>Lunatic's Asylum</td>
<td>(907) 696-4812</td>
</tr>
<tr>
<td>Arkansas</td>
<td></td>
</tr>
<tr>
<td>The Grapevine</td>
<td>(501) 753-8121</td>
</tr>
<tr>
<td>The Moonman BBS</td>
<td>(501) 562-7399</td>
</tr>
<tr>
<td>State</td>
<td>Modem Number</td>
</tr>
<tr>
<td>------------------</td>
<td>------------------</td>
</tr>
<tr>
<td>Shadowrun</td>
<td>(501) 932-4712</td>
</tr>
<tr>
<td>Wet Dream</td>
<td>(501) 663-1547</td>
</tr>
<tr>
<td><strong>Arizona</strong></td>
<td></td>
</tr>
<tr>
<td>Boardwalk Hotel</td>
<td>(602) 955-9338</td>
</tr>
<tr>
<td>Duke's Doghouse</td>
<td>(602) 458-8206</td>
</tr>
<tr>
<td>Empty Pockets</td>
<td>(602) 831-7979</td>
</tr>
<tr>
<td>Flea Circus</td>
<td>(602) 242-4050</td>
</tr>
<tr>
<td>GIF City</td>
<td>(602) 895-8318</td>
</tr>
<tr>
<td>Mohave Social Club BBS</td>
<td>(602) 768-1172</td>
</tr>
<tr>
<td>Rusty's WildKat BBS</td>
<td>(602) 936-3892</td>
</tr>
<tr>
<td><strong>California</strong></td>
<td></td>
</tr>
<tr>
<td>Amateur Action</td>
<td>(408) 263-3393</td>
</tr>
<tr>
<td>Animal House BBS</td>
<td>(707) 434-8455</td>
</tr>
<tr>
<td>The Black Pines</td>
<td>(714) 539-9374</td>
</tr>
<tr>
<td>Boot Hill BBS</td>
<td>(714) 871-4018</td>
</tr>
<tr>
<td>The Chateau</td>
<td>(714) 455-2790</td>
</tr>
<tr>
<td>Christ, She's At It Again!</td>
<td>(619) 264-8412</td>
</tr>
<tr>
<td>Desert Pleasures</td>
<td>(805) 264-3661</td>
</tr>
<tr>
<td>Digital Visions</td>
<td>(310) 408-0490</td>
</tr>
<tr>
<td>The Downtown BBS</td>
<td>(213) 484-0260</td>
</tr>
<tr>
<td>For Adults Only</td>
<td>(916) 962-3964</td>
</tr>
<tr>
<td>Garlique Graphics</td>
<td>(408) 847-1240</td>
</tr>
<tr>
<td>The General</td>
<td>(619) 281-8616</td>
</tr>
<tr>
<td>Komputer Klassifieds</td>
<td>(818) 709-4370</td>
</tr>
<tr>
<td>KBBS</td>
<td>(818) 886-0862</td>
</tr>
<tr>
<td>Nitelog</td>
<td>(408) 655-8294</td>
</tr>
<tr>
<td>PC GFX Exchange</td>
<td>(415) 337-5417</td>
</tr>
<tr>
<td>PC Treasure Chest</td>
<td>(714) 738-0841</td>
</tr>
<tr>
<td>Prime Time</td>
<td>(818) 982-7271</td>
</tr>
<tr>
<td>Q Continuum</td>
<td>(310) 434-0401</td>
</tr>
<tr>
<td>SD Connection</td>
<td>(619) 584-8456</td>
</tr>
<tr>
<td>The Software Gallery BBS</td>
<td>(714) 991-4019</td>
</tr>
<tr>
<td>Tom Cat Pictures</td>
<td>(805) 482-7659</td>
</tr>
<tr>
<td>Universal BBS</td>
<td>(714) 454-2308</td>
</tr>
<tr>
<td>Windows BBS</td>
<td>(916) 381-7453</td>
</tr>
<tr>
<td>State</td>
<td>Modem Number</td>
</tr>
<tr>
<td>------------------------</td>
<td>--------------</td>
</tr>
<tr>
<td><strong>Colorado</strong></td>
<td></td>
</tr>
<tr>
<td>Adult Net Denver</td>
<td>(303) 791-4221</td>
</tr>
<tr>
<td>Alternet Lifestyles</td>
<td>(303) 935-7283</td>
</tr>
<tr>
<td>Bailey Info. Exchange</td>
<td>(303) 838-1759</td>
</tr>
<tr>
<td>Battle Bridge BBS</td>
<td>(303) 989-4533</td>
</tr>
<tr>
<td>Cat's Dog House</td>
<td>(303) 341-5933</td>
</tr>
<tr>
<td>Colorado Connection</td>
<td>(303) 940-7357</td>
</tr>
<tr>
<td>Complete Mayhem BBS</td>
<td>(303) 371-7582</td>
</tr>
<tr>
<td>Discordian Society</td>
<td>(303) 933-3472</td>
</tr>
<tr>
<td>Early Morning Coffee</td>
<td>(303) 490-2843</td>
</tr>
<tr>
<td>Lookin’ Good</td>
<td>(303) 465-0910</td>
</tr>
<tr>
<td>Phantom Zone</td>
<td>(303) 541-9276</td>
</tr>
<tr>
<td>Tigress’s Den</td>
<td>(303) 484-3617</td>
</tr>
<tr>
<td><strong>Connecticut</strong></td>
<td></td>
</tr>
<tr>
<td>Adults ‘R’ Us</td>
<td>(203) 583-0715</td>
</tr>
<tr>
<td>Archer’s Domain</td>
<td>(203) 583-7942</td>
</tr>
<tr>
<td>Brain Damaged BBS</td>
<td>(203) 963-7015</td>
</tr>
<tr>
<td>Chrometics</td>
<td>(203) 270-8676</td>
</tr>
<tr>
<td>CT Connection</td>
<td>(203) 775-6198</td>
</tr>
<tr>
<td>First Impressions</td>
<td>(203) 667-3068</td>
</tr>
<tr>
<td>Fozzy’s BBS</td>
<td>(203) 678-0751</td>
</tr>
<tr>
<td>GURPS Connection</td>
<td>(203) 236-7359</td>
</tr>
<tr>
<td>Over Exposed BBS</td>
<td>(203) 627-8088</td>
</tr>
<tr>
<td>Perversed Polarity</td>
<td>(203) 620-0001</td>
</tr>
<tr>
<td>Sharke’s Revenge BBS</td>
<td>(203) 798-7837</td>
</tr>
<tr>
<td>Treasure Island</td>
<td>(203) 791-8532</td>
</tr>
<tr>
<td><strong>Delaware</strong></td>
<td></td>
</tr>
<tr>
<td>The DVUG BBS</td>
<td>(302) 324-8091</td>
</tr>
<tr>
<td>MoRoN MAnOrBBS</td>
<td>(302) 735-8596</td>
</tr>
<tr>
<td><strong>District of Columbia</strong></td>
<td></td>
</tr>
<tr>
<td>One Night in Bangkok</td>
<td>(202) 544-5684</td>
</tr>
<tr>
<td><strong>Florida</strong></td>
<td></td>
</tr>
<tr>
<td>Adults Only Mansion</td>
<td>(305) 594-4526</td>
</tr>
<tr>
<td>Contact Advertising</td>
<td>(407) 460-1990</td>
</tr>
<tr>
<td>The Godfather</td>
<td>(813) 289-3314</td>
</tr>
<tr>
<td>State</td>
<td>Modem Number</td>
</tr>
<tr>
<td>---------------</td>
<td>--------------</td>
</tr>
<tr>
<td>Graphic Conne(x)ion</td>
<td>(305) 385-3665</td>
</tr>
<tr>
<td>Honey Dripper</td>
<td>(305) 220-0369</td>
</tr>
<tr>
<td>Misty Moonlight BBS</td>
<td>(305) 473-2314</td>
</tr>
<tr>
<td>Night-Time BBS</td>
<td>(904) 744-8596</td>
</tr>
<tr>
<td>Pair O' Dice II</td>
<td>(305) 753-9259</td>
</tr>
<tr>
<td>Road Runner</td>
<td>(305) 557-5357</td>
</tr>
<tr>
<td>Tech’s Warehouse</td>
<td>(904) 260-2545</td>
</tr>
<tr>
<td><strong>Georgia</strong></td>
<td></td>
</tr>
<tr>
<td>Atlanta Connection</td>
<td>(404) 929-0800</td>
</tr>
<tr>
<td>Intimate Visions</td>
<td>(404) 244-7059</td>
</tr>
<tr>
<td>The End of Eternity</td>
<td>(404) 892-0282</td>
</tr>
<tr>
<td>Wild &amp; Dangerous BBS</td>
<td>(912) 757-1864</td>
</tr>
<tr>
<td><strong>Hawaii</strong></td>
<td></td>
</tr>
<tr>
<td>The In-Touch BBS</td>
<td>(808) 521-2359</td>
</tr>
<tr>
<td><strong>Idaho</strong></td>
<td></td>
</tr>
<tr>
<td>Phantasia</td>
<td>(208) 939-1350</td>
</tr>
<tr>
<td><strong>Illinois</strong></td>
<td></td>
</tr>
<tr>
<td>Archimedes' Screw</td>
<td>(312) 761-4480</td>
</tr>
<tr>
<td>Channel Z</td>
<td>(618) 548-3637</td>
</tr>
<tr>
<td>CompuErotica</td>
<td>(312) 902-3599</td>
</tr>
<tr>
<td>Daffy’s World Dimensia</td>
<td>(309) 382-2410</td>
</tr>
<tr>
<td>The Insomniacs BBS</td>
<td>(815) 895-6608</td>
</tr>
<tr>
<td>Intimate Mansion</td>
<td>(708) 934-3045</td>
</tr>
<tr>
<td>The McHenry BBS</td>
<td>(815) 385-7956</td>
</tr>
<tr>
<td>Netherworld BBS</td>
<td>(309) 734-6047</td>
</tr>
<tr>
<td>Pandora’s Box</td>
<td>(618) 632-4590</td>
</tr>
<tr>
<td>Village Information Systems</td>
<td>(312) 581-1111</td>
</tr>
<tr>
