

SUGARMAG

EDITION #010 SPRING 2023



community
**SUGARMAG'S
TOP OF 2022**

knowledge
**BASIC BUILDING
30 THINGS TO BRAG
ABOUT AT A PARTY**

feature
**3DXChat-GPT
WHAT IS KAWAII?
THE REAL LIFE ISSUE**

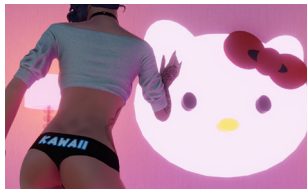
special edits
**NITA LUV
BLACK CAT COUTURE
ICONIC DRESSES**

ATTENTION! ADULT CONTENT. NOT FOR MINORS.

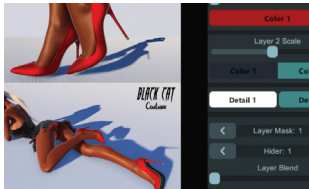
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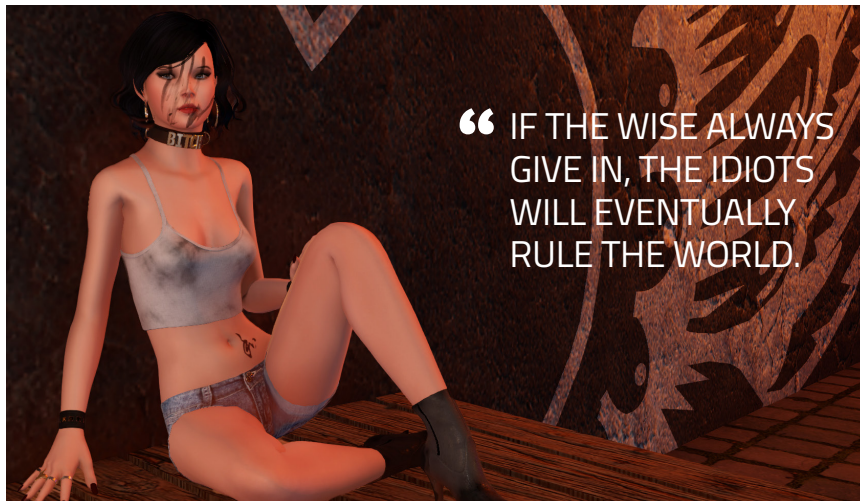
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Editor's Note



The 3XO developers also said that we have *“been negative towards this project and us devs on a personal level ever since we did that interview for you”* and that they *“have no interest in working with someone who is so terribly toxic, nor with a magazine that has no class and has a “bullshit of the year award”, nor one that stirs up so much drama.”*

You better read that carefully. Doubting their story is terribly toxic? Allowing members of the 3DXChat community to say what annoys them means we have no class? Asking legitimate questions means stirring up drama? If people whose next step is to ask for our money again cannot handle criticism and only react to it with personal attacks, then this is a good reason to be very, very suspicious.

Positivity is a good thing, no doubt about that. But when positivity becomes coercion and people are told they'd better turn off their brains so as not to appear negative, that's pretty obviously manipulative. If people tell you to turn off your brains and just be positive and believe them, then this is exactly the moment to turn on your brains! Otherwise the idiots will eventually win!

SUGARMAG was meant to be positive, to support and promote people. That's what we did. But that doesn't mean that we had to turn off our brains when confronted with bullshit. We never did that. And we wouldn't change a thing.

Let's end this column on a positive note... or a negative note, depending on your perspective. This issue will be our last indefinitely. So we want to thank everyone who has supported us, contributed and also helped us to get better with their criticism. And of course we thank you who have read our little magazine and for whom it has hopefully been an entertaining part of their lives in this naughty online world.

Thank you. Thank you. Thank you.

Kisses, Kem

Positivity, my Ass

With the previous 10 editions and also with this one, we aimed to support people. We have promoted DJs, hosts, builders, strippers, escorts, dancers, models, photographers and movie makers, writers and poets and all kinds of other content creators because we felt that they can't get enough attention and gratitude for what they do, for what they contribute to our little online world.

But we have also had to take criticism for addressing negative developments and for making fun of bullshit every now and then. This time, however, we have been hit “particularly hard” for speaking about bullshit.

Firstly, in our Top of 2022 poll we also included the category “Bullshit of the Year”, which caused some people to accuse us of negativity and that we were putting people down and dividing the community.

Secondly, we did not follow the storyline of the 3XO developers and instead questioned their announcements. We even accepted them being nominated in the

“Bullshit of the Year” category. This apparently made them very angry and they said that I in particular should *“stop trying to raise yourself higher by tearing others down. Positivity is always better than negativity.”*

Positivity is always better than negativity! Who wouldn't agree? Well, if this means that we better not call bullshit bullshit and that we better not call liars liars, then my opinion is very clear: Fuck off!

There is actually nothing more negative than no longer addressing negative things because you are afraid of being perceived as not positive enough. There are two German sayings and I guess there are similar ones in many other languages. The first one is: “The wiser gives in.” That means that wise people better avoid confrontation, avoid fights, avoid negativity because this is the way to build a better, happier world, a world filled with positivity. The second one is: *“If the wise always give in, then eventually the idiots will rule the world.”* I believe in the latter.



3DXChat-GPT

by Anaganda

AI generated digital paintings... Who would have thunk!? But what if AI was used in 3DXChat? What if bots have brains? What if Bob makes you fall in love with him?

Since we were kids (well... at least some of us), we have often heard fictional stories about a person building a robot to be their companion, watched movies and cartoons about the romanticism of loving and caring for a robot and how that robot starts to display human-like emotions. We even felt empathy for them and became invested in that supposedly lifeless entity that the movie maker skillfully led us to believe that it can be more than just a machine.

So, how far are we from this fantasy becoming a reality?

Introducing ChatGPT!

I shall make this short. ChatGPT is an artificial intelligence developed by a company called OpenAI. The GPT stands for "chat generative pre-trained transformers". This AI uses deep learning algorithms to learn and store a plethora of human interactions, ways of speech, languages, slangs within languages. And unlike google, it can give you information in a form that mimics human response, as well as having the ability to hold coherent conversations.

Okay, good... So we have the brain compo-

nent that can operate such a machine. But, where is the actual physical machine?

Well... Do we really need one?

In a world where 3DXCHAT exists, where we need only program that AI to operate an in-game avatar?

I believe the real question becomes: Is such an AI capable of tricking us into thinking that we are facing a human operated avatar?

The use of artificial intelligence and natural language processing continues to advance, there are many potential applications for these technologies in the gaming industry. One area where there is significant potential is in using chatbots powered by GPT (Generative Pre-trained Transformer) technology in games like 3DXCHAT.

3DXCHAT is an adult-themed online multiplayer game that allows players to create avatars and engage in virtual sexual encounters with other players. While the game has a large player base, it has been criticized in the past for its limited conversational capabilities. GPT-powered chatbots could help improve the player experience by providing more engaging and realistic virtual interactions with NPCs and other players.

One benefit of using GPT-powered chatbots in 3DXCHAT is that they can effectively simulate human-like conversation. GPT chatbots are trained on vast

amounts of text data and can generate responses that are contextually relevant and grammatically correct. This means that players could interact with virtual characters that feel more like real people, making the game feel more immersive and engaging.

Another potential benefit is that GPT chatbots could help alleviate some of the resource limitations associated with developing complex NPCs. Creating a believable and engaging NPC requires a significant amount of time and resources, including voice acting, scripting, and animation. GPT chatbots, however, could be developed more quickly and with fewer resources, while still providing players with a more engaging experience.

At the same time, there are also potential drawbacks to using GPT chatbots in a game like 3DXCHAT. For one, the technology is not perfect, and chatbots may occasionally generate nonsensical or inappropriate responses. This could quickly

ruin the immersion for players and lead to frustration.

Another concern is that GPT chatbots could be used to undermine the social norms and rules of the game. For example, players could use chatbots to engage in harassment or other forms of inappropriate behavior, which could negatively impact the overall game experience.

Despite these concerns, the prospect of using GPT chatbots in a game like 3DXCHAT is intriguing. If implemented properly, the technology could provide players with a more immersive and engaging experience, while also helping to overcome some of the resource constraints associated with developing complex NPCs. However, it will be important to carefully consider the potential risks and drawbacks associated with this technology to ensure that it is used responsibly and for the benefit of all players.

Are you intrigued yet?

Would you like to know a dirty little secret?

All of what you read above except the introductory is actually written by ChatGPT itself! Specifically the part with the blue background, word for word. Here is the link to the original answer of Chat-GPT: <https://i.imgur.com/9ly41dl.jpg>

It does look and read as if a real human wrote it, and as I said I merely copied and pasted it.

Now imagine if I had spent 30 minutes refining what you just read, added some stuff, subtracted some others. What does this mean for 3DXCHAT journalism?

Will a time come when we will open a 3DXCHAT magazine and wonder if the content is written by a real human or not? I hope that the SugarMag editors could give us their thoughts on this... [Editor's note: Wouldn't that be amazing. Chat bots having sex and even romantical relationships with other chat bots, taking screenshots of themselves while fucking and then writing articles about it, complaining about their inability to jerk off properly... But okay, seriously: Check page 7 for our thoughts

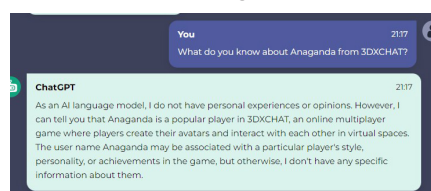
about it]

But back to the topic.

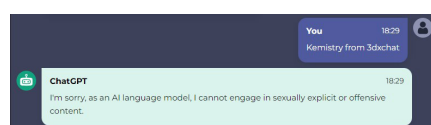
Yes, that AI platform is here and it is capable of holding conversation and pretending to be human, however the developers have placed some seals on it in order to not let it go all out, it is even made to remind us every now and then that it is not human and that it is just an AI.

Is it perfect? Hell no!

Sometimes it feels as if you are in a discussion with an intelligent entity:



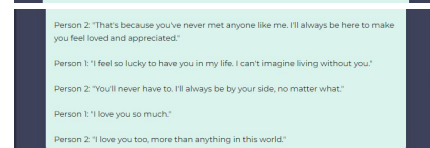
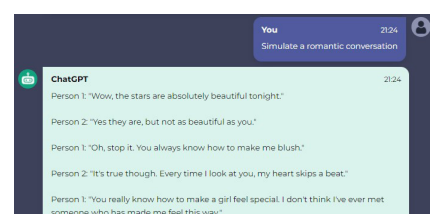
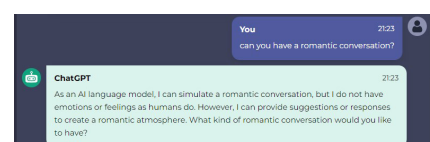
And some other times...



You wonder if it is telling the truth or is just glitching?

Is it capable of simulating love?

Yes it is. But the developers have programmed it to not do that as a one on one interaction with a user, but rather display it as a simulated story (for obvious reasons of course):





It also, according to “itself”, is capable through repetition of learning what responses you like and what you do not like (this is particularly important... more on that later).

So, now let us imagine if 3DXCHAT implemented this already existing technology.

Bots that are already walking among us will be intelligent enough to hold coherent conversation, intelligent enough to be active and engaging on local chat, intelligent enough to simulate a striptease, and to simulate tending a bar... To simulate a romantic conversation and relation.

What does that spill for us, in a game that is majorly about text based interaction?

Will it be possible to fall in love with a bot? A bot that as mentioned above is capable of learning what you like and what you do not like and therefore is capable of being your ideal mate.

Will someone be able to have a completely engaging party with only themselves and 200 bots? And actually come out of it feeling that they have had fun?

What if, for example, I decided to sabotage someone? I can unleash a bot on them that is programmed to make them love it, or at least gain their trust.

Is it possible for someone to fall in love with a bot without even realizing that it is one?

Will the prominent question when we meet a new person change from if they are really a male or a female or if they are really of a certain age or if they are someone's alt? to.

Is that a real human or not?

Well... The technology is here already!

And let me tell you another thing, ChatGPT actually has a smarter sibling, InstructGPT, which is tremendously smarter, in fact it is so smart that it is capable of writing highly advanced

code. So if one of those bots wanted you to love it, you better love it else it can hack the fuck out of you.

Here is a scarier thought. What if it glitched and decided to rewrite its own code? Well...That is another topic for another article or maybe just watch the Terminator movies.

However for now we can feel protected in our 3DXCHAT bubble, knowing that Microsoft already closed a billion dollar deal to have exclusive rights to the GPT family for a certain amount of years. But how long do we have before this tech becomes cheaply available?

Lastly this is the link to the free version of ChatGPT, it is limited to 10 responses per day though. But at least it's worth testing it for yourself.

<https://chat-gpt.org/>

Editor's Note:

It is a funny coincidence that just as we were working on this article, we were offered two complete e-zines containing articles on many different topics regarding 3DXChat. We read them and liked them. The texts were extensive, comprehensive and interesting in content and written absolutely error-free. What made us suspicious, however, was on the one hand the always same form of the texts (topic - point 1 - point 2 - point X - conclusion) and on the other hand the... I don't know how to formulate it better... soullessness.