<td><strong>Indiana</strong></td>
<td></td>
</tr>
<tr>
<td>The Adult BBS</td>
<td>(317) 784-6975</td>
</tr>
<tr>
<td>Digicom BBS</td>
<td>(812) 479-1310</td>
</tr>
<tr>
<td>First Amendment</td>
<td>(317) 457-2734</td>
</tr>
<tr>
<td>The Geneva Convention</td>
<td>(812) 284-1321</td>
</tr>
<tr>
<td>Naperville File Exchange</td>
<td>(317) 447-9653</td>
</tr>
<tr>
<td>Play Board</td>
<td>(219) 744-4908</td>
</tr>
<tr>
<td>State</td>
<td>Modem Number</td>
</tr>
<tr>
<td>--------------</td>
<td>--------------</td>
</tr>
<tr>
<td><strong>Iowa</strong></td>
<td></td>
</tr>
<tr>
<td>Alternatives</td>
<td>(515) 285-1190</td>
</tr>
<tr>
<td>Heat In The Night</td>
<td>(515) 386-6227</td>
</tr>
<tr>
<td>Karma Vs. Dogma</td>
<td>(515) 288-7793</td>
</tr>
<tr>
<td>The Missing Link</td>
<td>(319) 235-0772</td>
</tr>
<tr>
<td>The Picture Gallery</td>
<td>(319) 296-1393</td>
</tr>
<tr>
<td><strong>Kansas</strong></td>
<td></td>
</tr>
<tr>
<td>3-Times-7</td>
<td>(913) 599-6206</td>
</tr>
<tr>
<td>Adult Playground</td>
<td>(913) 287-5843</td>
</tr>
<tr>
<td>Cosmix Station</td>
<td>(913) 422-7345</td>
</tr>
<tr>
<td>The Main Exchange</td>
<td>(316) 262-1474</td>
</tr>
<tr>
<td>Silver Eagle</td>
<td>(316) 522-6412</td>
</tr>
<tr>
<td>Skeeter's Storyboard</td>
<td>(913) 681-5546</td>
</tr>
<tr>
<td><strong>Kentucky</strong></td>
<td></td>
</tr>
<tr>
<td>Electronic Mafia</td>
<td>(502) 361-4225</td>
</tr>
<tr>
<td>The Improv</td>
<td>(502) 893-8102</td>
</tr>
<tr>
<td>Penal Colony</td>
<td>(606) 836-1267</td>
</tr>
<tr>
<td><strong>Louisiana</strong></td>
<td></td>
</tr>
<tr>
<td>Cutting Edge</td>
<td>(504) 682-4044</td>
</tr>
<tr>
<td>Minas Tirith</td>
<td>(504) 455-8665</td>
</tr>
<tr>
<td>Silver Streak</td>
<td>(504) 888-6515</td>
</tr>
<tr>
<td><strong>Maine</strong></td>
<td></td>
</tr>
<tr>
<td>The Hobbit Hole</td>
<td>(207) 490-5841</td>
</tr>
<tr>
<td><strong>Maryland</strong></td>
<td></td>
</tr>
<tr>
<td>Apples of Eve</td>
<td>(301) 990-7565</td>
</tr>
<tr>
<td>Crow's Nest BBS</td>
<td>(301) 843-5247</td>
</tr>
<tr>
<td>The File Factory</td>
<td>(301) 599-8382</td>
</tr>
<tr>
<td>Final Frontier</td>
<td>(410) 674-9307</td>
</tr>
<tr>
<td>Martin's Domain</td>
<td>(301) 369-4657</td>
</tr>
<tr>
<td>The Roller-Coaster</td>
<td>(301) 770-9020</td>
</tr>
<tr>
<td>The Whiplash Fantasy</td>
<td>(410) 836-3072</td>
</tr>
<tr>
<td><strong>Massachusetts</strong></td>
<td></td>
</tr>
<tr>
<td>American Playhouse</td>
<td>(617) 828-0868</td>
</tr>
<tr>
<td>Auto Exec</td>
<td>(508) 833-0508</td>
</tr>
<tr>
<td>State</td>
<td>Modem Number</td>
</tr>
<tr>
<td>-----------------------------</td>
<td>--------------------</td>
</tr>
<tr>
<td>Channel One</td>
<td>(617) 354-5776</td>
</tr>
<tr>
<td>Island Logistics</td>
<td>(617) 631-3304</td>
</tr>
<tr>
<td>Nightsoft Videotext BBS</td>
<td>(508) 760-2147</td>
</tr>
<tr>
<td>Shangrila</td>
<td>(413) 527-7360</td>
</tr>
<tr>
<td>Star Fleet BBS</td>
<td>(508) 937-3609</td>
</tr>
<tr>
<td>Why I</td>
<td>(508) 228-6500</td>
</tr>
<tr>
<td><strong>Michigan</strong></td>
<td></td>
</tr>
<tr>
<td>Adult File Cabinet</td>
<td>(517) 792-4680</td>
</tr>
<tr>
<td>Bruce's Place BBS</td>
<td>(313) 562-0051</td>
</tr>
<tr>
<td>Computer Alley Adult</td>
<td>(313) 289-2659</td>
</tr>
<tr>
<td>The Flaming Dragon</td>
<td>(517) 336-7846</td>
</tr>
<tr>
<td>Outer Limits</td>
<td>(313) 379-4729</td>
</tr>
<tr>
<td>Playboard</td>
<td>(616) 725-7548</td>
</tr>
<tr>
<td>Queued Access</td>
<td>(616) 468-5026</td>
</tr>
<tr>
<td>Screen Magic</td>
<td>(313) 379-9276</td>
</tr>
<tr>
<td>S.W. Michigan ALinks</td>
<td>(616) 468-5026</td>
</tr>
<tr>
<td>The Twilight Zone</td>
<td>(517) 769-6320</td>
</tr>
<tr>
<td><strong>Minnesota</strong></td>
<td></td>
</tr>
<tr>
<td>The Friendship BBS</td>
<td>(612) 566-5726</td>
</tr>
<tr>
<td><strong>Mississippi</strong></td>
<td></td>
</tr>
<tr>
<td>Midnite Chowboy</td>
<td>(601) 453-3963</td>
</tr>
<tr>
<td>Purgatory BBS</td>
<td>(601) 342-5680</td>
</tr>
<tr>
<td><strong>Missouri</strong></td>
<td></td>
</tr>
<tr>
<td>The Bedroom</td>
<td>(816) 637-4183</td>
</tr>
<tr>
<td>Cheswick's</td>
<td>(314) 965-5296</td>
</tr>
<tr>
<td>Doc in the Box</td>
<td>(314) 893-6099</td>
</tr>
<tr>
<td>The Gore Zone</td>
<td>(816) 363-4673</td>
</tr>
<tr>
<td>Gay &amp; Lesbian Communications</td>
<td>(816) 561-1186</td>
</tr>
<tr>
<td>The Hard Drive</td>
<td>(816) 763-7058</td>
</tr>
<tr>
<td>Magic Castle</td>
<td>(816) 353-3364</td>
</tr>
<tr>
<td>Pizazz</td>
<td>(816) 468-6900</td>
</tr>
<tr>
<td>Roman Empire</td>
<td>(314) 772-1014</td>
</tr>
<tr>
<td>Wendy’s Dungeon</td>
<td>(314) 427-4147</td>
</tr>
<tr>
<td>State</td>
<td>Modem Number</td>
</tr>
<tr>
<td>-----------------</td>
<td>------------------</td>
</tr>
<tr>
<td>Nevada</td>
<td></td>
</tr>
<tr>
<td>Nighthawk</td>
<td>(702) 644-1537</td>
</tr>
<tr>
<td>The Other BBS</td>
<td>(702) 438-3625</td>
</tr>
<tr>
<td>Windup West</td>
<td>(702) 334-3317</td>
</tr>
<tr>
<td>New Jersey</td>
<td></td>
</tr>
<tr>
<td>The Cat House</td>
<td>(908) 341-5265</td>
</tr>
<tr>
<td>Computer Connections</td>
<td>(201) 798-0065</td>
</tr>
<tr>
<td>County Jail BBS!</td>
<td>(201) 387-7995</td>
</tr>
<tr>
<td>Designed Letters BBSNet</td>
<td>(201) 334-7846</td>
</tr>
<tr>
<td>Electric Blue</td>
<td>(908) 241-7982</td>
</tr>
<tr>
<td>Hot Spot</td>
<td>(609) 660-1235</td>
</tr>
<tr>
<td>Passaic Valley BBS</td>
<td>(201) 256-4509</td>
</tr>
<tr>
<td>Phase IV</td>
<td>(908) 727-7514</td>
</tr>
<tr>
<td>Pussycat Playhouse</td>
<td>(201) 376-0884</td>
</tr>
<tr>
<td>Remote Host</td>
<td>(201) 539-4544</td>
</tr>
<tr>
<td>Wild Bill's</td>
<td>(908) 671-2528</td>
</tr>
<tr>
<td>New Hampshire</td>
<td></td>
</tr>
<tr>
<td>Funny Farm</td>
<td>(603) 672-8123</td>
</tr>
<tr>
<td>The Hide-A-Way BBS</td>
<td>(603) 898-3345</td>
</tr>
<tr>
<td>The Night Owls</td>
<td>(603) 298-9872</td>
</tr>
<tr>
<td>New York</td>
<td></td>
</tr>
<tr>
<td>After Hours BBS</td>
<td>(718) 547-4210</td>
</tr>
<tr>
<td>Brooklyn After Dark</td>
<td>(718) 782-1586</td>
</tr>
<tr>
<td>Datashack</td>
<td>(914) 961-8959</td>
</tr>
<tr>
<td>David's Girls</td>
<td>(718) 547-4210</td>
</tr>
<tr>
<td>The Dirty Hacker</td>
<td>(914) 794-5306</td>
</tr>
<tr>
<td>Fantasy Land</td>
<td>(518) 383-2282</td>
</tr>
<tr>
<td>Goldi's Playpen</td>
<td>(518) 373-1556</td>
</tr>
<tr>
<td>Long Island Connection</td>
<td>(516) 794-2550</td>
</tr>
<tr>
<td>Mystic's Gate</td>
<td>(518) 725-9391</td>
</tr>
<tr>
<td>Node 66 East</td>
<td>(914) 426-0729</td>
</tr>
<tr>
<td>Paradise Network</td>
<td>(718) 241-9007</td>
</tr>
<tr>
<td>The Taste BBS</td>
<td>(718) 252-4531</td>
</tr>
<tr>
<td>Viper's Lair</td>
<td>(718) 980-0086</td>
</tr>
<tr>
<td>State</td>
<td>Modem Number</td>
</tr>
<tr>
<td>--------------------</td>
<td>--------------------</td>
</tr>
<tr>
<td><strong>North Carolina</strong></td>
<td></td>
</tr>
<tr>
<td>Barrack's Rat</td>
<td>(919) 447-6432</td>
</tr>
<tr>
<td>Deep River</td>
<td>(919) 464-5316</td>
</tr>
<tr>
<td>Feminine Touch BBS</td>
<td>(919) 447-5065</td>
</tr>
<tr>
<td>The Pyramid BBS</td>
<td>(919) 535-4239</td>
</tr>
<tr>
<td>The Sandhills BBS</td>
<td>(919) 949-2360</td>
</tr>
<tr>
<td>Wag Tongue Alley</td>
<td>(919) 735-9406</td>
</tr>
<tr>
<td><strong>North Dakota</strong></td>
<td></td>
</tr>
<tr>
<td>Graphics House</td>
<td>(701) 839-8306</td>
</tr>
<tr>
<td>Magic's Corner</td>
<td>(701) 594-9805</td>
</tr>
<tr>
<td><strong>Ohio</strong></td>
<td></td>
</tr>
<tr>
<td>C.C.C.</td>
<td>(513) 752-8248</td>
</tr>
<tr>
<td>Firehouse West</td>
<td>(216) 351-7080</td>
</tr>
<tr>
<td>The Forbidden Zone</td>
<td>(216) 228-7372</td>
</tr>
<tr>
<td>Jester's Court</td>
<td>(216) 289-4780</td>
</tr>
<tr>
<td>Night Breed BBS</td>
<td>(614) 792-1099</td>
</tr>
<tr>
<td>Red Phoenix</td>
<td>(216) 345-5807</td>
</tr>
<tr>
<td>Swingles</td>
<td>(216) 749-1020</td>
</tr>
<tr>
<td><strong>Oklahoma</strong></td>
<td></td>
</tr>
<tr>
<td>Citadel</td>
<td>(405) 376-1610</td>
</tr>
<tr>
<td>Digital Encounters</td>
<td>(405) 670-3925</td>
</tr>
<tr>
<td>Heretic</td>
<td>(405) 634-4866</td>
</tr>
<tr>
<td>Huggy Bears BBS</td>
<td>(405) 949-2090</td>
</tr>
<tr>
<td>M.I.S.E. Network</td>
<td>(405) 478-1144</td>
</tr>
<tr>
<td>ORACLE</td>
<td>(405) 391-6604</td>
</tr>
<tr>
<td>Shadow' Keep BBS</td>
<td>(405) 321-9992</td>
</tr>
<tr>
<td>Vanishing Point BBS</td>
<td>(405) 360-7161</td>
</tr>
<tr>
<td>WildSide</td>
<td>(405) 672-5538</td>
</tr>
<tr>
<td><strong>Oregon</strong></td>
<td></td>
</tr>
<tr>
<td>Club Portland</td>
<td>(503) 238-5943</td>
</tr>
<tr>
<td>Finer Things BBS</td>
<td>(503) 638-9332</td>
</tr>
<tr>
<td>Lost in the Ozone</td>
<td>(503) 461-4634</td>
</tr>
<tr>
<td>Realm of the Hawk</td>
<td>(503) 384-3384</td>
</tr>
<tr>
<td>Sea Breeze BBS</td>
<td>(503) 286-0931</td>
</tr>
<tr>
<td>T&amp;E Verbal Abuse Network</td>
<td>(503) 386-2903</td>
</tr>
<tr>
<td>State</td>
<td>Modern Number</td>
</tr>
<tr>
<td>---------------</td>
<td>---------------</td>
</tr>
<tr>
<td><strong>Pennsylvania</strong></td>
<td></td>
</tr>
<tr>
<td>The Forum</td>
<td>(215) 722-1482</td>
</tr>
<tr>
<td>Naughty Bits</td>
<td>(215) 368-1162</td>
</tr>
<tr>
<td>The Open Door</td>
<td>(412) 856-6322</td>
</tr>
<tr>
<td>The Swinger’s Connection</td>
<td>(215) 724-5324</td>
</tr>
<tr>
<td><strong>South Carolina</strong></td>
<td></td>
</tr>
<tr>
<td>Blackbeard’s Tavern</td>
<td>(803) 294-9657</td>
</tr>
<tr>
<td>Orient Express</td>
<td>(803) 821-4612</td>
</tr>
<tr>
<td>Psychic World BBS</td>
<td>(803) 760-1241</td>
</tr>
<tr>
<td><strong>Tennessee</strong></td>
<td></td>
</tr>
<tr>
<td>Adult Mail Drop</td>
<td>(615) 499-6449</td>
</tr>
<tr>
<td>Cheyenne Social Club</td>
<td>(615) 361-5956</td>
</tr>
<tr>
<td>Intimate Secrets</td>
<td>(615) 894-3225</td>
</tr>
<tr>
<td>Married With Computers</td>
<td>(615) 449-8616</td>
</tr>
<tr>
<td>The 3rd Eye</td>
<td>(615) 227-6155</td>
</tr>
<tr>
<td>The One Oh Wurst BBS</td>
<td>(615) 648-0021</td>
</tr>
<tr>
<td>The Outer Limits II</td>
<td>(901) 427-4366</td>
</tr>
<tr>
<td>Woody’s World BBS</td>
<td>(615) 893-4616</td>
</tr>
<tr>
<td><strong>Texas</strong></td>
<td></td>
</tr>
<tr>
<td>After Hours</td>
<td>(713) 937-0504</td>
</tr>
<tr>
<td>Consenting Adults</td>
<td>(210) 681-1976</td>
</tr>
<tr>
<td>Danse Macabre</td>
<td>(210) 623-1395</td>
</tr>
<tr>
<td>Diamond Lil’s Saloon</td>
<td>(214) 228-9173</td>
</tr>
<tr>
<td>Emporium II</td>
<td>(214) 780-9892</td>
</tr>
<tr>
<td>Endeavor</td>
<td>(214) 240-2069</td>
</tr>
<tr>
<td>Godfather’s Palace</td>
<td>(210) 533-3882</td>
</tr>
<tr>
<td>Houston Chat Channel</td>
<td>(713) 575-1050</td>
</tr>
<tr>
<td>NECRONOMICON</td>
<td>(210) 675-4787</td>
</tr>
<tr>
<td>Texas Open Forum</td>
<td>(903) 534-1918</td>
</tr>
<tr>
<td>Tune Town</td>
<td>(210) 650-4389</td>
</tr>
<tr>
<td>TURNabout</td>
<td>(210) 736-5623</td>
</tr>
<tr>
<td>X-Factor</td>
<td>(210) 648-3874</td>
</tr>
<tr>
<td><strong>Virginia</strong></td>
<td></td>
</tr>
<tr>
<td>Adult Bliss</td>
<td>(703) 642-8464</td>
</tr>
<tr>
<td>Adult Fantasy</td>
<td>(703) 352-2945</td>
</tr>
<tr>
<td>State</td>
<td>Modem Number</td>
</tr>
<tr>
<td>-----------------------</td>
<td>--------------------</td>
</tr>
<tr>
<td>Another Dimension</td>
<td>(703) 667-3530</td>
</tr>
<tr>
<td>Coral Reefer</td>
<td>(703) 264-3962</td>
</tr>
<tr>
<td>Sugar Magnolia</td>
<td>(703) 347-7460</td>
</tr>
<tr>
<td>Time Portal</td>
<td>(703) 368-5429</td>
</tr>
<tr>
<td>Wade's World</td>
<td>(703) 694-5460</td>
</tr>
<tr>
<td><strong>Washington</strong></td>
<td></td>
</tr>
<tr>
<td>Bangkok Express</td>
<td>(206) 838-7908</td>
</tr>
<tr>
<td>French Connection</td>
<td>(206) 672-1198</td>
</tr>
<tr>
<td>Grownup's Playhouse</td>
<td>(206) 588-3792</td>
</tr>
<tr>
<td>Hi-Res Gifs</td>
<td>(509) 534-3645</td>
</tr>
<tr>
<td>Night Moves</td>
<td>(206) 946-4554</td>
</tr>
<tr>
<td>Room Next Door</td>
<td>(206) 938-1832</td>
</tr>
<tr>
<td>SeaSoft Adult Center</td>
<td>(206) 637-2398</td>
</tr>
<tr>
<td>Seattle Net</td>
<td>(206) 838-7908</td>
</tr>
<tr>
<td>Tacoma Adult Party</td>
<td>(206) 756-5160</td>
</tr>
<tr>
<td><strong>West Virginia</strong></td>
<td></td>
</tr>
<tr>
<td>Reality BBS</td>
<td>(304) 925-8276</td>
</tr>
<tr>
<td>Telephone Technologies</td>
<td>(304) 636-3907</td>
</tr>
<tr>
<td><strong>Wisconsin</strong></td>
<td></td>
</tr>
<tr>
<td>Digital Future</td>
<td>(414) 536-4233</td>
</tr>
<tr>
<td>The Farmer's Daughter</td>
<td>(414) 728-8554</td>
</tr>
<tr>
<td>GLINN Multi-Board Super Sytem</td>
<td>(414) 289-0145</td>
</tr>
<tr>
<td>Le Cross Roads</td>
<td>(608) 788-8086</td>
</tr>
<tr>
<td>Phantom Tollbooth</td>
<td>(414) 377-8462</td>
</tr>
<tr>
<td>Playfully Yours</td>
<td>(414) 377-2649</td>
</tr>
<tr>
<td>Rosie's BBS</td>
<td>(608) 784-4679</td>
</tr>
</tbody>
</table>
References & Additional Recommended Reading Material