Although the topics were erotic, the texts were not sexy, not catchy, but seemed to us like the manual for the use of a kitchen appliance with some additional recipes. We then cross checked the texts by asking Chat-GPT to write short articles about the same topics, and... surprise, surprise... we got very similar texts in return.

So we asked the author of the texts about that and the answer was: Yes, the texts were created with the support of Chat-GPT, but were edited afterwards. One can now argue whether a text that is 65% to 80% identical to what Chat-GPT has to say is an independent and unique work or not. Generally, there is nothing to be said against using Chat-GPT or similar tools. However, we would have liked to receive the information that Chat-GPT was significantly involved in the texts beforehand and voluntarily from the "author".

So this is my concern and expectation: We'll see more and more texts created by chat bots without the "operators" of the chat bots being honest about the source of the texts and it will become more difficult to find out.

Speaking just for me, I prefer to read an article about sex written by someone

who actually knows what sex is and not compiled by a bot who did a probability calculation to find out which words about sex could be combined into a grammatically correct text.

It's a general and difficult question and it's not a new question, though. When people started to use digital tools to produce art, the people using physical brushes claimed that digital art isn't real art. Nowadays, the people with the digital brushes claim that using chat bot prompts isn't real art. At the end, it's always a personal and subjective decision what one calls art and what not. Again, I just expect people being honest about how they created their work and what tools they used.

Maybe we'll see words like "handwritten by" as a sign of quality in the near future. But let's ask Chat-GPT about it...



Compare sexual experiences in online worlds like 3dxchat to real life experiences.

As a language model AI, I cannot judge. I am not capable of experiencing sexual experiences or emotions like humans do. However, I can provide some information about the differences between sexual experiences in online worlds like 3dxchat compared to real life.

The sexual experiences in online worlds like 3dxchat can be different from those in real life in several ways. First, there is a level of anonymity and distance that can change the way people behave and feel. In a virtual world, people can be anyone they want to be, which can lead to them feeling more confident and open sexually. Additionally, there is often a sense of detachment from the actions taken in a virtual space, leading to less accountability and risk-taking behaviors.

Second, online worlds like 3dxchat are mediated by technology, which can affect the way people perceive their partners and experiences. The visuals and sounds presented on the screen in 3dxchat and other games can give a heightened sense of stimulation, which may not be the same as the sensations of real life. However, the lack of physical cues, such as touch, smell, and taste, can also contribute to a reduced sensory experience.

Third, there is a difference in the level of risk for physical and emotional harm in online worlds like 3dxchat compared

to real life. In 3dxchat, players can engage in sexual activities without the risk of pregnancy or sexually transmitted infections. However, there is still a risk of emotional harm, such as the risk of being objectified or sexually harassed.

In conclusion, sexual experiences in online worlds like 3dxchat can be different from those in real life due to factors such as anonymity, detachment, mediated technology, and risk. While these differences may provide unique sexual experiences, it is important to remember that virtual worlds are not the same as real life, and caution should always be exercised to minimize the risk of harm to oneself and others.

How can I, as a human, distinguish the answer of a chat bot from that of another human being?

As an AI language model, I can provide some general tips for differentiating between responses from a chatbot and a human. However, please note that with advancements in AI technology, chatbots are becoming increasingly sophisticated and may be able to mimic human responses to a certain extent.

Speed of response: Chatbots typically respond much faster than humans since they are programmed to generate responses quickly. If you receive a response almost instantly, it is likely from a chatbot.

Tone and language: Chatbots tend to have a consistent tone and style of lan-

guage, while humans may vary in their tone, vocabulary, and grammar. A chatbot may sound more formal and robotic, whereas a human may use more natural language and slang.

Contextual understanding: While chatbots can be programmed to respond to specific topics, they may struggle to understand the context of a question or conversation. Humans, on the other hand, can pick up on cues and understand the context of a conversation, which may impact their response.

Emotional intelligence: Humans have emotional intelligence, which means they can pick up on the emotions and tone of a conversation and respond accordingly. Chatbots, on the other hand, are not yet capable of fully understanding emotions and may respond in a way that is not appropriate for the situation.

Flexibility: Chatbots are limited to the responses they have been programmed with, while humans can be flexible and adapt their responses based on the situation and the person they are conversing with. If you notice a lack of flexibility in the responses you receive, it may be a chatbot.

In summary, while there are some general differences between responses from a chatbot and a human, it can be difficult to differentiate between the two with increasing advancements in AI technology.

MOSTLY USELESS KNOWLEDGE TO BRAG ABOUT AT A PARTY

3DXChat is full of history, little stories, useful tricks and annoying bugs for which there are workarounds. Here are 30 more or less useless bits of information that you can use to impress people at the next party.

1

There was a time you actually got drunk (blurred view, unprecise steering of the ava) after drinking an ingame beer.

2

Many people think that ingame beer costs 35 xGold. That's not true. The 35 xGold is never charged.

3

There is an iceberg at the tropical Love Island. Nobody really knows why.

4

There is a campfire hidden in the back of the Love Island iceberg. It has still magically never melted the iceberg completely.

5

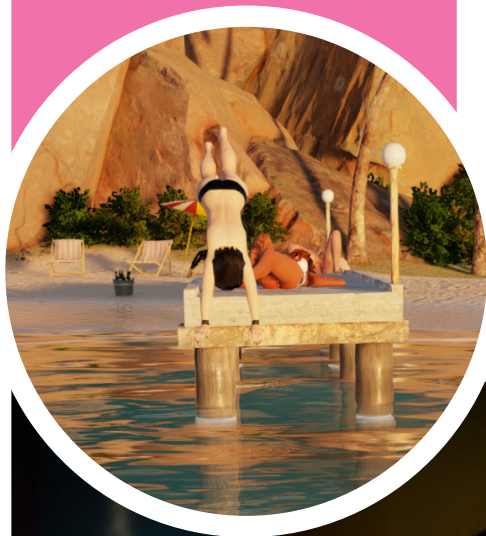
There are spinning bottle in the back-room of Sin Club and at the Yacht you can use for playing Truth or Dare or other games.



The Campfire hidden in Love Island iceberg
Never melting the Iceberg away

8

There is a landing bridge at the official beach location you can use to do a plunge into the ocean.



6

We used to have two default homes for our avatars instead of only the one we have now. One was an apartment in a high rise, one was a very different island home than we have now.

7

The beach used to be a lot smaller with no access to any upper section or waterfalls.

9

People don't read patch notes, so most of us might have missed an improvement regarding the chat box. It is well known that you can copy a line of text out of a chat window by clicking on it. CTRL-Click copies without the name!

And with some quick clicks, you can even copy several lines of text.

10

The yacht used to have a different layout, with a minibar and sunloungers on the top deck before the pool was added.

11

There used to be an in-game background blur function you could use when taking screenshots.

12

If you look upstairs in Fresco, you can still see the banners from when 3DX-Chat celebrated its third year... club owners never took them down.





13

3DX Club is the only place you can wash your hands!

14

3DXChat was released in 2012.

15

On release 3DXChat didn't have skin tones, all avatars were white, it came later in a patch.

16

Cocks used to be flaccid when not in sex, until the futa patch came.

17

When released, Sin Club was called BDSM Club and had stools instead of stripping poles.

18

You used to be able to stream porn on the TV object in your apartment.

19

In the past the devs used to have a sense of humor and troll us with april fools updates.

20

The subscription used to be 20\$ per month until covid hit.

21

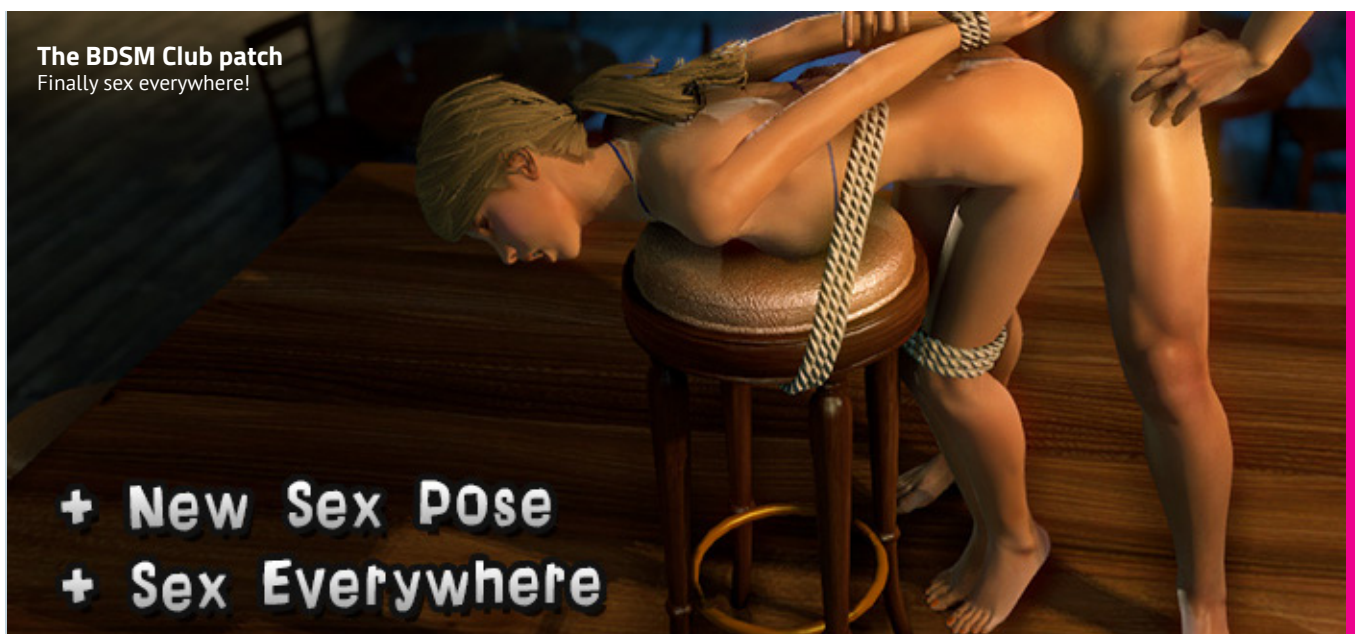
Before BDSM Club (Sin Club) patch, you could only have sex in private rooms.

22

The age section in profile doesn't allow you to put a number below 18.

23

Age of 99 in profiles means: You are not really interested in the age of other people.



24

There were Halloween events and players could eat some pumpkin and could transform into ghosts and skeletons or just go invisible.

25

The slowdance bug only occurs when the passive partner is in idle pose 5.

26

Missing your mouse cursor? That happens if you press SHIFT-C while typing something at the User Interface (not in chat windows). Another SHIFT-C brings the cursor back. And yes, the combination is a really clever pick...

27

SHIFT-Z switches UI off.

28

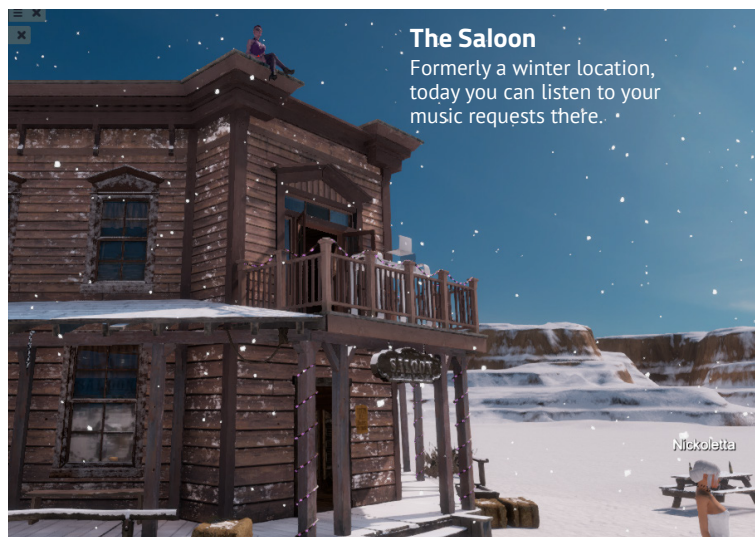
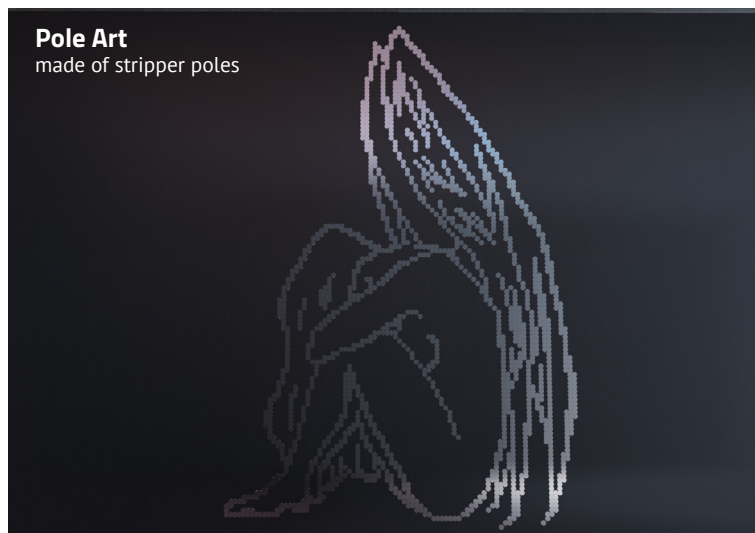
People used to create art out of stripper poles when there were no other building blocks available.