BBS Caller's Digest, Subscription Fulfillment, 900 Haddon Avenue, Collingswood, NJ 08101, (609)858-4411.

Boardwatch magazine, 7586 West Jewell Avenue, Suite 200, Lakewood, CO 80232 (800) 933-6038 (to subscribe).

Details magazine, 632 Broadway, New York, NY 10012, (800) 627-6367 (to subscribe).

Future Sex magazine, 1095 Market Street, Suite 809, San Francisco, CA 94103, (415) 621-5496 (to subscribe).

Mondo 2000 magazine, P.O. Box 10171, Berkeley, CA 94709-0171, (510) 845-9018 (to subscribe).

Online Access magazine, 920 North Franklin Street, Suite 203, Chicago, IL 60610, (312) 573-1700 (to subscribe).

Wired magazine, P.O. Box 191826, San Francisco, CA 94119-1826, (800) 80-WIRED (to subscribe).
The Games on the Disk

The Fantasy Disk that comes with this book includes special versions of *Strip Poker 3* and *Jigsaw Pinups*, two sexy little programs from the Artworx Software Company. *Strip Poker 3* pits you against three lovely opponents in the classic battle to preserve your modesty. *Jigsaw Pinups* lets you try your skill at assembling a beautiful picture on your screen. Along the way, you should hear a few squeals of delight.

To install and run the programs, you will need a PC with an EGA or VGA color graphics card, a monitor, and a mouse or trackball. The programs also require at least 512K of available RAM memory and at least 1.5M of free disk space.

The disk may be freely copied. Both games are smaller versions of Artworx’s commercially available products, however. To take advantage of Artworx’s half-price offer for the complete versions, you must return the original disk from *The Joy of CyberSex* to Artworx. After you install the program, check the file named COUPON in the ARTDEMOS directory for details about the offer. Artworx can be contacted at Artworx Software Co., Inc., 1844 Penfield Road, Penfield, NY 14526 or at (716) 385-6120.
Setting Up

To play the two games, you need to install them on the hard drive of your computer. You should use the INSTALL program included on the disk to set up the programs. Place the disk in any floppy drive and log onto that drive from the DOS prompt by typing the letter of the drive followed by a colon. Then press the Enter key on your keyboard and type INSTALL.

Again, press Enter. The INSTALL program creates a directory called ARTDEMOS on your hard drive and the two game programs are installed there automatically. Note that if you are running Windows, the programs can be installed from the File Manager by clicking on the INSTALL.BAT file or by typing B: INSTALL in the Run Selection on the File menu.

NOTE: Due to incompatibilities with some graphics cards, Strip Poker Three may not display correctly on all computers. If you are having difficulties running the game when you type STRIP, use the following command to load the program: SPXDEMO. This command lets you play a game that is similar to the main version, although it does not display a status icon.

Loading Up the Games

To play the games you must first move to the ARTDEMOS directory. Type:

C: \ARTDEMOS

The command for loading Strip Poker 3 is STRIP and the command for starting Jigsaw Pinups is JIGSAW. Choose the game you want to play and type the command followed by the Enter key.

Playing Strip Poker 3

After you have typed in the command STRIP to start the program, you will be greeted by a welcome screen that provides instructions and
describes the differences between this demo version of the program and the commercial product. To proceed to the game screen, click the left mouse button.

The screen displays Kami, Greta, and Laura, the three cardsharks who will try to take your money and your modesty. You are represented by the STATUS icon at the lower left, so if you do lose your shirt, you won’t need to blush. Cards are shown at the bottom of the screen, and messages appear in the window above the cards. At far right is a box that shows the size of the pot, the amount you must ante up to stay in the game, and your total cash flow.

Each opponent employs a particular playing strategy and a unique set of comments, thus you get to reveal their personalities the more you play. If you click on one of the smaller pictures, it switches positions with the larger picture. The lady in the larger picture always is displayed fully clothed, however, no matter what stage of undress she is in. You can continue to play the game until you or all of your opponents lose all clothing and dignity. In this special version of the game, the ladies disrobe on-screen only to a certain point; after that, any further loss of clothing is marked only with a comment.

The Game: You and your opponents play draw poker. You can open the betting with any kind of hand. The value of the hands are as follows: royal flush, straight flush, four of a kind, full house, flush, straight three of a kind, two pair, one pair, high card. Note that an ace can only be used as the high card in filling a straight.

Game Play: You and your opponents start the game with $100 each. Your opponents’ holdings are displayed next to their pictures, and your holdings are shown on the third line of the box at the right. During play you select betting choices (Stay, Bet, Raise, or Drop), the amount of a bet ($1-$15), and which cards to discard. Use the mouse to point to a selection and use the left button to make the selection. If you are using the keyboard, use the left and right arrow keys to move and press the up or down arrow keys to register the selection.

Ante: At the beginning of each hand, all players must ante $5. This is done for you automatically.
Betting: During betting, the amount of money in the pot is displayed on the top line of the box at right. When it is your turn to bet, select from the following options:

*Stay:* You elect to do nothing and wait to see what your opponents do. If all players stay during the first round, the hand is redealt and another ante is added to the pot. You cannot stay if an opponent has already bet or raised.

*Drop:* You concede the hand and the money in the pot.

*Bet:* You put some money in the pot, hoping your opponents will do the same and you can win it all.

*Raise:* If you and your opponents have bet and you believe you have a better hand, or if you wish to scare an opponent into dropping, you can raise the amount of money in the pot. Select the amount to bet. There is a maximum of two bets or raises per round.

*Call:* You can call only if an opponent has bet or raised. *Call* means that you are willing to equal the amount your opponents have put into the pot, but you do not want to raise any higher.

Drawing Cards: If a player completes the betting by calling, you then may draw new cards. You can draw up to five cards. Use the mouse to point to the cards you wish to discard and click the left mouse button. When you are done discarding, click done in the message window. For keyboard input, you will see a pointer over the first card. Move the pointer to the right or left with the arrow keys and enter your selection using the up or down arrow key. When done, move the pointer right or left off the screen and the word done appears in the message window. Press the up or down arrow key to see your new cards.

A new round of betting occurs after the draw. You are then shown your opponents’ hands, and you are informed who won the hand and how much the winnings are.

Winning the Game: Whenever a player uses all the available money, $100 must be borrowed against an article of clothing. This
is noted by the computer. If the player betting the clothing wins, the article of clothing is kept and the debt cancelled. But if a player loses, that piece of clothing must be given up. Clothing is won back any time winnings go over $100. When this happens, the clothing is returned and $100 is subtracted from the winnings. The game ends when there is only one player remaining with any clothes left. You can end the game at any time by pressing the right mouse button or the Escape key.

**Playing Jigsaw Pinups**

After typing the command `JIGSAW` to load the program, you are presented with a screen showing twelve lovely pinups. Alas, you only get to meet one of the ladies, Miss May. To proceed to the jigsaw action, click on the Next button or type `N`.

A play screen is displayed, showing part of the completed puzzle. To fill in the rest, click on a puzzle piece at the right of the screen and guide it to the correct spot in the puzzle. You also can select a piece by using the arrow keys on your keyboard and pressing Enter to confirm your selection. Move the piece by dragging your mouse or using the arrow keys. When you have lined up the piece correctly on the puzzle, click the spot or press Enter. To drop a piece you have selected, press the Escape key or move the piece off the puzzle and click. When you place a piece that has a “hot spot,” you hear the sound associated with the spot.

There are eight pages of puzzle pieces from which to select. The number keys at the bottom of the screen can be used to move between pages. To select a different page, click the numbers or use the arrow keys to move, pressing Enter to select the page.

When you have placed all the pieces in the puzzle, you will hear one of 16 phrases to signal your triumph.

When you are done or want to quit the puzzle screen, press the `D` key.
Symbols

1-900-VIRTUAL, 251
3-D Sonic Imaging System (A Lasting Impression Music Corporation), 76
3D recording, 268
3DO game-machine company, 244
adult titles, 257
Multiplayer machine, 247-248, 280-281

A

Accolade
    Lost in LA, 27
    Search for the King, 27
Activator interactive controller, 247
Activision, 24
    Leather Goddesses of Phobos, 291
adaptive programs, 254
addresses, revealing, 129
Adobe Photoshop graphics program, 5
The Adult BBS Guidebook, 308
The Adult Reference Library VOL. 1a
    (Goosebump Graphics), 55-56, 290
advertisements
    contents of, 256
    for programs, 19-20
    mock, for cybersex, 251-252
Alabama BBSs, 296
Alaska BBSs, 296
albums
    Billy Idol, 249-250
    Peter Gabriel, 267
Algorithm Cyborgasm, 74-76, 271-272, 283-284, 290
aliens, virtual reality as, 242
Aline BBS, 91-94
Allen, Michael, 184-185
Allen, Woody, 22
Amiga, 256
Angel Studios, Jill Hunt interview, 263-268
animals, virtual reality as, 242
animation BBSs
    Gabby's Lounge, 132-135
    ODYSSEY, 183-186
    Pleasure Dome, 194-198
Animation Stand software tool, 264
animations
    file formats, 13
    hardware and software requirements, 4
anime, 72
anonymous, Hotlanta BBS, 145-146
Apple Computer
    Macintosh, see Macintosh
    QuickTime, 6, 30
arcades, 248
Arizona BBSs, 297
Arkansas BBSs, 296-297
Army (U.S.), virtual reality uses, 246
Artshow shareware program, 6
Artworx Software Co., Inc.
    Jigsaw Pinups, 312-316
    Strip Poker 3, 63-65, 292, 312-316
Assertiveman on-line character, 89, 92
Atari, 256
audiences, men versus women, 31-32
audio
    Cyborgasm, 74-76, 271-272, 283-284
    The Fox Pack Collection, 59-63
    Private Erotica, 74-76, 273
    virtual, 271-273
audio cards, 7
AutoCAD (Autodesk Corporation), 245-246
Avian, Jennifer, 215