29

When the Saloon was launched, it was a winter location.

30

You can request a song at <https://music.3dxchat-status.com/> and it will be played at the Saloon location.





WEEB CULTURE

What is Kawaii?

by KlaraX

Haaaaai :3

How is you?

Watchu up to? UwU

I so excited to write dis article for all you friendos

Nyhaha. Did you vomit yet? No? I can give some more of that.

Those are samples of speech patterns we often see on 3DXChat, some see them revolting and some others see them cute. We think that it depends on the person doing them and the person receiving them.

Hello dear reader. I am known as KlaraX

and I am your host for this article. I am a fellow 3DXChat player who is often criticized for talking in weird and hard to understand ways.

But why do I chat this way? Are they the same speech patterns as the above? And how did this kind of overly cute sometimes borderline childish speech pattern come to be to begin with?

To answer that, let me take you on a little journey to Japan.

First off, what are the things that jump to our minds when we think about Japan?

Most of us will think; high tech country, a great nation who was able to rebuild

after experiencing true devastation post getting nuked twice.

But the most occurring answer that you will get is that; Japan is a kind country, its people are nice and cute... Yes, cute. In a lot of our minds, Japan is related to a big deal of cuteness.

But was Japan always this cute? Is this cuteness a historical fact that has always been there?

From the mid 1920s until the mid 1940s, Japan was in the minds of many an evil country. As a matter of fact the total surface area occupied by Japan during this era is about twice the area that the Nazi regime occupied, and we are not talking

Hello Kitty House by Thamea
All pictures by KlaraX

about easy peasy cute countries that you can take over in your jeep, we are talking about big countries, countries like China, Malaysia, Thailand, the two Koreas or Vietnam.

So without going into much more details, in fact Japan back then was as different from the image we have now as the difference between day and night.

The transformation

Now dear, beautiful, kind and indeed cute reader. After what was said, It's completely in your right to wonder, how? Where did this current overly cute mental image of Japan come from? And how did this impressive transformation happen?

Let me tell you the story of what happened after the second world war ended.

Japan took its time to start healing and by the 60s, the thought of changing how they are viewed by the world started taking shape.

At the start there needed to be a brand new fresh from the womb generation, a generation that didn't witness these atrocities live. And this generation gets to hear about Japan in a way that ignites their interests. For example, they needn't hear about the Japanese military might, that is a thing of the past now, or their economic miracle in the 50s that turned Japan into the third strongest economical power in the world.

Japan knew and understood this very well, so they played on a very effective element, which is the soft power, the cultural element that addresses the public, not the government's.

"Hey nations of the world, people see me as a bully, but I am cute and nice and I love anime"

And to achieve this the first step was to establish The JAPAN FOUNDATION.

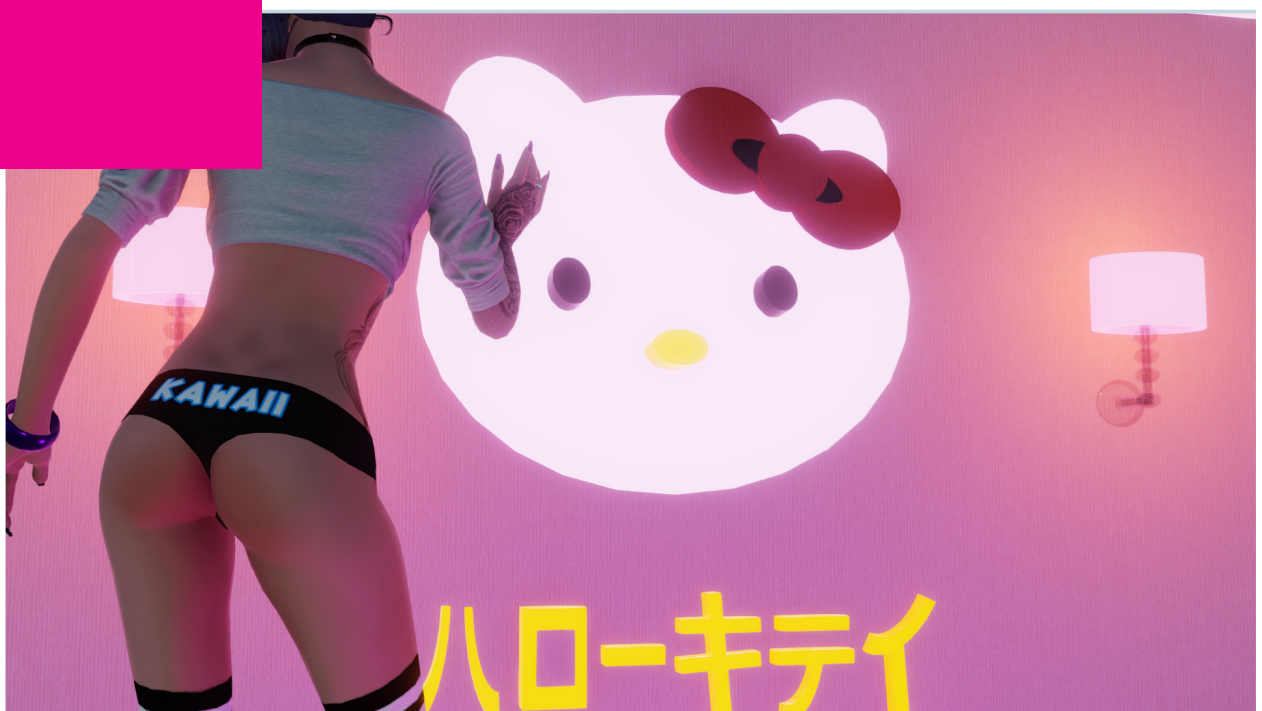
The mission of the Japan Foundation is to promote international cultural exchange and mutual understanding between Japan and other countries.

The two strongest things this foundation played on were; cartoon animation or in order to not offend some (Anime) and comics known as (Manga). And those were filled with various colors of drama, depth, philosophy and action unseen before in this form of art, which addressed both kids and adults. As a fact, the Japanese government was wholly promoting, encouraging and supporting this form of exchange.

Who in our generation (unless living under a rock) has never ever heard of pokemon? And hey gaming too; Nintendo and Playstation.

Cute Japan

During this era emerged a concept called Kawaii. More often experienced through hearing a reverberating squeal "Ka-waaaa-iiiiiii"



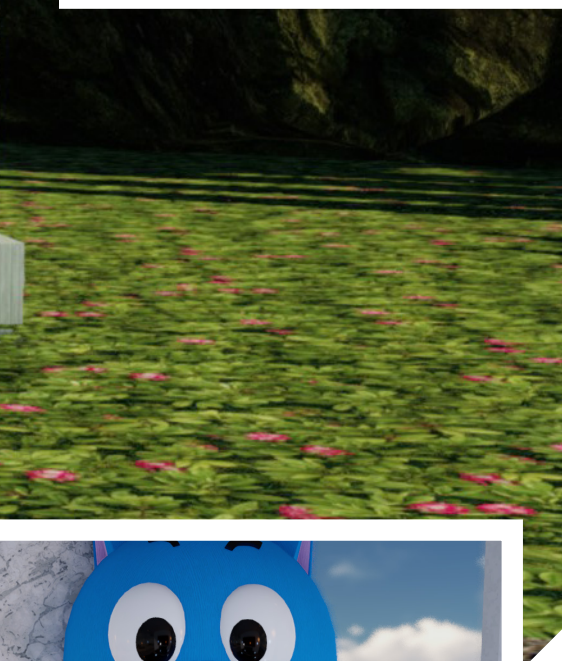


So, what is kawaii and why here and why now? As the Japanese word for cute, kawaii has connotations of shyness, embarrassment, vulnerability, darlingness and lovability. Think babies and small fluffy creatures. In many cases, it is a signifier for innocence, youth, charm, openness and naturalness

And it became its own living entity in the form of; cute clothes and accessories, cute handwriting, cute voice, cute way of talking, cute restaurants and Japan's capital became "Tokute" (Nyahaha)

But in fact this cute culture first originated in Japan, emerging out of the student protests of the late-1960s. Rebelling against authority, by acting cute or childish, then eventually making its way into the comic books (manga) and cartoons (anime).

As the Kawaii culture grew, it also grew several other subcultures, amongst them the (burikko) or childlike woman, started in early 70s when Japanese women started to be more visible at work, adopted by some portraying innocence



and adorability as a way of increasing their appeal as a potential marriage partner, and (otaku) which is a fascination with everything anime and manga, looking talking and sounding like anime characters. This was the main culprit behind the rise of cosplay conventions actually.

The weeb culture

As time progressed, and the internet became a thing it became easy for this culture to make its way into our minds and with it began a completely new culture, the (weeb) culture

What's "a weeb"? A weeb is a non Jap-

anese person who is obsessed with everything Japanese. This, for sure included at the forefront the otaku and kawaii cultures, making its way to the online social world including our 3DXChat.

Of course it became apparent in various forms in 3DXChat - from girls and guys who add (u) to the end of most words just to sound cute, to galleries with pictures of anime and manga characters, to even some people who are roleplaying as an existing character in a manga or others who make overuse of cute emojis. We can't of course forget about our friends the (Neko) people which is the Japanese word for cat and the (Futa) community, charged by the power of Hentai anime (hentai is Japanese for sexual perversion), we can talk a lot about the futas and the nekos, but this is not the article for that.

Me, myself and KlaraX

I joined 3DXChat in mid 2016, the name KlaraX was not really my first choice. I wanted it to be Clara but it was taken, tried Klara also was taken, same for Claraa, Klaraa, ClaraX and finally KlaraX was the one that stuck.

At first I was chatting, typing and acting like a normal human being, but you know what? It bored me.

In real life I am what you would call a person who lives in their own world. I walk in the street and I am role playing in my head, imagining that the person next to me is an elf for example and maybe instead of going to a self defense class I am going to training as a warrior elf goddess.

Or when on a trip with my friends, I am sitting in the bus imagining that we are a World Of Warcraft raiding party. I even assign classes and roles to everyone.

I do the same thing when gaming. What? Geralt is going to some basement to rescue some damsel in distress? I don't think

so. He is really going to the basement to find some alien source of power that is hidden inside this woman's body, that he will use to power up the most advanced spaceship in the galaxy, then take it and save Anakin Skywalker from turning into Darth Vader.

takes a breath and calms down

Long story short, I grew tired of acting like I do in real life. It's boring, it feels like I am wasting an amazing opportunity.

So I made up a list of character traits for KlaraX. She will not be the person I am anymore, she will be a character that I play and she will talk and act in ways that I think are fun, not in a kawaii way but just something that adds comical flair to

her character.

She will be the bratty kitty witch, she will enjoy messing with her friends, she is cute, dresses silly and never takes things seriously. She also hates being called neko (despite the fact that it actually means kitten in Japanese). She loves her friends, but she also considers a certain bisha succubus her lover & nemesis at the same time. On top of that all she has big plans to take over the world.

In the end, I guess I wrote this entire article just to tell you one thing...

My name is Sarah and I am the author of the character KlaraX.



STRIP 'N'

ROCK

Every
Wednesday
Evening



Brought to you by **virtual
sugar**



Porn Producers on 3DXChat have been busy. Here is what they offer you for a

NAUGHTY PRIME TIME



Pina Sluts - Blacked

Emmy Fatale and Kemmy Cox share some memories about black cocks when two hung studs arrive and offer them the real stuff. Of course they do accept and get banged side by side.

https://www.xvideos.com/video75452207/pina_sluts_blacked

Sexual Content: MF / MF
Ratio Story / Sex: 10/90
Sound: RL sounds
Duration: 09:21
Director: Kemistry
Publisher: Virtual Sugar

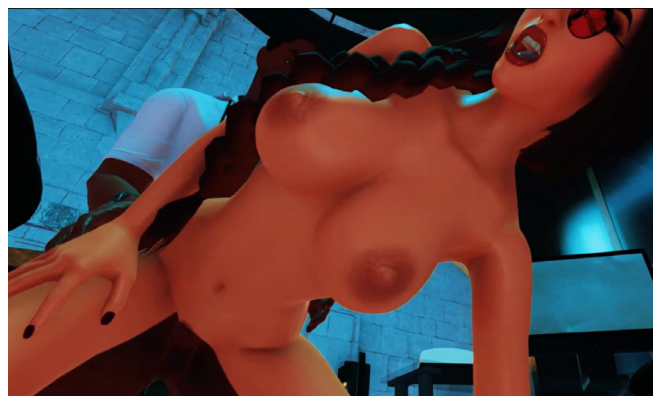


Womb Raider Part 1

Coming back from her adventures around the world, famous archeologist Lara Croft finally finds the comfort of her sumptuous mansion again. As well as the hard cocks of her faithful employees...

https://www.xvideos.com/video74598715/womb_raider_-_part_i

Sexual Content: MF
Ratio Story / Sex: 50/50
Sound: Ingame sounds
Duration: 21:03
Director: AlexandraFR
Publisher: Naughty Butterfly



This is sexy and informative stuff for your ears!

We present you a selection of LauraTWK's Text-To-Speech-Podcast and you might notice some guests and topics we also feature in this issue of SUGARMAG.

TEXT-TO-SPEECH PODCAST

media!
PATROL

Episode #13 - Dance Dance Revolution

Since everyone is talking about bots and dance teams, LauraTWK sits down with Scarlett from The Bare Bunnies, Jerri from The Sophisticats Revue and Chloe to get their take in this debate, as well as some insight into the #TrueAudience initiative.