B

B&D (Bondage and Discipline), 79
Babbage, Charles, 21
The Backroom BBS, 95-98
Barbarella, 21, 260
Basic Instinct, 23
baud, 8, 185
BBS Caller's Digest, 309
BBSs (bulletin board systems), 79
    Aline, 91-94
    The Backroom, 95-98
    character types, 88-90
    dial-in numbers, obtaining, 9
    ECHO, 99-109
    The English Palace, 82-83, 110-120
    EROSLink, 121-125
    Event Horizons, 126-128
    Eye Contact, 129-131
    Gabby's Lounge, 132-135
    THE GarBaGe DuMP, 136-142
    hardware requirements, 7-9
    Heat In The Night, 143-144
    Hotlanta, 145-146
    Lace On-Line Magazine, 147-152
    Laura's Lair, 153-156
Lifestyle, 157-166
Lifestyle GRAFIX, 157, 166
men's attitudes, 85-86
Mindvox, 167-170
NIX*PIX, 171-173
NixPix Person-to-Person, 180-183
ODYSSEY, 183-186
Oracle, 183
Penthouse On-line, 187-194
Pleasure Dome, 194-198
reasons for using, 78-81, 87-88, 231-233
Rusty n Edie's, 199-200
safety precautions, 85-87
sexops, 171
Skinner Jack's Bath House, 183
software requirements, 7-9
Star BBS Network, 201-211
states, listing by, 296-305
sysops, 133
Texas Talk, 212-214
using, 10-15
viewing cybersex, versus disks, 3
The Well, 215-219
The West Side, 220-223
Windup, 224-227
Windy City Freedom Fortress, 79, 228-231
Behind the Green Door, 39
Belushi, Jim, 269-270
Benton, Chuck, 23
Biosphere 2 datagloves, 250
Bishop, Katherine, 278
bit depth, 6
Black Ice magazine, 278
Blair, Sunnie, 212
Blue Velvet, 23
Boardwatch magazine, 9, 309
body shapes, virtual reality, 241-243
BodyCello
The Donatelli Collection, Vol. 3, 48, 290
The Fox Pack Collection, 59-63, 290
Heavenly Bodies Volumes 1 & 2, 48-50, 291
Heavenly Hunks, 48-50, 291
The Vasta Collection, 52-55, 293
Virtual Valerie, 293
books
The Adult BBS Guidebook, 308
BBS Caller's Digest, 309
CyberArts, Linda Jacobson interview, 277
More Joy of Sex, 308
Neuromancer, 24-25
The New Joy of Sex, 308
Shatter, 27
Virtual Reality, 258, 309
The Virtual Sex Book Reader, 31
The Whole Internet User's Guide and Catalogue, 309
Woman of Tomorrow, 191
Boyle, Joseph, 218
bps (bits per second), 8, 127
Brady Bonte, Kathleen, 93
Bright, Susie, 31, 216, 271
bulletin board systems, see BBSs
Bunnell, David, 276
Buonomo, Phil, 205
C
California BBSs, 297
Eye Contact, 129-131
ODYSSEY, 183-186
Penthouse On-line, 187-194
The Well, 215-219
The West Side, 220-223
Cameron, Jim, 264
capitalization, 161
cathode Ray Tube (CRT), 168
collections of miscellaneous
Adult Reference Library, 55-56
Fox Pack Collection, 59-63
discs
The Interactive Adventures of Seymore Butts, 35-37
Nightwatch Interactive, 37-38
Penthouse Interactive, 33-35
storing pictures, 4-5
drives, 4-5
listing of products, 290-293
photograph collections, 43-44
centerfolds on disk, Variety Sets #1 & #2, 45-46
The Donatelli Collection, Vol. 3, 47-48
Heavenly Bodies Volumes 1 & 2, 48-50
Heavenly Hunks, 48-50
Lovely Ladies II, 46-47
Olivia, 50-52
The Vasta Collection, 52
Valerie, 276
X-rated movies, 39-41
Hidden Obsessions, 42-43
House of Dreams, 41-42
House of Sleeping Beauties, 41
Secrets, 43
SeXXcapades, 66-68

Centerfolds on Disk, Variety Sets #1 & #2, 45-46, 290
cerebral BBSs
  ECHO, 99-109
  Mindvox, 167-170
  NIX*Pix Person-to-Person, 180-183
  The Well, 215-219
  Windup, 224-227

chat BBSs
  Aline, 91-94
  The Backroom, 95-98
  ECHO, 99-109
  The English Palace, 110-120
  Event Horizons, 126-128
  Gabby’s Lounge, 132-135
  The Garbage Dump, 136-142
  Heat In The Night, 143-144
  Hotlanta, 145-146
  Laura’s Lair, 153-156
  Lifestyle, 157-166
  Mindvox, 167-170
  NIX*Pix, 171-173
  NIX*Pix Person-to-Person, 180-183
  ODYSSEY, 183-186
  Penthouse On-line, 187-194
  Pleasure Dome, 194-198
  Rusty n Edie’s, 199-200
  Star BBS Network, 201-211
  Texas Talk, 212-214
  The Well, 215-219
  The West Side, 220-223
  Windup, 224-227
  Windy City Freedom Fortress, 228-231

Chicago Tribune, 25
  R.U. Sirius interview, 260
Christian, Alexis, 187-189
Christie, Julie, 22
Clark, Fraser, 287
Clarke, Arthur C., 280-281
CNN, 25
Coates, George, 273

Cobra Mission (MegaTech Software), 71-73, 290
cognitive dissonance, 74
Colorado BBSs, 298
  The Garbage Dump, 136-142
  NIX*Pix, 171-173
communications parameters, 10
compressing files, 13-14
Compusex, 154
Compute, Kathy Keeton, 191
computers
  CRT (Cathode Ray Tube), 168
  logging on, 144
  VAX mainframe, 169
conferences, 12
  The Backroom BBS, 95-98
  ECHO BBS, 99-109
  Event Horizons BBS, 126-128
  Eye Contact BBS, 129-131
  Gabby’s Lounge BBS, 132-135
  IRC (Internet Relay Conference), 169
  Laura’s Lair BBS, 153-156
  Lifestyle BBS, 157-166
  Pleasure Dome BBS, 194-198
  Star BBS Network, 201-211
  The Well BBS, 215-219
  Windup BBS, 224-227
Connecticut BBSs, 298
connecting to BBSs
  Aline BBS, 94
  The Backroom, 98
  ECHO, 108
  The English Palace, 120
  EROSLink, 125
  Event Horizons, 127
  Eye Contact, 131
  Gabby’s Lounge, 135
  The Garbage Dump, 141-142
  Heat In The Night, 144
  Hotlanta, 146
  Lace On-Line Magazine, 148
  Laura’s Lair, 155
  Lifestyle, 165
  Lifestyle GRAFIX, 165
  Mindvox, 169
  NIX*Pix, 173
  NIX*Pix Person-to-Person, 181
  ODYSSEY, 185
  Penthouse On-line, 193-194
  Pleasure Dome, 197
  Rusty n Edie’s, 200
Index 321
disks
CD-ROM, see CD-ROM, discs
early games, 23-29
floppy, see floppy disks
listing of products, 290-293
Macintosh versus DOS/Windows, 29-30
viewing cybersex, versus BBSs, 3
dithering, 40
DL files, 13, 166
Dominance and submission (D/s), 113
    Lifestyle BBS, 157-166
    safety precautions, 117-119
Donahue, 184
    Michael Allen interview, 185
The Donatelli Collection, Volume 3, 47-48, 290
DOS
    graphics playback, 6
    memory, 5
    resolution, 7
    versus Macintosh, 29-30, 257
double-speed CD-ROM drives, 4
downloading files, 13, 80
DPI (dots per inch), 9
Dragon's Eye Productions, Sexotica Collection, VOL.1, 57-59, 292
dressing for virtual reality, 238
drives, CD-ROM, 4-5

E

E-mail (electronic mail), 115
    The Backroom BBS, 95-98
    Eye Contact BBS, 129-131
    The GaRbAGe DuMP BBS, 136-142
    Heat In The Night BBS, 143-144
    Hotlanta BBS, 145-146
    Lifestyle BBS, 157-166
    NIX*PIX BBS, 171-173
    ODYSSEY BBS, 183-186
    Penthouse On-Line BBS, 187-194
    The West Side BBS, 220-223
    Windy City Freedom Fortress BBS, 228-231
E.T., virtual reality as, 242
ECHO BBS, 99-109
Electromedia, see Interotica
Electronic Arts game software company, 244
    Trip Hawkins, 247
electronic LSD, 243
emoticons, see smileys
Encyclopaedia Psychedelica International, Fraser Clark, 287
The English Palace BBS, 82-83, 110-120
environmental virtual reality systems, 240
EROSLink BBS, 121-125
erotic BBSs
    EROSLink, 121-125
    Gabby's Lounge, 132-135
    Heat In The Night, 143-144
    Lace On-Line Magazine, 147-152
    Laura's Lair, 153-156
    Lifestyle, 157-166
    Pleasure Dome, 194-198
    Star BBS Network, 201-211
Esquire magazine, Lisa Palac interview, 282
etiquette
    addresses, revealing, 129
    capitalization, 161
    respect, 106
Event Horizons BBS, 126-128
external modems, 8
Eye Contact BBS, 129-131
EyePhone (VPL Research), 246-247

F

f2f (Face to Face), 107
Fancher, Bruce, 167
fetish BBSs
    Aline, 91-94
    The English Palace, 82-83, 110-120
    Lifestyle, 157-166
    Mindvox, 167-170
    ODYSSEY, 183-186
    Star BBS Network, 201-211
    Windy City Freedom Fortress, 228-231
files
    animations formats, 13
    compressing/decompressing, 13-14
    .DL, 166
    downloading, 13, 80
    .FLI, 166
    .GIF, 12-13
    .GL, 166
    JPG, 14
    SIT, 14
    uploading, 126
    ZIP, 13-14
Flamer on-line type, 170
FLI files, 13, 166
floppy disks, 19
  Cobra Mission, 71-73
listing of products, 290-293
Sexotica Collection, 57-59
SeXXcapades, 65-68
Spellcasting series, 68-70
storing pictures, 3
Strip Poker 3, 63-65
Florida BBSs, 298-299
Fonda, Jane, 21, 260
Forster, E. M., 259
Fox, Larry, 136
FOX network, 23
The Fox Pack Collection (BodyCello),
59-63, 290
Freedman, David, 270
Frisko magazine, Leslie Crawford, 281
full-immersion virtual reality systems, 240
future of virtual reality, 243-245
Future Sex magazine, 15, 18, 31,
281-286, 309
mock cybersex advertisement, 251-252