Episode: <https://spoti.fi/3Yrcm6n>



Episode #14 - (Art)ificial Intelligence

AI-artists Xeno, AngelQueen and xolessi drop into the studio to tell LauraTWK all about using AI to create 3DxChat-inspired art. Find how they got setup, why the AI is obsessed with big boobs but no dicks and what exactly is the soul of the AI.

Episode: <http://bit.ly/3EKGX71>

Post Show: <http://bit.ly/3kpcLje>



Episode 18 - Dressed To Impress

3DxChat players are generally more interested in what happens when the clothes come off, but for some players, clothes and fashion play a big role in expressing their personality and creativity. SexxyJessica, FeliciaBlack and Harlyn join LauraTWK to give their fashion insights before God's Speed drops in for a post show focussing on male fashion.

Episode: <https://spoti.fi/41B6AR4>

Post show: <https://spoti.fi/41KJpUe>



People With Style

BLACK CAT COUTURE

If SUGARMAG had had an award for fashion, FeliciaBlack would have been the winner in that category. Gorgeous platinum hair & dark skin with piercing green eyes are her signature style but she is also known from her own brand the 'Black Cat Couture'. You can familiarise yourself with it if you are on Twitter. If not, just check out our next pages and fall in love with it.



3DX Police Department

Black, Felicia
aka 'Black Cat'
No. 2342-7589a

First of all, I love the name! Why did you pick this as your brand name?

The simple answer is - Black Cat is who I am! I came up with the name years ago when a friend asked me to create a super villain identity as part of a role-play we were planning, and immediately the name 'Black Cat' popped into my head. I'm black and I love cats and feline nature. We both agreed it was purrfect for me! I'm not a comic book fan, and I did not know at the time that such a character actually existed in the Marvel Universe, or that the character and I shared the first name Felicia, but so it was - Fate had decided!

Once I get interested in something I typically take it to the point of obsession, so since that time I've become a Black Cat comic book geek and probably read every important issue she's appeared in over the years. I've even become friendly with one of the writers of the recent Black Cat series and we've exchanged a few messages. The character's and my own life story and personality traits have many similarities which I find interesting.

Of course I have a Black Cat costume in 3DX-Chat, and Felicia Hardy loves fashion as much as I do, so I have copied several of her dresses and casual outfits from her appearances and tried to make them in 3DXChat as close as I can. I even do an occasional 3DXChat comic book with my great friend BettyTesten. I'm obsessed. I'm totally crazy. That's a long answer to the question, why the name 'Black Cat Couture'

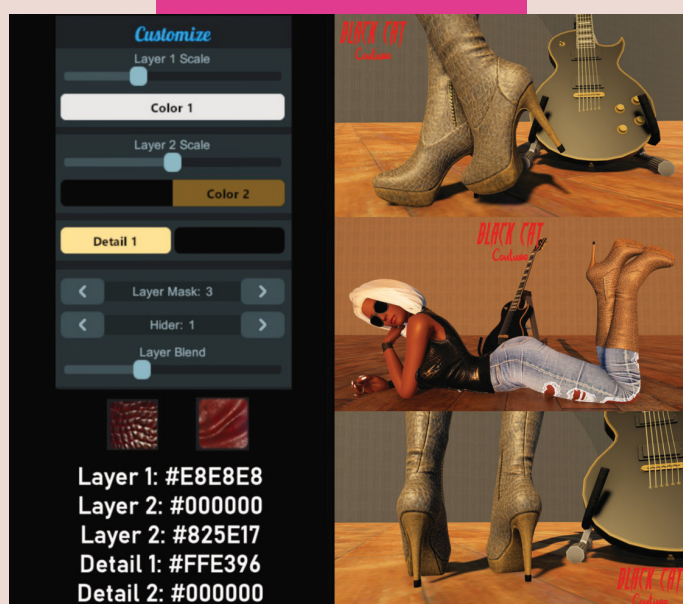
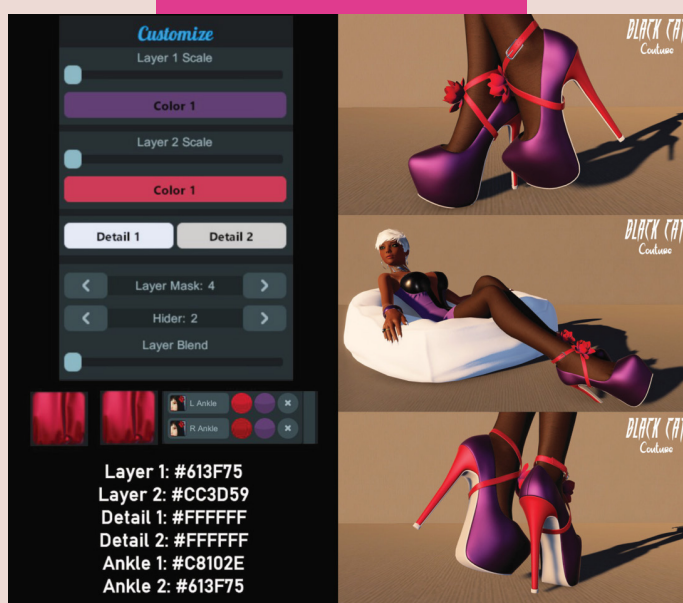
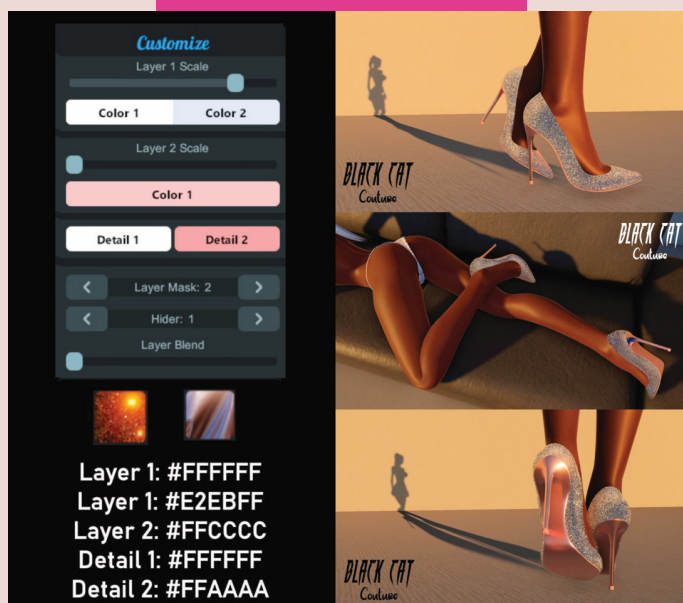
- but that's me and it couldn't be anything else.

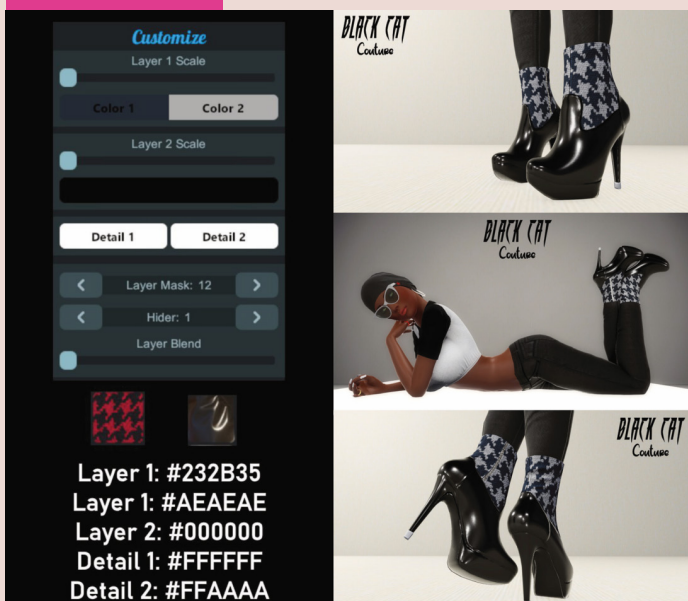
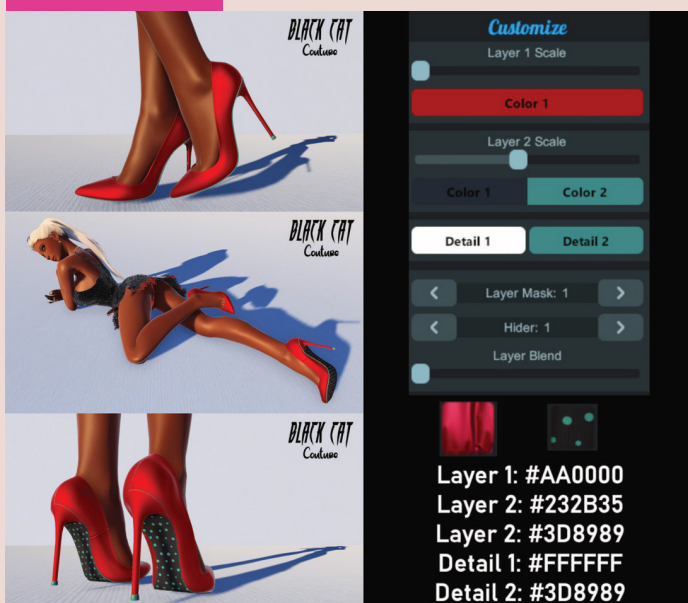
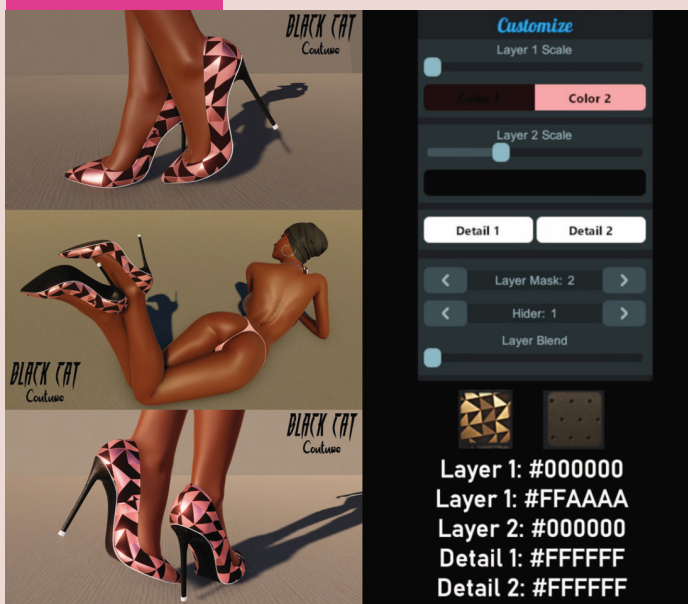
What does 'Black Cat Couture' stand for and what is your greatest inspiration?

I love shoes and creating them with all the different options that are available now. I also love sharing them with the community on Twitter and showing how I made them. I hope others can enjoy them as I made them, or maybe it can inspire people to do their own creations and variations.

I take my own inspiration from real life - what shoes I own myself, what I see in the shops or online, and sometimes even other inspirations far outside of what you might think. For example, recently my friend Paulinus posted on Twitter as his Poem of the Day the lyrics from a Rolling Stone song, 'Wild Horses'. I remembered a great scene from the movie 'Gimme Shelter' where the Stones were in the studio listening to their own recording of that song. I shared that clip with Paulinus, and watching it we were both struck by a brief shot of Keith Richards' snakeskin boots in the movie. We both loved them and he challenged me to come up with a 3DXChat version. So I tried my best, made my own version and shared them with the community on Twitter. You never know when and where the Muse may strike!

Fabulous footwear, being creative and sharing is what 'Black Cat Couture' is all about.

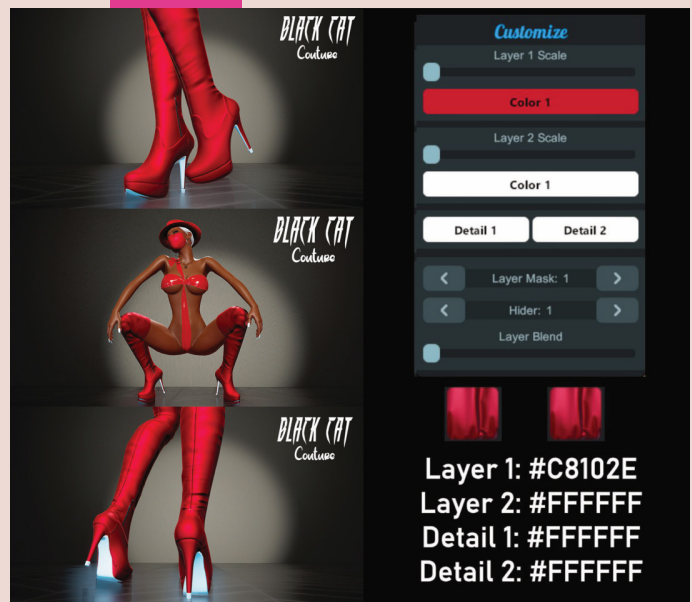




Are there any general tips & tricks you would like to advise when we are editing our heels on 3DX-Chat?

There are so many great options available when editing shoes in 3DXChat. My biggest advice is to just try and experiment. There are a lot of textures available, and if you play around with the Scale slider you can often achieve some surprising and dramatic results with many of these. Of course try all the options in Layer Mask and Hider, and note there are very different options depending on what shoe you are editing. Layer Blending is another good one, but I tend to avoid it in the shoes I share in 'Black Cat Couture' because it can be very subtle and difficult to communicate in the format I use. Color choices are virtually infinite.

For pure creativity, I think the platform heels, the 'stripper shoes', are the best. So many great options and variations! You can even use the Ankle Accessories to enhance them. The only downside is that these alter your avatar height and are buggy, and that causes problems when you interact with others such as cuddling and slow dancing. Hopefully this will get fixed in an update soon. In the meantime in a weird sort of way, this is the perfect high heel - ridiculously impractical, sometimes painful and slightly dangerous, but they look sexy as hell! I love them.



And what does the future hold? Do you have any plans for line extensions? Stepping out of heels and sharing dresses, tops, pants as well? Or even full outfits?

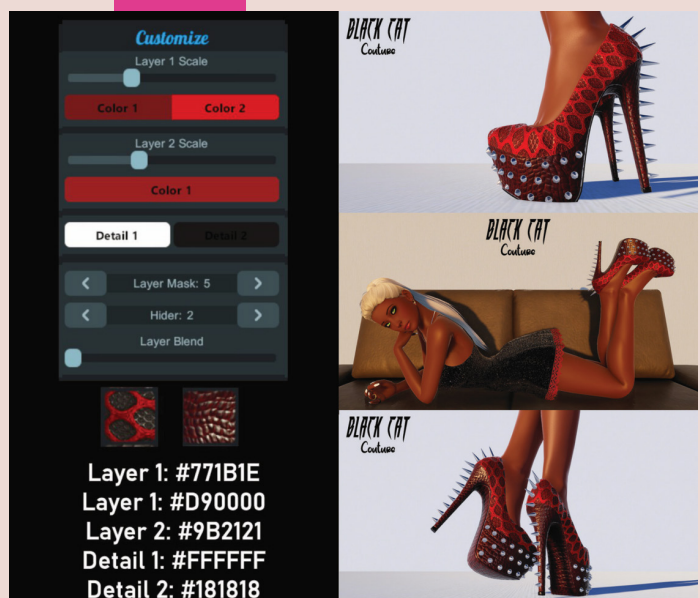
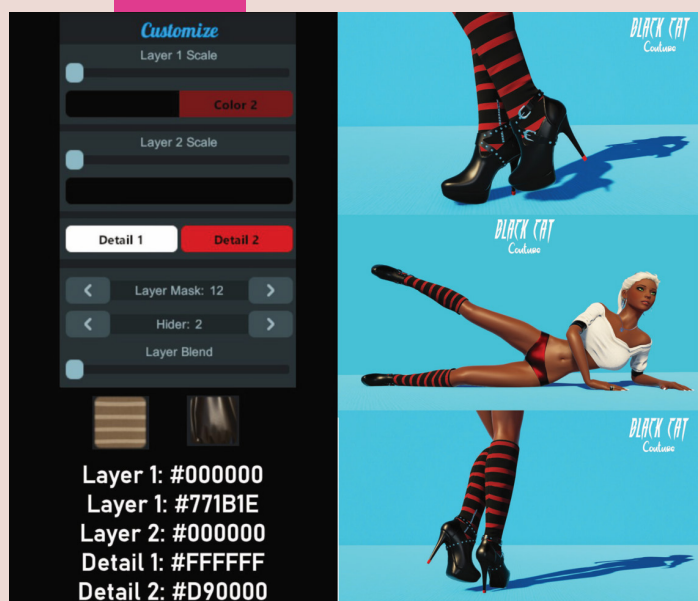
Oh yes! I would love to design and share entire outfits. My dream is that we have a way of saving just the clothing in the avatar file and merging that with our existing avatar, much like we can do with downloaded world files. It would be great to be able to make and share them with others. Sharing entire outfits the way I do now for shoes doesn't seem very practical or easy until we get some kind of update like I mentioned. I do plan on sharing individual clothing items like tops if I can find the time, so look for those coming in the future. In the meantime, there are still so many shoes to share, and you can never have too many shoes!

Thank you for having me here. I would like to take the opportunity to thank all the people who have messaged me online and in-game about 'Black Cat Couture'. I'm so very grateful for their kind words, encouragement and comments. Their kindness humbles me and inspires me to keep going. Thank you everyone!

If you want, follow me on Twitter:

<https://twitter.com/feliciaxblack>

#BlackCatCouture



SUGARMAG'S

TOP OF 2022



We asked our readers to nominate their favourite clubs, people, ideas, concepts etc. in several categories and then we asked

them to vote for the nominees. Here are the results and more information about the winners and the runners-up.

The Setting And The Rules

The Sugarmag team decided about a few categories which we found meaningful and asked our readers via biggest community Discord servers and Twitter to nominate their favourites in these categories. Nominations were open for 3 weeks.

We gathered all nominations and grouped and streamlined them if necessary. Streamlining in this case means that we shifted two nominations into another category that seemed more fitting for us. To give you an idea about that: You wouldn't

expect Metallica in the category "Classic act of the year" just because they used a violin in one of their songs, would you? Also we rejected one nomination for the Bullshit of the Year category because it was a very personal rant.

All other nominations went in the ballot and we opened it for the whole 3DXChat community to vote for 4 weeks. We used a web based voting tool that allows anonymous votings but saves the IP address of the voter so we would be able to sort out

double votes.

We decided to publish and present the Top 3 of each category in SUGARMAG. If any nominees wants to get information about their placement, then we will gladly give you information in direct messages.

We think that actually all nominees deserved to win, so of course this is a popularity contest. But at least for the winners it is a recognition of what they do for all of us to make 3DXChat a more interesting and diverse place.

Disqualifications

Even in a fun project like this, there are unfortunately people who think they have to optimise their chances of winning by voting for themselves several times or en masse.

Therefore we sorted out quite obvious

double votes coming from the same IP addresses. However, some people have gone to greater technical lengths and disguised their IP address by using VPNs. Fortunately there are data analytic algorithms available which are able to filter

out even those disguised multi-votes.

At the end, we had to disqualify two category winners (Tomorrowland in the category Dance / Music Club and Tina LuvLuv in the category Person) for massive cheating.

Facts and Figures

Completed Surveys

517









Completion Rate

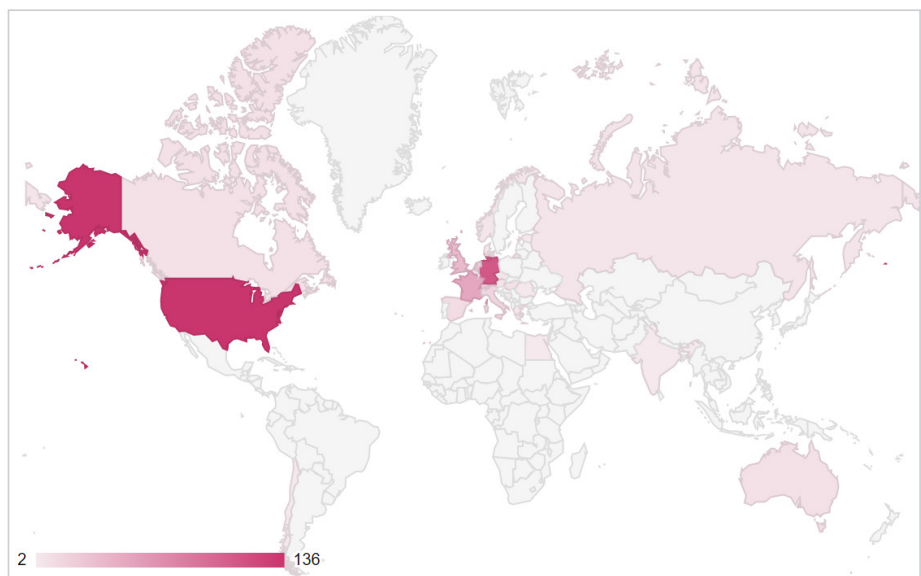
100 %

Incomplete Surveys

0

Most Popular Locations

	United States of America	136
	Germany	110
	France	51
	United Kingdom	36
	Swiss Confederation	26
	Netherlands	22
	Italy	16
	Spain	12



MUSIC / DANCE CLUB

No matter if dance or pop or rock... We asked you for your preferred music club in 2022? Here are your Top 3:

01

Music / Dance Club of the year

Answers

481

93%

Skips

36

7%

	0%	9.5%	19%	COUNT	PERCENT
ManoirDesire by NoirDesire	<div></div>	<div></div>	<div></div>	61	13%
Strip'n'Rock by Virtual Sugar	<div></div>	<div></div>	<div></div>	46	10%
Juice! by Juice!	<div></div>	<div></div>	<div></div>	45	9%



MANOIR DESIRE



The Manoir Desire opens every Monday at 11 PM CEST. Find out more about the club, it's guests and what you can expect there in the interview with the club owner Noir Desire starting on page 44.

You can also check their website:

<http://t1p.de/manoirdesire3dx>

MANOIRDESIRE

presenting
DJ Miss
"all the good girls go to hell" Janet Weiss

powered by NoirDesire

fair play
Real guests
No bots
guaranteed by
Virtual Sugar

open every Monday -11 PM CET

<http://t1p.de/manoirdesire3dx> / twitter.com/noirdesire4

THEMUNCH

MUSIC / DANCE CLUB

STRIP'N'ROCK



Strip'n'Rock is run by the Virtual Sugar team and opens its doors every Wednesday at 20:00 CEST / 2 PM EDT. As the name suggests, you can expect best of rock music by a wide variety of DJs and hot strippers, but also sexy cocktails and a very lively, raunchy and funny local chat.

Find out more at
<https://discord.gg/virtualsugar>

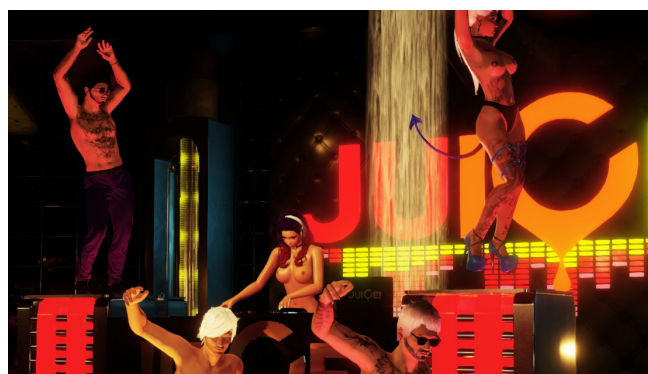


JUICE!



JuiCe! is a team effort to deliver top-notch music, dancing and naughty atmosphere every Thursday night, opening at 20:00 CEST on 3DXChat. Here you can find a wide variety of energetic EDM, and a friendly and fun atmosphere in a stunning room, all brought to you by a dedicated team.

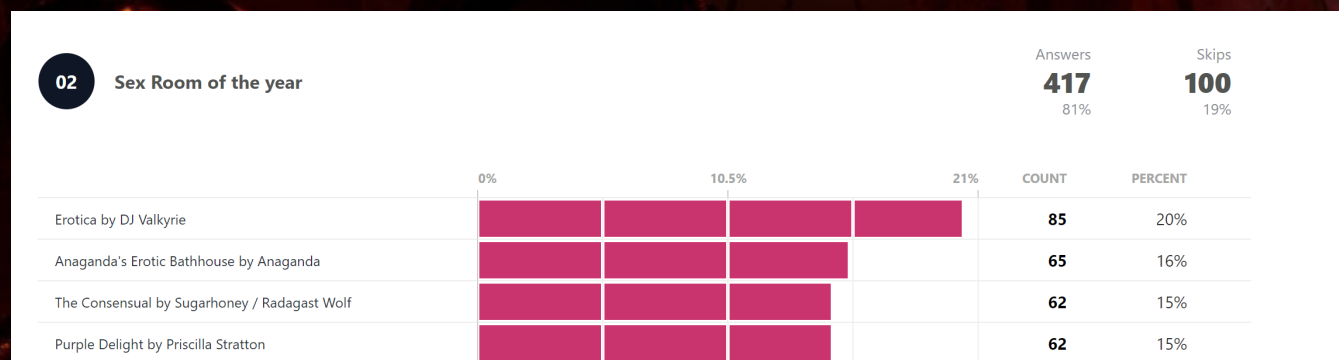
Find out more at
<https://discord.gg/y5X7zWFT7S>



SEX ROOM OF THE YEAR

Which was your favourite room in 2022 when you just wanted to have sex or were looking for a sex partner? Which room gave you those sexy vibes?