G

Gabby's Lounge BBS, 132-135
Gabriel, Peter, 267
games
  Adult Reference Library, 55-56
BBSs
  Event Horizons, 126-128
  THE GarBaGe DuMP, 136-142
  Laura's Lair, 153-156
  NIX*PIX, 171-173
  ODYSSEY, 183-186
  Rusty n Edie's, 199-200
  Star BBS Network, 201-211
  Texas Talk, 212-214
  The West Side, 220-223
Cobra Mission, 71-73
The Fox Pack Collection, 59-63
The Interactive Adventures of Seymore Butts, 35-37
Leather Goddesses of Phobos, 24
Leisure Suit Larry in the Land of the Lounge Lizards, 25-27
Lost in LA, 27
Multiplayer game machine, 280-281
Nightwatch Interactive, 37-38
Search for the King, 27
SexXXcapades, 65-68
Softporn Adventure, 23-24
Spellcasting series, 68-70
Strip Poker 3, 63-65
video, virtual reality, 247
Virtual Valerie, 15, 28-29, 258
THE GarBaGe DuMP BBS, 136-142
Garder, Hilarie, 217
gay BBSs
  The Backroom, 95-98
  Eye Contact, 129-131
  Oracle, 183
  Rusty n Edie's, 199-200
  Skinner Jack's Bath House, 183
GayCom, 95
General Media International Ltd., Kathy Keeton, 191
Genesis virtual reality games (Sega), 247
Georgia BBSs, 299
Hotlanta, 145-146
Gibson, William, 24-25, 270
GIF (Graphics Interchange Format) files, 12-13, 98
reasons for collecting, 79-80
GIF-file BBSs
  The Backroom, 95-98
  The English Palace, 110-120
  EROSLink, 121-125
  Event Horizons, 126-128
  Gabby's Lounge, 132-135
  Heat In The Night, 143-144
  Lace On-Line Magazine, 147-152
  Laura's Lair, 153-156
  Lifestyle, 157-166
  Lifestyle GRAFIX, 157-166
  NIX*PIX, 171-173
  ODYSSEY, 183-186
  Penthouse On-line, 187-194
  Pleasure Dome, 194-198
  Rusty n Edie's, 199-200
  Star BBS Network, 201-211
  The West Side, 220-223
  Windy City Freedom Fortress, 228-231
GIF2JPG program, 14
GL files, 13, 166
Glamour & Boudoir Photography magazine, 148
gloves, 239-240
Goffman, Ken, see Sirius, R.U.
goggles, 238-239
Gompertz, Ron, 271, 283
Goosebump Graphics, Adult Reference Library VOL.1a, 55-56, 290
graphics playback, 5-6
Gravis, UltraSound audio cards, 7
Green, Larry, 180-181
Guccione, Bob, 34-35

H
handles, 11, 127
Hardenburgh, Russ, 199
hardware requirements
  animations, 4
  BBSs, 7-9
  CD-ROM discs, 4
  Strip Poker 3 and Jigsaw Pinups, 312
Harrison, Dave, 221
Hawaii BBSs, 299
Hawkins, David, 215
Hawkins, Trip, 244, 247
Head-Mounted Displays (HMDs), 238-239
Heat In The Night BBS, 143-144
Heavenly Bodies Volumes 1 & 2
  (BodyCello), 48-50, 291
Heavenly Hunks (BodyCello), 48-50, 291
Hewlett-Packard Deskjet printers, 9
Hidden Obsessions (New Machine Publishing), 4, 42-43, 291
Hirschorn, Michael, 282
HMDs (Head-Mounted Displays), 238-239
Horizon Entertainment, 248-249
Horn, Stacy, 99, 104-105
hot chatting, 84, 154
Hot Lawyer on-line character, 89
Hotlanta BBS, 145-146
House of Dreams (New Machine Publishing), 41-42, 291
The House of Sleeping Beauties (Pixis Interactive), 41, 291
Hunt, Brad, 263
Hunt, Jill, 263-268
HyperCard, 5, 30, 48

I
ICFX software house, 35
Idaho BBSs, 299
Idol, Billy, 249-250
Illinois BBSs, 299
  NixPix Person-to-Person, 180-183
  Windy City Freedom Fortress, 79, 228-231
ILM (Industrial Light and Magic) of Lucasfilm, 264
image processing programs, 9
IMB, Digital Domain studio, 264
Indiana BBSs, 299
Infocom, see Activision
inkjet printers, cost, 9
installing Strip Poker 3 and Jigsaw Pinups, 313
interactive
  CD-ROM
    The Fox Pack Collection, 59-63
    Nightwatch Interactive, 37-38
    Penthouse Interactive, 33-35
    The Interactive Adventures of Seymore Butts, 35-37
  versus non-interactive cybersex, 32
The Interactive Adventures of Seymore Butts
  (New Machine Publishing), 35-37, 291
internal modems, 8
international
  BBSs
    Alline, 91-94
    The English Palace, 110-120
    EROSLink, 121-125
    Heat In The Night, 143-144
    Laura's Lair, 153-156
    NIX*PIX, 171-173
    ODYSSEY, 183-186
    Pleasure Dome, 194-198
    Rusty n Edie's, 199-200
    Star BBS Network, 201-211
    Windy City Freedom Fortress, 228-231
  IRC (Internet Relay Conference), 169
market, 256
Interotica erotic software company, 20, 31
  The Interactive Adventures of Seymore Butts, 35-37
merger with Romulus, 257
Nightwatch Interactive, 37-38
see also New Machine Publishing
Invisible Site: A Virtual Sho, 273
Iowa BBSs, 300
  Heat In The Night, 143-144
IRC (Internet Relay Conference), 169

J-K
J/O Boards (Jerk/Off or Jack/Off Boards), 97
Jacobson, Linda, 277
Jefferson, David, 270
Jezebel’s Parlour, see Star BBS Network
Jigsaw Pinups (Artworx Software Co., Inc.), 312-313, 316
JPG files, 14
Kansas BBSs, 300
   Gabby's Lounge, 132-135
Keeton, Kathy, 32, 191-193
Kennedy, Allison, 286
Kent, Simon, 136
Kentucky BBSs, 300
Kerl, David, 136
Kettner, Ann, 184
King, Stephen, 328
Kinknet conference, 12
Kiss that frog ride movie, 267
Klingons, virtual reality as, 242
Kominik, Barry, 93
kpbs (kilobytes per second), 155
Kraft, Marc, 159
Kravitz, Richard, 131
Kroupa, Patrick, 167-168

Lace On-Line Magazine BBS, 147-152
Lang, Fritz, 21
Lanier, Jaron, 245-247, 250-251, 262, 269, 280
laser printers, cost, 9
A Lasting Impression Music Corporation
   3-D Sonic Imaging System, 76
      Private Erotica, 74-76, 273, 292
Laura's Lair BBS, 153-156
Laurel, Brenda, 276, 287
The Lawnmower Man, 260-265
Leary, Timothy, 237, 243, 245
Leather Goddesses of Phobos (Activision), 24, 69, 291
Legend Entertainment Company,
   Spellcasting series, 68-70
Leisure Suit Larry games 1-5 (Sierra On-Line, Inc.), 291
Leisure Suit Larry in the Land of the Lounge Lizards (Sierra On-Line, Inc.), 25-27
Lennox, Natalie "Lace", 33-35
Leonard, Brett, 262
Lifestyle BBS, 157-166
Lifestyle GRAFIX BBS, 157, 166
Limber, Michael, 263
line noise, 147
Ling, Daniel T., 244
Lipscomb, Tom, 99
Litmyfire on-line character, 90, 138
logging on, 144
long-distance BBSs, 15
Longevity, Kathy Keeton, 191
Los Angeles Times, 25
Lost in LA (Accolade), 27
Louisiana BBSs, 300
Lovely Ladies II collection (Starware Publishing Corporation), 46-47, 291
Lucasfilm ILM, 264
M
Mac Playmate, 27-28
Macintosh
   graphics playback, 5
   memory, 5
   resolution, 6
   versus DOS and Windows, 29-30, 257
Macromon on-line type, 112
magazines
   advertisements, 256
   Black Ice, 278
   Boardwatch, 9, 309
   Compute, 191
   Cosmopolitan, 93
   Details, 277, 309
   Discover, 270
   Esquire, 282
   Frisko, 281
   Future Sex, 15, 18, 31, 251-252, 281-286, 309
   Glamour & Boudoir Photography, 148
   Longevity, 191
   Mondo 2000, 15, 244, 259, 286-288, 309
   New Media, 275-277
   New Republic, 268-269
   Newsday, 25
   Newsweek, 26
   Omni, 191
   Online Access, 309
   Penthouse, 32, 285
   Rolling Stone, 25
   Utne Reader, 277
   Video Xcitement!, 148
   Wired, 15, 250-251, 262, 279-281, 309
mail, electronic, see e-mail
mail-ordering, 256
Maine BBSs, 300
mainframe computers, VAX, 169
markets, international, 256
Maryland BBSs, 300
Massachusetts BBSs, 300-301
matchmaking BBSs
The Backroom, 95-98
Eye Contact, 129-131
Heat In The Night, 143-144
Lifestyle, 157-166
ODYSSEY, 183-186
Texas Talk, 212-214
Mattel game company, 247
Maxey, Jim, 126-127
Mays, Michael, 216-217
McElhinney, Jim and Ann, 184
Media Vision audio cards, 7
MegaTech Software Cobra Mission,
71-73, 290
memory, 4-5
men
attitudes on BBSs, 85-86
respect, 106
safety precautions on BBSs, 85-87
versus women
as audiences, 31-32
on-line styles, 104-105
virtual reality as women, 242
Meretzky, Steve, 69
Metropolis, 21
Michael476 on-line character, 89, 212
Michigan BBSs, 301
Microlytics software company, Mike
Weiner, 99
MicropProse Software, 27
Spellcasting games, 292
Microsoft
Video for Windows, 6
Windows, see Windows
Miller, Larry, 20, 31, 253-257
Mindvox BBS, 167-170
Minnesota BBSs, 301
Mississippi BBSs, 301
Missouri BBSs, 301
Laura’s Lair, 153-156
model releases photos, 30
ModemMistress on-line type, 117
modems, 8
baud rate, 185
line noise, 147
transmission speeds, 10-11
Mondo 2000 magazine, 15, 286-288, 309
R.U. Sirius interview, 244, 259
Mondo 2000: A User’s Guide To The New
Edge, 308
More Joy of Sex, 408
mosaic/pixelate, 175
movie BBSs
Event Horizons, 126-128
Laura’s Lair, 153-156
Lifestyle, 157-166
Lifestyle GRAFIX, 157, 166
NIX*PIX, 171-173
movies
Barbarella, 21, 260
Basic Instinct, 23
Behind the Green Door, 39
Blue Velvet, 23
Deep Throat, 39
Demon Seed, 22
E.T., virtual reality as, 242
Hidden Obsessions, 42-43
House of Dreams, 41-42
House of Sleeping Beauties, 41
The Interactive Adventures of Seymore
Butts, 35-37
Kiss that frog ride, 267
The Lawnmower Man, 260-265
Metropolis, 21
Nightwatch Interactive, 37-38
Penthouse Interactive, 33-35
Quicktime, 6, 33-37
RoboCop, 254
Secrets, 43
SeXXcapades, 66-68
Sleeper, 22
Sorority Babes at the Slimeball Bowl-a-
Rama, 23
Star Trek, virtual world of, 248-249
Terminator II, 242, 264
Total Recall, 240, 260
virtual reality “voomies”, 250-251
X-rated on CD-ROM, 39-41
MS-DOS, 128
multimedia systems, 32
Multiplayer home game machine (3DO),
247-248, 280-281
Murphy, Chuck, 212
N
NASA, virtual reality uses, 246
NEC
CD-ROM drives, 5
virtual skiing lab, 249
Nelson, Ted, 258
Neuromancer, 24-25
Nevada BBSs, 302
New Hampshire BBSs, 302
New Jersey BBSs, 302
The English Palace, 82-83, 110-120
Star BBS Network, 201-211
The New Joy of Sex, 308
New Machine Publishing
Hidden Obsessions, 42-43, 291
House of Dreams, 41-42, 291
The Interactive Adventures of Seymour Butts, 291
Interotica, see Interotica
Larry Miller interview, 253-257
Nightwatch Interactive, 291
Secrets, 43, 292
New Media magazine, 275-277
New Mexico BBSs, The GaRBaGe DuMP, 136-142
New Republic magazine, Alexander Star critique of Wild Palms, 268-269
New York BBSs, 302
Aline, 91-94
The Backroom, 95-98
ECHO, 99-109
EROSLink, 121-125
Lifestyle, 157-166
Lifestyle GRAF1X, 157, 166
Mindvox, 167-170
Windup, 224-227
New York Times, Katherine Bishop, 278
Newcom LINK, see Aline BBS
Newsday, 25
newspapers
Chicago Tribune, 25, 260
Los Angeles Times, 25
New York Times, 278
The Wall Street Journal, 25
Wilmington News Journal, 184-185
Newsweek, 26
Nick on-line character, 89, 173-180
Nightwatch Interactive (New Machine Publishing), 37-38, 291
Nintendo, adult titles, 257
NIX*PIX BBS, 171-173
NixPix Person-to-Person BBS, 180-183
North Carolina BBSs, 303
North Dakota BBSs, 303
North Pier BattleTech Center (Chicago), 248
Novell networked TBBS system, 126

O

ODYSSEY BBS, 183-186
off-line, 87
Ohio BBSs, 303
Rusty n Edie’s, 199-200
Oklahoma BBSs, 303
Olive, John, 216
Olivia photograph collection, 50-52
Omnii, Kathy Keeton, 191
on-line
characters, 88-90
Assertiveinan, 92
Litmyfire, 138
Michael476, 212
Nick, 173-180
Rider, 91
Top Gun, 224
UrFantasy, 137
Wild, 225
services, see BBSs
styles, women versus men, 104-105
types
Cyberslut, 88
Flamer, 170
Lurker, 103, 105
Macroman, 112
ModemMistress, 117
Thruster, 88, 93
Online Access magazine, 9, 309
opening lines, 103, 105
operating systems
MS-DOS, 128
UNIX, 169
Oracle BBS, 183
Oregon BBSs, 303
Event Horizons, 126-128
orgasmatron, 22

P

Paint Shop Pro shareware program, 6
Palac, Lisa, 18, 31, 75, 271, 281-286
parameters, communications, 10
Paramount Pictures, 248-249
partial immersion virtual reality systems, 240
passwords, 11
patrons, virtual reality, 251
PC Pursuit (Sprint Communications), 15
Pennsylvania BBSs, 304
Pen1house Interactive, 33-35, 292
Penthouse magazine, 32
cybersex section, 285
Penthouse Online BBS, 187-194
Phoenix program, 264
photographs
collections on CD-ROM, 43-44
Adult Reference Library, 55-56
Centerfolds on Disk, Variety Sets #1 & #2, 45-46
The Donatelli Collection, Vol. 3, 47-48
Heavenly Bodies Volumes 1 & 2, 48-50
Heavenly Hunks, 48-50
Lovely Ladies II, 46-47
Olivia, 50-52
The Vasta Collection, 52
model releases, 30
storing, 3-5
Photoshop graphics program (Adobe), 5, 54
pixels, 6
PixFolio shareware program, 6
pixilation, 40, 175
Pixis Interactive, The House of Sleeping Beauties, 41
PKZIP shareware program (PKWare), 13-14
playback, 5-6
Playboy Channel, 23
Pleasure Dome BBS, 194-198
postcards, collection on CD-ROM, 52-55
PowerGlove for Nintendo games, 247
Prime Time Live, 184
printers, cost, 9
Private Erotica (A Lasting Impression
Music Corporation), 74-76, 273, 292
processors, speed, 7
Procomm Plus program, 8
ProComm program, 10
Profit Press, 31
programs
Accolade
Lost in LA, 27
Search for the King, 27
Activision Leather Goddesses of Phobos, 24
adaptive, 254
Adobe Photoshop graphics, 5, 54
Apple Computer QuickTime, 6, 30
Artshow, 6
Artworx Strip Poker 3, 63-65
AutoCAD (Autodesk Corporation), 245-246
BodyCello Fox Pack Collection, 59-63
CShow, 6
GIF2JPG, 14
image processing, 9
Interotica
The Interactive Adventures of Seymore Butts, 35-37
Nightwatch Interactive, 37-38
Mac Playmate, 27-28
MegaTech Software Cobra Mission, 71-73
Microsoft Video for Windows, 6
New Machine Publishing
Hidden Obsessions, 42-43
House of Dreams, 41-42
Secrets, 43
Paint Shop Pro, 6
Penthouse Interactive, 33-35
Phoenix, 264
PixFolio, 6
Pixis Interactive House of Sleeping Beauties, 41
PKWare PKZIP, 13-14
ProComm, 10
Procomm Plus, 8
QModem, 8, 10
ScXXcapades, 65-68
shareware, 143
Sierra On-Line Leisure Suit Larry in the
Land of the Lounge Lizards, 25-27
SmartCom, 8
Softporn Adventure, 23-24
sources, 19-20, 256, 290-293
StuffIt, 14
telecommunications, 8-9
UNSIT, 14
UNZIP.BIN, 14
Virtual Valerie, 28-29
Wavefront, 264
protocols, 13, 218
public access stations, 23
publications, see books; magazines;
movies; newspapers; television
puppets, virtual reality, 251

Q-R

QModem program, 8, 10
QuickTime (Apple Computer), 6, 30
Interotica The Interactive Adventures of
Seymore Butts, 35-37
Penthouse Interactive, 33-35
RAM (Random Access Memory), 4
Reactor
mock advertisement for cybersex, 251-252
Virtual Valerie, 293
Reality Built for Two (RB2) virtual reality system (VPL Research), 247
registering on BBSs, 11-12
Rennie, Doug, 260
resolution, 6-7
respect, 106
Reveaux, Tony, 280
Rheingold, Howard, 258-259
Rider on-line character, 88, 91
Rifkin, Alan, 277
RoboCop, 254
robotic sex, 270
Rolling Stone magazine, 25
Romulus
merger with Interotica, 257
see also New Machine Publishing
Rossetto, Louis, 279
Rossney, Bob, 215
Rucker, Rudy, 287
Rusty n Edie's BBS, 199-200

S
S&M (Sado-Masochism), 110
Saenz, Mike, 27-29, 258, 276, 281, 288
safety precautions
conversing on BBSs, 85-87
dominance and submission, 117-119
revealing addresses, 129
scanners, 9
Schwarzenegger, Arnold, 240
screen savers, pictures on disks as, 4
Search for the King (Accolade), 27
Secrets (New Machine Publishing), 43, 292
Sega
adult titles, 257
Genesis virtual reality games, 247
Virtual Sega 3D virtual reality helmet, 247
self-running animations, 13
Serkes, Kim L., 216
A Servant on-line character, 90
sex
robotic, 270
virtual, see cybersex
sexops, 171