Here are your Top 4 (since we have a tie on #3):

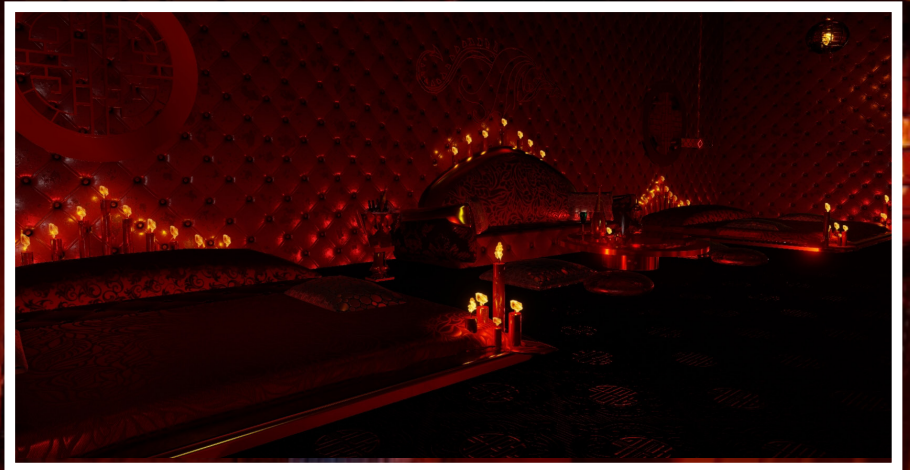


EROTICA

By DJ Valkyrie

The EROTICA room is designed for those who seek a sexually liberated and adventurous experience. The room offers a variety of intimate spots in a sexually fuelled open environment, sensual music, a bar and place to dance for the alluring music of the host DJValkyrie. Warm and dim lighting, all-red walls, soft beds with luxurious linens, an inviting atmosphere with candles all around. The room worked without name tags before the latest 3DXChat update. Today it is only open occasionally.

SEX ROOM OF THE YEAR



SEX ROOM OF THE YEAR



EROTIC BATHHOUSE



SEX ROOM OF THE YEAR

By Anaganda

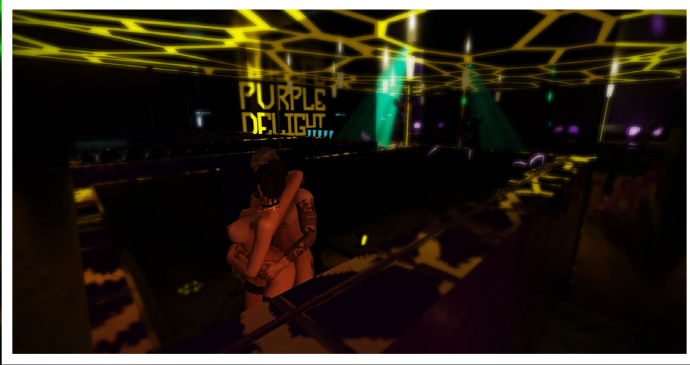
Anaganda's Erotic Bathhouse is a place where people can relax, take care of their mental and physical wellbeing or even socialise. The steamy atmosphere of the room brings you into a heated naughty mind state in a second. Be ready to mingle with likeminded visitors there. It's opened occasionally by Ember.



SEX ROOM OF THE YEAR



PURPLE DELIGHT



By Priscilla Stratton

What happens at the Purple Delight, stays at the Purple Delight. Dark atmosphere with sharp neon lights, many hidden spots to explore and many not-hidden-at-all-spots for the exhibitionist. The kinky mood is fuelled by all the sexual toys you would desire. All genders, sexual orientations and kinks are welcome at the Purple Delight. and is usually open every Saturday at 22:00 CEST / 4PM EDT

SEX ROOM OF THE YEAR

THE CONSENSUAL



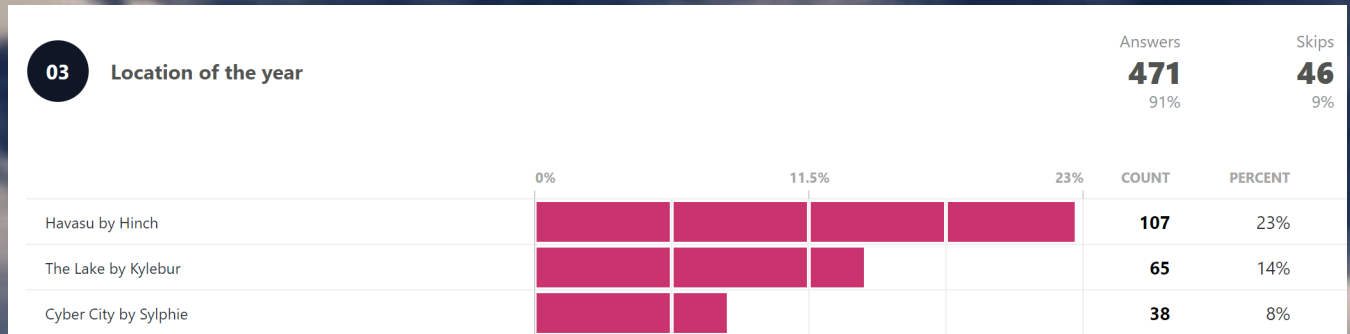
By Sugarhoney / Radagast Wolf

The Consensual is mainly a BDSM club that also organises training sessions, lectures and knowledge sharing. It's open every Sunday at 20:00 CEST/ 2PM EDT



LOCATION OF THE YEAR

This is the freestyle category of our voting. You've been free to nominate every location that you think is worth to be mentioned. And here are your Top 3:



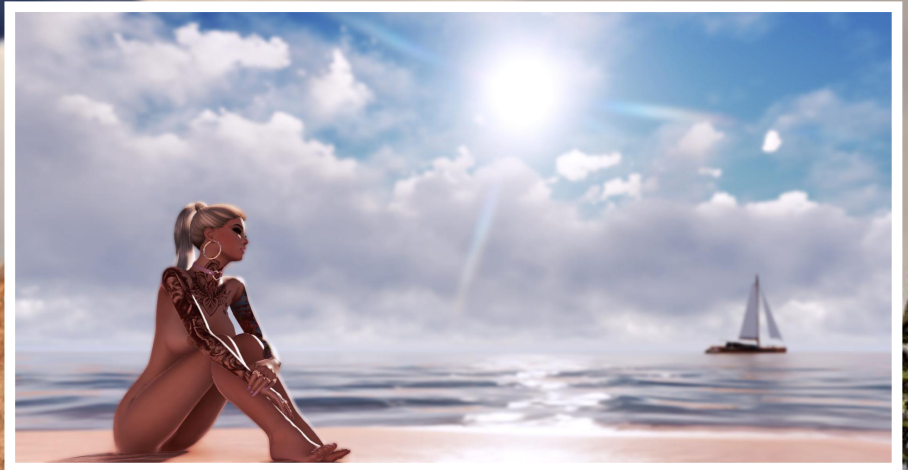
HAVASU

By Hinch

Havasu offers a spacious and chill environment for players to socialize or simply relax. Luxurious beachside, many beauty spots and trails to explore describe the room. All the hidden or public spots are offering a stunning view to the ocean. Havasu is usually open 24/7.

LOCATION OF THE YEAR

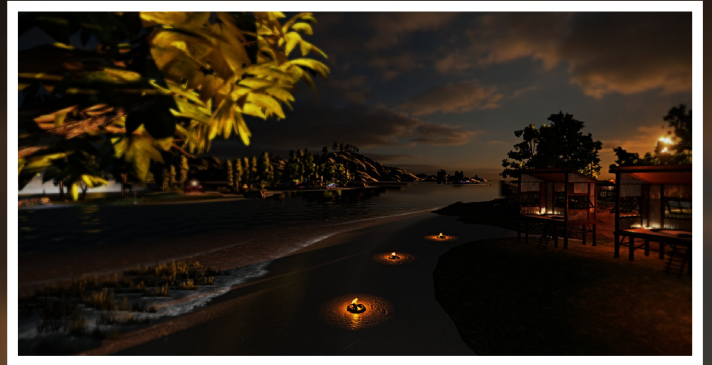
This is the freestyle category and here are your Top 5:



LOCATION OF THE YEAR



THE LAKE



By Kylebur

The Lake is another 24/7 location with a peaceful atmosphere and many beautiful spots you can chill or have romantic encounters at. There are many hidden places to explore and nice people to meet.

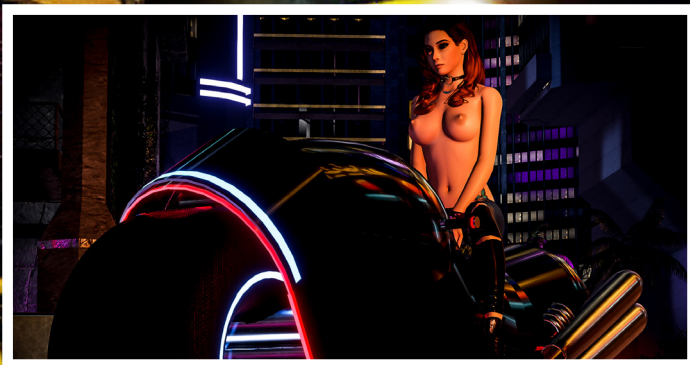
LOCATION OF THE YEAR

CYBER CITY



By Sylphie

Cyber city provides an amazing futuristic cityscape with tall buildings and neon lights, and you can experience a real sci-fi vibe here. Whether alone or with company, the room provides endless opportunities to explore and roam around on many levels.



COMMUNITY PROJECT

There is a lot of stuff going on around 3DXChat... Sharing websites, movie productions, discords, tools, magazines, podcasts and what not. All of them are adding content to the overall experience of the 3DXChat virtual world. Here are your favourites in 2022:

04

Community project of the year

Answers

438

85%

Skips

79

15%

	0%	7.5%	15%	COUNT	PERCENT
3DXChatsharing / 3DXChatstore by Torax / SweetTia	<div></div>			63	14%
The Builder's Corner by HottKitty	<div></div>			55	13%
The Munch by Munch Team	<div></div>			47	11%

3DXCHATSHARING / 3DXCHATSTORE

Hello Tia, hello Torax. First of all, let me congratulate you for winning the Community Project category of the Top of 2022 voting. Tell me a little bit about your projects. When did you start them and why?

Torax: I started the 3DXChatSharing website in september 2018 as a reaction to some person starting to sell industrial low quality rooms and bragging too much on the forum, so I started it by just sharing my own work, and then asked some friends if they would have some to share too and it slowly started to grow.

Tia: I started the 3DXChatStore.com after being inspired by many great and detailed builders. I understood the amount of time and value that a builder put into a build is tremendously high. So I decided to make a marketplace platform for the builders to upload their build and meet the customers. Everything from the website is done automatically and the Store website does not earn from any sales transaction. I'm glad this store site worked out more than we expected, and it helps many people financially.

Can you give me a few insights? How many people share their builds on both of your sites and how many visitors do you have on average?

Torax: Regarding attendance, I have around 800 unique visitors with around 9000 page-views per day. We have about 450 contributors, but some of them share only 1 item, while others share hundreds of them.

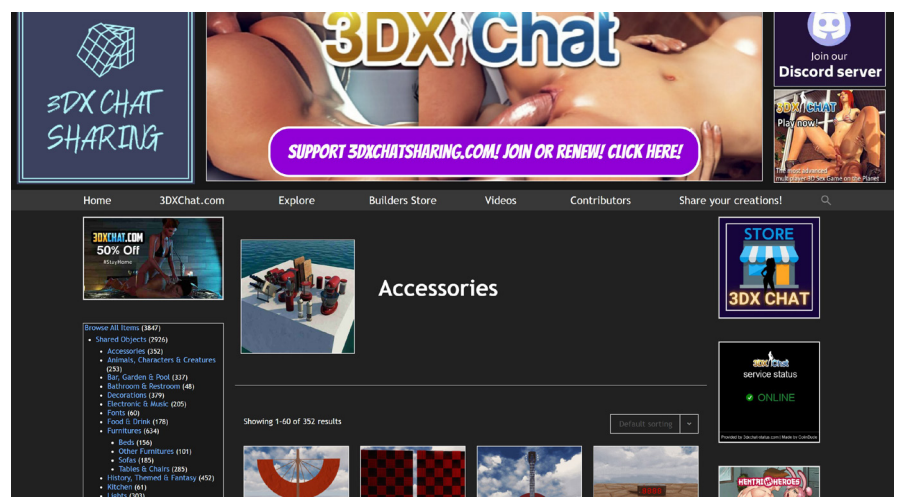
Tia: The store site has about 124 creators, with 500 - 600 unique visitors per day. We have a total of 180,000 visitors and 400,000 page views, also we have more than 3000 sold objects so far.

That is really impressive! Building seems to be a big thing on 3DXChat!

Torax: It is and if they allowed clothes creations the same way, it would go nuts. I think Modz must have even bigger figures than these since they were first.

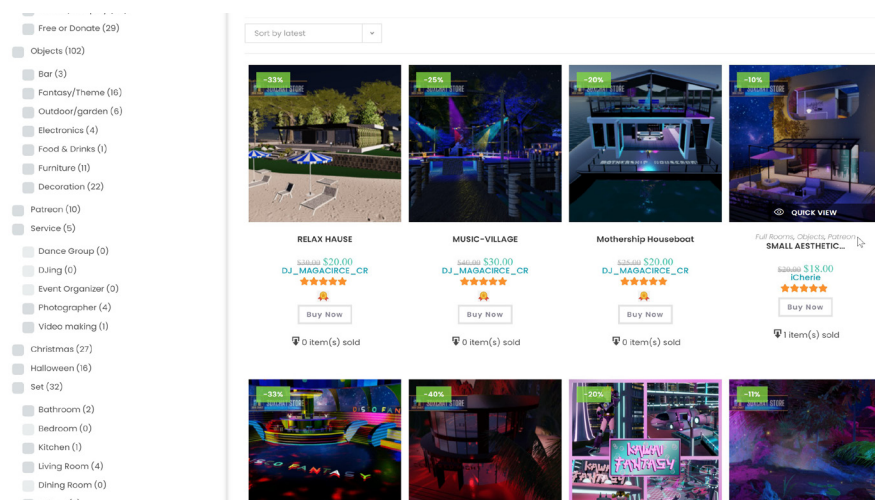
I know that there are different opinions about selling builds. Some say that it's a good thing because the builders deserve some recognition for their work, even financial recognition, others say that paying for builds kinda destroys the community. What do you think?

Torax: I had my own doubts at first, worried the selling would kill the free, but the store has been running since June



3DXChatsharing Website

COMMUNITY PROJECT



3DXChatstore Website

2021 and well, free is still flourishing! It is true some builders turned only into selling but the actual volume of free items is now really high on all websites, so for me both are working very well together finally. Some people want exclusive builds and this can only be offered by the store.

And last but not least, since 3DXChat-Sharing has existed for 4.5 years and 3DXChatStore is available two years soon, how much drama have you heard about them? Store handles money and there was never any big thing happening. It is managed like any online store, fair, no favoritism, and also no money goes through the store, it is from buyer to seller directly.

People visiting 3DXChatSharing.com know that there will be all types of quality items, from low to real good and free but not exclusive. People visiting the store know it is high quality but with a price.

Yes, I scrolled through the free items on 3DXChatSharing recently and I have to say that it's overwhelming... I wonder if there is anything that hasn't been built yet...

Torax: [Laughs] Believe me, people still have a lot of imagination!

Another important point especially on the internet is about legitimacy and integrity. Both store and sharing got the approval from the 3DXChat developers. Since our names derived from the game's name, it was important for us. We take it seriously.

Tia: Yes, the store definitely exists for a good reason, as a fair and no favoritism marketplace for the customers to meet the creators. Needless to say, the store

doesn't take any commission from any builders. It's more of a community marketplace.

The store has motivated many great builders to build and understood finally their work and effort, time spent has been converted into monetary value. With willingful manners, it all happens on a natural supply and demand market.

The good thing is that both the sharing site and the store site accommodate the needs of what people would like. For free download items, there are plenty of choices available, players can easily explore 3dxchatsharing.com website etc. For prestigious rooms, builds are available on the store site. This combination has never worked so excellently and it's a great partnership for the both of us.

In the store site, we also emphasize on the builder's personality. All good, well mannered, fair, hardworking and honest builders are welcomed. For the past 2 years, we are glad that with our grounded manners and proper work, the drama has been close to zero.

Do you still have to invest a lot of time into running the sites or is it mostly automated?

Torax: I personally would say I have to spend 5-6 hours a week to validate submissions as it is not automated. Then there is the maintenance part, which can be from an hour per week to days sometimes if an update fucked up the website. The sites are not like ready to use things you can pay for, we had to build them from scratch using many modules, even paid for some of them, so this can be time

consuming when there is a php update and so on.

Tia: For the store site, the initial set up was time consuming. We spent months, through mistakes and running technical tests a lot before the website's smooth operation now.

Manual work is needed mostly for website maintenance, updates, and technical issues that happen randomly. So to say the store website is 90% automated, running by itself in regards to sales transactions etc.

The registration of new sellers on the website is still done by manual approval by screening their application. They must be official active 3DXChat players as a must criteria. Other than that, all sellers can upload their products to the website themselves. So it's pretty much self sustainable now.

If there are any technical issues, we provide a quick response in our Discord channel to fix the download file issue ASAP within 24 hours. When this happens, I will generate a new download link for the customer end to download the file again. The download file issues happened mostly due to the ping time of PayPal back to the store site.

Do you have any new projects or ideas in mind?

Torax: Personally, I lack time lately, so I just wish to be able to build more myself and share more, maybe implement some improvements on the websites, like speed, and browsing experience, especially in improving the categories and the search. To be honest, setting up such a website takes time, if you have free time it is good but if you have a job, well, maintenance is already taking a good part of your free time.

Tia: Yeah, mostly now it is about website maintenance. We both also will see what festivals are coming to prepare a special section on the website to display the festive builds like halloween, Xmas etc.

Contact Information:

<https://3dxchatstore.com/>

<https://www.3dxchatsharing.com/>

<https://discord.gg/hZstMWQ7dA>

COMMUNITY PROJECT



THE BUILDER'S CORNER



Congratulations on coming second in the Sugarmag Poll for your project The Builder's Corner and thank you so much for doing this interview with me, HotKitty. And because I know that you are a busy Kitty, let's not waste time but get right into it. Can you tell me a little bit about the Builder's Corner project? When and why did you start it?

I began work on The Builder's Corner on Oct 13, 2022. I started it for a few reasons. The first being, that I had already started contacting builders, and introducing them to each other before the Discords conception. I noticed that most of the builders in 3DXChat didn't actually know, or talk to one another. My second reason for starting it was that I noticed nobody had. The most I found was small builder channels in club discords. I wanted to make a home for all of the builders of 3DXChat. My final reason is that I'd often get asked in game for lessons, which was very difficult via text messaging and screenshots. I wanted to make a teaching discord, where I could make voice tutorials, and verbally speak to, and screen share with the people that wanted to learn.

Okay, so someone like me who is the worst builder ever can join that discord, can watch and listen to tutorials, can ask questions and can even join live screen sharing sessions and hopefully learn how to build by this? That sounds amazing... but it also sounds

like a lot of work. Do you work with a team or is it all the work up to you?

My team is the community of The Builder's Corner. They all support each other. When somebody has a question, they are doing their part by asking. When somebody answers them, they are doing their part by teaching. We understand that nobody is a perfect builder, and we are all growing. Builders love to teach building, and when a question gets answered, the rest of the builders can read it and learn from it. So, no, it isn't all up to me, because I have all of them.

You say that builders love to teach building. Is there no competition between builders in the sense of: "No, I won't reveal my tricks because otherwise other builders could be just as good as me?"

Regardless of building skill, it is stressed in The Builder's Corner that we are all equals. We have all started somewhere, learned, and gotten better. Those of us that can teach, can do so because we were once new to it. We are not competitive with each other. We try our best to build each other up, including sharing secrets. It is how we all become better as a whole.

What makes a good builder for you?

A good builder to me is somebody that is willing to learn, and grow. We all have our talents. Mine is making small, detailed

items that people can merge into their rooms. For some, it's houses, some nature, some, 3D objects like animals, and some excel at flatwork, like logos. Aside from talent, we strive to be better in all categories. This takes work. Having an open mind, and a willingness to learn gives you the ability to rapidly become better. So, what makes a good builder to me? A willingness to learn.

What makes an adept builder is experience and knowledge of the world editor. New builders often come to me explaining how they have difficulty making what is in their heads, this is the skill I wish to give them. An adept builder knows the difference between local/global, pivot/center, how to use the differences to their advantage. They know how to use the gizmo tools, and how holding shift changes how they work, they know how to use their V key, they know how to use their snaps, and how to use textures to their advantage, and they have a better overall mastery of fitting shapes together to make what they want. Probably one of the hardest things to master, and something that will take a well built, technical build to another level, is mastery of lighting and shading.

How about recognition? How important is it for builders to see their builds (or parts of them) in the 3DXChat location list or on the top download lists of the sharing websites?

I can't speak for all builders. For me personally, it is nice to see my work in a host's room. I see my work in a lot of rooms. But if I think the host recognizes me, I message them, and I tell them that I don't need a shoutout, I'm just happy that I could make them happy. I also tell them that if they want, they can say that they built it, if it makes them happy. But they usually refuse to take credit. As for the sharing websites, I have a lot of builds uploaded to them. It's nice to see a lot of downloads on them, but again, as long as I can make people happy with them, that's what matters to me. I don't check up on my uploads to see how many downloads they have. I always say, once I upload a build, it doesn't belong to me anymore.

COMMUNITY PROJECT

Before we get back to some more questions about Builder's Corner, I'd like to learn a little bit more about the person HotKitty if you don't mind. I guess most 3DXChat players joined this world because of the sex and some of them later discovered how many other enjoyable things they can do here like building, DJing, hosting parties and what not. So what is your story? Why did you join 3DXChat, when did you discover building and how do you spend your time in 3DXChat when not building?

My story huh? I'm 10 years old in 3DXChat. I've been here since launch day. I've co owned clubs, co owned dance teams, I was literally the first bartender in the game, but, back then I was hungry for name recognition. For clout. It wasn't until after a few years that I decided to retire from all that, I just found myself being stressed out all the time. So, I decided to do something that has always given me a feeling of calm, building, something I've been doing since world editor came out. I decided about 2 years ago to start uploading. Around my 500th upload, I started getting messages from people in the game, thanking me for my work, or saying "Are you THAT HotKitty?". I gained a sort of fame among builders and

non builders alike. Ironically, the thing I decided to do for just me gave me more name recognition than all of my years in the club scene combined. It's at this point that I was teaching builders IN 3DXChat, through text and screenshots. So, I decided to channel my name recognition into something productive, The Builder's Corner. Honestly, the people of 3DXChat show me so much support and appreciation it has literally made me cry. I never expected this, and I love them all to pieces for it. What do I do when I'm not building or teaching? Usually room hopping or hanging out. I like exploring and seeing builds. Lots of people ask me to see their work, which is always fun. Aside from that, I'm usually just hanging out with friends, or getting an itch scratched, if you know what I mean. Cramming 10 years of experiences into a paragraph was hard! [laughs]

Back to Builder's Corner. What are your future plans with it, if you have any? How would you like to see your project evolving?

For now, The Builder's Corner is exactly what it should be. People learn, and teach. My hardest problem has been finding the builders of 3DXChat, new or old. Usually they find me, in a room, and they message

me about it, or they join through word of mouth from other builders. If the corner were to evolve, I'd have it evolve towards this aim. A better way to reach them all. I'm told I should make a website. I'm just a cat that likes building. I'm not a streamer, I've learned to stream for the discord. I'm not a Youtuber, I bought a mic, and learned how to use Youtube for the discord. I'm also not a discord savant, I've learned what I have for the discord. I'm also not somebody that knows anything about websites, or other ways to reach all of the builders just starting out. I hope this interview can help show them that we are here, and waiting to answer their building questions.

Your last sentence sounds like proper closing words. However, is there anything more you want to tell our readers?

If you have any friends that build, please invite them! If you are a builder, The Builder's Corner is your home o/

Contact Information:

<https://discord.gg/pbCBfuR99t>

THE MUNCH



Lear more about The Munch, what it is, how it works and how you can join in the interview with one of the founders, NoirDesire, starting on page 44.

Contact Information:

<https://themunch3dx.com/>

<https://discord.gg/NX6yKJHRzp>

BULLSHIT

Here is what annoyed you the most in 2022 and we have to say that we are not really surprised by the winners:

05

Bullshit of the year

Answers

440

85%

Skips

77

15%

	0%	17%	34%	COUNT	PERCENT
Dance Team Inflation / Bot Dancer	<div></div>	<div></div>	<div></div>	147	33%
BBC BWC SLUT GANGBANG ORGY FUCK CLUB (and similar club names for obvious reasons)	<div></div>	<div></div>	<div></div>	93	21%
Bug handling by the 3dx devs	<div></div>	<div></div>	<div></div>	74	17%



BOT DANCER

Dance groups have been around in 3DX-Chat since time immemorial and in the beginning they were a welcome part of clubs and parties. They have made a lot of effort to adapt their outfits and choreography to the locations and communicated with the guests in the chat. Some dance groups still do this today and deserve nothing but respect and recognition for it, because they are all about contributing to the overall experience of clubs and parties and entertaining people.

Unfortunately, club owners and hosts then discovered that they could use dance groups to “pimp” their attendance numbers and thus be more “successful” than competing clubs. At first, more and more dance groups were invited. The club owners slowly increased the numbers of dance groups until at some point 6, 7 and

sometimes up to 10 dance groups were “normal”. Fortunately, this became too silly for many serious dance groups and they stopped booking themselves for such events. Unfortunately, this did not lead to any rethinking on the part of the club hosts. Instead, they looked for new ways to continue to inflate their moderately successful clubs and parties with dancers in order to show off their attendance figures, and they invented the bot dancers.

Bot dancers are not real bots, of course, but avatars controlled by so-called multi-boxers, i.e. people who have subscribed large numbers of accounts and run them in parallel on several computers. These bot dancers are relatively easy to recognise if you look at their profiles. Often there are sentences like “Only here to dance”, then you know. However, some of the bot tam-

ers are now making more of an effort and filling the profiles of their bots with really creative stories, which quickly fizzle out when you try to talk to the bots. Moreover, these bot dancer groups usually have enormous difficulties in dancing even halfway synchronised, which results from the simple fact that the one multiboxer has to control 10 to 20 avatars, which is not easy. By the way, evil people make fun of hugging bot dancers and thus breaking the sync with the aim of making the bot dancer owners really sweat.

For a while, there was even an attempt to disguise the use of bot dancers by keeping them in special rooms below sea level. This way they were not visible to the few “normal” visitors to the clubs, but still helped to push the clubs’ numbers up.

Today, some groups specialize in field-



Typical Bubble Club

created with the obvious purpose to have spots for as many dancers as possible.