The Sexotica Collection, VOL.1 (Dragon's Eye Productions), 57-59, 292
SeXXcapades game (SeXXy Software), 65-68, 292
SeXXcapades...the movie (SeXXy Software), 66-68, 292
shareware programs, 143
Artshow, 6
CShow, 6
Heat In The Night BBS, 143-144
ODYSSEY BBS, 183-186
Paint Shop Pro, 6
PixFolio, 6
PKWare PKZIP, 13-14
Softporn Adventure, 23-24, 292
Shatter, 27
Shen, Ted, 260
Sierra On-Line, Inc.
Leisure Suit Larry in the Land of the Lounge Lizards, 25-27
Leisure Suit Larry games 1-5, 291
Softporn Adventure, 24
Siggraph computer graphics convention, 265
signing off BBSs, 14
Silicon Graphics computer workstation, 264
Sirius, R.U., 244, 259-260, 286-287
SIT files, 14
Six-million dollar Man, 253-254
skiing lab, virtual (NEC), 249
Skinner Jack's Bath House BBS, 183
Sleeper, 22
SmartCom program, 8
smiley's
:( (sad face), 168
:8 (big breasted lady), 130
:O ("I'm astonished!") , 195
:-X ("I can keep a secret!"), 176
:0== (oral sex), 216
:p (the tongue), 172
:)) ROTF (rolling on the floor laughing), 206
Softporn Adventure, 23-24, 292
software requirements
animations, 4
BBSs, 7-9
CD-ROM discs, 4
Strip Poker 3 and Jigsaw Pinups, 312
Sorority Babes at the Slimeball Bowl-a-Rama, 23
SoundBlaster audio cards, 7

Index 329
sounds
Cyborgasm, 74-76, 271-272, 283-284
The Fox Pack Collection, 59-63
Private Erotica, 74-76, 273
virtual audio, 271-273
South Carolina BBSs, 304
speed
CD-ROM drives, 5
modems, 8
processors, 7
transmission, modems, 10-11
Spelkasting series (Legend Entertainment Company), 68-70, 292
Sprinkle, Annie, 31
Sprint Communications PC Pursuit, 15
St. Croix, Dominique, 33
Star, Alexander, critique of Wild Palms, 268-269
Star BBS Network, 201-211
Star Trek, virtual world of, 248-249
The Starship BBS, see Star BBS Network
Starware Publishing Corporation, Lovely Ladies II, 291
Stevens, Richard, 147, 149-152
Stone, Oliver, 268-270
storing pictures, 3-5
Strain, Julie, 33
Strip Poker 3 (Artworx Software Co., Inc.), 63-65, 292, 312-316
Stufflt program, 14
submission and dominance, see dominance and submission
The Swinging Door BBS, see Star BBS Network
sysops, 133

T
Taylor, Chuck, 270
telecommunications program, 8-9
teleconferencing, 244
teleldidonics, 258, 260
telephones
line noise, 147
numbers
1-900-VIRTUAL, 251
obtaining for BBSs, 9
safety precautions on BBSs, 85-87
telepresence, 244
television, 23
CNN, 25
A Current Affair, 25
Donahue, 184-185
Klingons, virtual reality as, 242
Prime Time Live, 184
Six-million dollar Man, 253-254
Star Trek, virtual world of, 248-249
Virtual Vision Sport, 247
Wild Palms, 268-270
Tennessee BBSs, 304
Terminator II, 264
virtual reality as, 242
Texas BBSs, 304
Texas Talk, 212-214
text
Adult Reference Library, 55-56
Leather Goddesses of Phobos, 24
Sexotica Collection, 57-59
Softporn Adventure, 23-24
text-file BBSs
The Backroom, 95-98
The English Palace, 110-120
Eye Contact, 129-131
Heat in The Night, 143-144
Hotlanta, 145-146
NIX*PIX, 171-173
Rusty n Edie's, 199-200
Windy City Freedom Fortress, 228-231
theater, virtual reality, 273-274
ThobNet conference, 12
Thruster on-line type, 88, 93
Top Gun on-line character, 89, 224
Toshiba CD-ROM drives, 5
Total Recall, 240, 260
Townshend, Pete, 273
transmission speeds, modems, 10-11
travel services
ODYSSEY BBS, 183-186
Penthouse On-line BBS, 187-194
triple-speed CD-ROM drives, 4

U
U.S. Army, virtual reality uses, 246
UltraSound audio cards (Gravis), 7
Universal Pictures, Jaron Lanier virtual reality movies, 250
UNIX operating system, 169
UNSIT program, 14
UNZIP.BIN program, 14
uploading files, 10, 126
UrFantasy on-line character, 89, 137
Utne Reader magazine, Jim Walsh critique of cybersex, 277
V

Valerie CD-ROM, 276
Van Der Leun, Gerard, 281
The Vasta Collection (BodyCello), 52-55, 293
Vasta, Joseph, 52
VAX mainframe computers, 169
vendors, listing of disk products, 290-293
VGA (video graphics array), 126
Video for Windows (Microsoft), 6
video games, virtual reality, 247
video playback, 6
Video Xcitement! magazine, 148
Virginia BBSs, 304-305
Pleasure Dome, 194-198
virtual audio, 271-273
Virtual Reality, 258, 309
virtual reality, 25, 237-238, 243
body shapes, 241-243
dressing for, 238
present versus future, 243-245
television, 268-270
theater, 273-274
types, 245-251
video games, 247
Virtual Reality Clothing store, 247
Virtual Sega 3D virtual reality helmet (Sega), 247
virtual sex, see cybersex
Virtual Sex (Zygon), 274
The Virtual Sex Book Reader, 31
Virtual Valerie, 15, 28-29, 258, 293
Virtual Vision Sport, 247
Virtual World Entertainment, 248
Virtuality arcade machine (Horizon Entertainment), 249
VPL Research, 246-247, 250

W

The Wall Street Journal, 25
wallpaper, pictures on disks as, 4
Walsh, Jim, 277
Washington BBSs, 305
Wavefront program, 264
Weiner, Mike, 99
The Well (Whole Earth 'Lectronic Link) BBS, 215-218
The West Side BBS, 220-223
West Virginia BBSs, 305

The Whole Internet User's Guide and Catalogue, 309
Wiener, Professor Norbert, 245
Wild Palms, 268-270
Wild! on-line character, 89, 225
Williams, Ken, 24
Williams, Roberta, 24
Wilmington News Journal, 184
Michael Allen interview, 184-185
Windows
graphics playback, 6
memory, 5
resolution, 7
versus Macintosh, 29-30, 257
Windup BBS, 224-227
Windy City Freedom Fortress BBS, 79, 228-231
Wired magazine, 15, 279-281, 309
Jaron Lanier interview, 250-251, 262, 280
Wisconsin BBSs, 305
Woman of Tomorrow, 191
women
BBSs
ECHO, 99-109
The English Palace, 110-120
NixPix Person-to-Person, 180-183
Pleasure Dome, 194-198
safety precautions, 85-87
respect, 106
versus men
as audiences, 31-32
on-line styles, 104-105
virtual reality as men, 242
Wright, Richard, 201
Wu, Kenny, 72

X-Z

X-rated CD-ROM movies, 39-41
Hidden Obsessions, 42-43
House of Dreams, 41-42
House of Sleeping Beauties, 41
Secrets, 43
Xmodem protocol, 13
YO! opening lines, 103, 105
ZIP files, 13-14
Zmodem protocol, 13
Zygon, Virtual Sex, 274
The Best In Adult Entertainment—
From Artworx.

STRIP POKER PROFESSIONAL - Settle in for a sizzling evening of STRIP POKER as this unique program pits your poker skills against Laura, Greta and Kami, three gorgeous opponents each with their own personality and style of play. This program combines the strategic play action of 5 Card Draw Poker with some very different table stakes. The more chips you win, the more your opponents take off! Our latest enhancements to this computer classic include state of the art digitized graphics (Super VGA graphics for the IBM, 24 bit color graphics for the Macintosh, HAM graphics for the Amiga), simultaneous play against up to three opponents, digitized speech (supporting all major sound boards), and much more. And you can add more opponents (female and male) to your Strip Poker collection with our additional DATA DISKS. Each DATA DISK has two new opponents to play against, each with their own unique personality, comments, and skill level.
IBM, Macintosh and Amiga: $49.95

JIGSAW PINUPS - This tasteful adult jigsaw puzzle program features VGA and extended EGA digitized graphics of 12 beautiful models in various pinup poses. Create your own level of challenge by choosing from five different piece sizes. New jigsaw shapes are computed each time the program is used. Digitized speech can be heard without an add-on adapter. "Hot spots" in each puzzle produce interesting sound effects including laughs, sighs and kisses, when the appropriate puzzle piece is placed on the board. And a finished puzzle produces a vocal response from the pinup.
A DATA DISK with 12 additional puzzles is also available.
IBM: $29.95

CENTERFOLD SQUARES - You are pitted against one of eleven provocative 'centerfold' opponents whose digitized picture is covered by a number of strategically placed squares. You and your opponent battle in a challenging game of skill to win each of these squares; the more you win, the more your opponent reveals! A DATA DISK with an additional eleven opponents is also available.
IBM, Amiga and Atari-ST: $29.95

Call or write for a free catalog describing these and other uniquely different programs from Artworx. If ordering by mail, please add $4.00 P&H.
Artworx Software Co., Inc. • 1844 Penfield Road • Penfield, NY 14526
(800) 828-6573
Computers and Sex?

That's right—you no longer need a warm-blooded partner to attain the heights of sexual pleasure and fantasy. In fact, these days all you need is some RAM, a few quick strokes on your keyboard, and a good color monitor.

With The Joy of CyberSex, computer terms such as "hard drive," "interfacing," and "spreadsheets" will take on totally new and provocative meanings. You'll discover the new wild and steamy world of digital erotica—how to tune in and get turned on! From the relatively tame online dating services, to the frontiers of the sexually bizarre and explicitly interactive, you'll find your every desire satisfied.

Strip Poker Three—Try to keep your pants on as you play strip poker against some beautiful card sharks!

HOT DISK INSIDE!

Jigsaw Pinups—Hear squeals of delight as you fit all these pieces together!

Expand your sexual horizons as you learn about:

• The equipment and services you'll need for a licentious romp through this erotic digital universe

• The sexiest CD-ROMs and software—descriptions and reviews of the games, XXX-rated pictures, and interactive movies, including the landmark Virtual Valerie

• "Hot-chatting"—what's going on behind the closed doors of 30 of the hottest online bulletin boards and how you can join the action

• The future direction and potential of cybersex and teledildonics—where every fantasy will become a reality

Throughout you'll find fascinating up-close and personal interviews with the people and personalities who are the driving force behind this phenomenon; plenty of illustrations, including sixteen pages of color photos and artwork; and special "cyberlex" sections, for explanations of the unique blend of sexual and computer jargon that is used by intimates of the cybersex community.

$24.95 U.S.
$31.95 CAN