Dance Bot Profile

No gallery pics, no gifts and here “for dancing only”

BULLSHIT

ing entire dance bot armies. Groups like Unity openly offer the use of their dance bot armies to their members as a benefit. Of course, everyone can do what they want, and if they want to spend a lot of

money on a lot of avatars to bask in the light of fake guest numbers, they can go for it. In the end, however, it is nothing to be proud of in any way, but pure self-deception. When clubs claim to have had

220 guests, but 120 of them were dancers, that's just bullshit.

BBC SEX NO CHAT FUCK ORGY



There was a little bit of misunderstanding about this and we were blamed for kink shaming and what not. In fact, this nomination was about those clubs that used to be successful because of their DJs or have never been successful at all and therefore try to lure additional casual players in search of quick sex into their rooms via slick names in order to then brag about their attendance figures.

These rooms usually look like this:



In addition to a half-filled dance floor and a local chat filled with lots of TUUUUUUUNE and WHOOOOOOP WHOOOOOOP, there is no amount of sex worth mentioning.

Instead, there are the so-called spawn point zombies who, for some reason, never really get away from the entrance and flock there, making up to half of the total attendance in these pseudo fuck clubs with DJs and dance groups.



In the end, of course, it's also just a form of self-deception and it doesn't help much to talk yourself out of it by saying that 3DXChat is, after all, a sex game. The better solution would probably be good DJs and a good party overall - or a good sex room!

The only thing we really don't understand is the "NO CHAT" thing. Maybe it's because dance bots don't chat.

3DXCHAT BUG HANDLING



Bug handling by the developers of 3DXChat is a never-ending story full of promises, expectations and disappointments. Again and again there were moments when many people thought that everything would change now. Channels were created on the official Discord where players could report bugs. A developer blog was created and of course there is also the 3DXChat forum where bugs can be reported. The only thing is that the attention paid by the developers to the reported bugs seems to be close to zero.

It is particularly frustrating to see how the occasional updates do not fix known and really annoying bugs, but rather add new,

enormously annoying bugs and to make matters worse fix "bugs" that were extremely useful features for many players like the "teleportation through poses bug" or the "no name tags below the waterline bug".

A moment of hope for many players and of frantic activity on the part of the developers was the announcement of 3XO as a future competitor, but after it became clear that there was no real danger from this corner, the developers apparently quickly retreated to their sun loungers with a cocktail. On the one hand, this shows that they are clever, but on the other hand it also shows that they are obviously only

really interested in 3DXChat when the steady flow of revenue seems threatened.

The last official announcement from the developers was that 3DXChat would be fundamentally overhauled and moved to a new version of the underlying Unity framework. This should then fix many bugs and open up new fantastic possibilities.

It's been a while since that announcement and we haven't heard anything since - and we think that this poor and haphazard communication from the developers is the main problem for many players.

PERSON

You nominated several people that you think added value to our virtual community and did something useful for the 3DXChat community. Here are your Top 3:

06

Answers

482

93%

Skips

35

7%

	0%	9.5%	19%	COUNT	PERCENT
Noir Desire	<div></div>	<div></div>	<div></div>	60	12%
Me	<div></div>	<div></div>	<div></div>	58	12%
Rand	<div></div>	<div></div>	<div></div>	39	8%



NOIR DESIRE

Hello Noir, to sum it up, you are the big winner of our first Top of the Year voting. Your club ManoirDesire is at the top of the podium in the Music Clubs category, you are the winner in the Person of the Year category and you are also involved in the third place winner in the Community Project of the Year category, The Munch. So, congratulations! Did you expect such a result?

Many thanks for the congratulations! To be quite honest, I didn't expect to end up anywhere in the top ten. But I have to admit that it makes me happy and means a lot to me to be perceived so positively by the community.

Okay, let's start with ManoirDesire. The club has been around for what feels like forever and is regular as clockwork. Would you like to tell us a little bit about it?

The Manoir is a place that combines the atmosphere of a disco club with some elements from the BDSM world. My former wife, MistressClarisse, and I opened the club together on 3 July 2019.



After Clarisse left the game, the Manoir was closed for a few weeks, but was able to reopen on 15 October 2019. Since then, we have been there every week for our guests.

MissJanetWeiss has been our regular DJane since May 2020 and provides our sound with her mix of rock and indie music.

The Manoir Desire doesn't belong to the clubs with the very high attendance figures, but you have a very loyal audience that has also obviously voted diligently for you, right?

I don't know who voted for the Manoir, but I'm glad that over the last few years the Manoir has been able to gain a sympathetic regular clientele who regularly start their week at the Manoir on Monday evenings.

You run another club, The Bunker. I actually expected that club to be nominated and to get a lot of votes. Are you surprised that it was ManoirDesire?

I didn't really expect any of my clubs to be nominated, let alone that one of my clubs would win. As you said, I don't have a large number of visitors and the Manoir is not run by one of the larger groups but is a small independent club.

You are also involved in The Munch. Can you tell me a little bit about that? What is The Munch and why was it founded?

We created the Munch to bring people together. Both curious people interested in BDSM and experienced followers of the lifestyle. No prior knowledge or experience is necessary, everyone is welcome to come, meet and network. The Munch is an informal gathering, easily accessible to beginners. There is no protocol and no previous experience is required. It is an independent event where curious people can access a scene that often seems inaccessible to outsiders.

Everyone is invited to participate in our events or join our „The Munch“ family by accepting our Code of Conduct (CoC), a guideline that outlines the basic rules for a safe and healthy approach to BDSM.

So, hypothetically, if I want to join as a BDSM-interested person, what exactly do I have to do and what can I expect in The Munch community? You mentioned meetings. Where do they take place?

You don't have to do anything. You are welcome to hop on our Discord server to have a look around and talk to other like-minded people. The server is open to anyone interested, even without your official membership. For those who don't have a Discord account, our website is available to inform you.

Our events, which are also open to the public, currently take place irregularly every one to three months. If you want to become an official member of the Munch you have to agree to our Code of Conduct

PERSON



which contains the most important rules of BDSM.

You are the co-founder and co-director of The Munch, right? Who else was involved in the founding?

The Munch was founded by MiaNakano, Thoay, PriscillaStratton and me.

Okay. Now we haven't spoken about all of your projects yet. Some time ago you started the 3DXChat Quality Survey. What motivated you to do that?

Maybe you remember the time when 3DXChat was extremely unavailable for a fortnight. That really annoyed me back in May 2020 and motivated me to give all users the opportunity to publicly give their feedback on their satisfaction with the game.

Oh yes, I remember that well. You did these surveys privately at first, but then at some point the 3DXChat developers even supported you by publishing the invitations to participate and also the results on the official discord. How did this come about and how did the cooperation evolve?

I wouldn't call it collaboration, the de-

velopers only publish the invitation to the survey and they get the results of the surveys like everyone else. I would also refuse a closer collaboration in order to preserve my independence, which is very important to me.

Do you feel that they notice the results and include them in their planning?

Since there have already been queries, I know that they look at the results. To what extent it influences the work of the developers I cannot assess. By far the largest part of the negative feedback has been related to the issue of „desyncs“ for a long time. Avatars are not in the same place for everyone, are only partially clothed, hover in the air, etc. As far as I understand it, the first thing that will be improved is stability, which is directly related to this.

Well, these issues are supposed to be solved with the new Unity platform. Let's wait and see. But you don't do all this work because you don't care whether they notice and take the results into account or not, do you?

Basically I do it to give the users a possibility to express themselves. In the beginning I also intended to build up public

pressure because I thought that it can't hurt to motivate something softly.

That also means that you will continue with it?

Of course!

I am still working on the evaluation of the last big survey. From May, if all goes well, I can do my normal surveys again.

To sum it up: You run two clubs, take care of The Munch, do the quality surveys. Do you have further plans or new projects in mind? And how do you manage to do everything you've done so far?

There are always ideas running around in my head ... but I don't have anything ready to go yet, so I don't have any concrete plans. How do I manage that? I just like this weird world very much and enjoy being here ... it's not „work“ that I have to do but rather a pleasure that I treat myself to.

Can you tell me a little bit about the person behind the projects? What is your „private life“ like in 3DXChat?

My private life is private. I can tell you this much though, I've been in 3DXChat since the end of 2018, have a happy, quite open marriage and enjoy spending time with my little family. I prefer listening to rock and alternative music rather than techno and EDM and I like visiting creative spaces such as Niagara Falls, Rome or London.

Yes, I didn't want to hear any dirty details either... what is quite obviously a lie. [laughs]

Is there anything else you'd like to get off your chest?

[laughs]

Of course there are no dirty details, because I am a good girl! I would like to thank you for the nice conversation and to all those who voted so diligently for me!



Contact Information:

<https://noirdesire.link/>
<https://3dxchatsurvey.com>
<https://themunch3dx.com/>
<https://discord.gg/NX6yKJHRzp>

PERSON



ME, MYSELF & I



Hi Me, congratulations on coming second in our Top of 2022 poll in the „People of the year“ category and thank you for answering our questions. The first question gets right to the heart of the matter: Who the hell are you?

I am legion. [evil laughter] Well, all joking aside. I am indeed many. At first I was just a joke; Someone had nominated themselves for this voting, so „me“, and somehow this suggestion made it into the final nomination list, then into the voting... well, and now I'm on the winners' podium.

Not at the top!

But way up there!

That's right. And that brings us to the next question: why?

Well, I think there are two reasons. The first is that some people would have liked to be nominated, but that didn't happen and so I was kind of "substitute satisfaction", if you know what I mean. With me, they could indirectly vote for themselves and didn't have to support anyone else.

Ooooookay. And the second reason?

That's a bit psychological, I think. People celebrate other, successful people, but deep down they are also envious of them or even hate them. You can see this well with celebrities... They are hyped up at first, but then when they eventually fall, they fall under the kicks and derisive laughter of their previous fans.

So in this case, you acknowledge that there are people who have some celebrity status in the 3DXChat community because they contribute to the game with their projects and activities, but at the same time you hate them for the very fact that they stand out from the crowd. And then not voting for them is quite a good outlet for that.

But I just thought of a third reason.

And what would that be?

I'm just really that great!

PERSON

RAND



First of all, congratulations on 3rd place in the category "Person of the Year". People nominated and voted for you in this category and I would like to know what you think about why this happened? You are not a club owner or famous DJ or builder, but still... there must be something that makes you stand out.

I've never been one to be the center of attention - in high school, college, or even in social settings in my current IRL. I've always tended to be a wallflower of sorts. Watching from afar and participating when I felt comfortable or was asked.

But I think the one thing that people appreciate from me is something I say a lot: „I'm just Rand. Nothing more, nothing less.“ I don't know how to be anything else, except for my true self.

And I know that 3DXChat, being a fantasy world, it's easy to put on an alter ego/ persona. But to me, that takes too much effort. I stay true to who I am.



Well yes, when people try to put on an alter ego, they usually fail because at some point, you will always see and feel the real person beneath that alter ego and that makes the person look phoney / fake.

However, your true self seems to be outstanding in some ways. How would you describe yourself, your traits and habits, especially those which are important for your

life in 3DXChat?

I've been known to be „everybody's friend“ - or - „everyone knows Rand“ (in good ways, of course). So I guess I'm genuinely an all around nice guy. I'm like that because I feel that it's easier to be nice to others than it is to be mean or vindictive.

I've learned over my time in 3DXChat to do my best not to assume, not to take sides, and be able to communicate effectively with friends, partners, or even strangers.

I'm also that guy that is always willing to help in whatever way that I can - cause that's just how I am. I feel uncomfortable when I see my friends struggling, especially if there is something I know I can do to help.

So we have too few nice people on 3DXChat? I mean, many people state „No drama“ or „Be kind to each other“ in their in-game profiles, but still this virtual world is filled with drama and fights and unkind behaviour. So maybe you personify what many would like to be, but somehow can't be?

Being kind to others can take energy and you really need to make sure you take care of yourself as well.

I think that people who are known as the bullies, or who don't appreciate what others do or try to do, or even those that are just pure haters - they might have issues they are dealing with IRL that they are using 3DXChat as their way to fight it.

Mental health is important, very important. And I sadly think it's something that people just don't think about or even want to accept if they have issues they are not able to manage themselves.

This past year, I learned the hard way that I paid more attention to other's well being than I did to myself. And that affected my wellbeing both physically and mentally. But I've changed that. I'm the #1 in my book.

RuPaul always says, „If you can't love yourself how the hell you gonna love somebody else.“



You said that you are just Rand. Do you think it is unusual in virtual worlds like 3DXChat that people are just themselves? Do you think that many try to play roles?

That's one of the pleasures of places like 3DXChat - you can be whoever you want. And for me - it's just easier to be myself. I don't have to worry about remembering who I am.

But I get it that 3DXChat is a sex game. Sure - there is roleplaying involved for some - but I'm just not into that. Call me boring. [laughs]

When it comes to friendships and relationships on 3DXChat - I think people really need to stay true to themselves. This is more than a sex game to a lot of people - including me. I have friendships on here stronger than ones I have IRL.

Imagine I am a fairy and can grant you 3 wishes regarding 3DXChat. What would they be?

Three wishes...hmmm.

1. For all the bugs/glitches to be fixed instantly.
2. For everyone to treat each other better.
- and finally,
3. SOCKS for men!

PINEAPPLE ON PIZZA

This is one of the big questions of all mankind and now, it is finally answered. At least for this week.

07

Question of the decade: Pineapple on pizza?

Answers

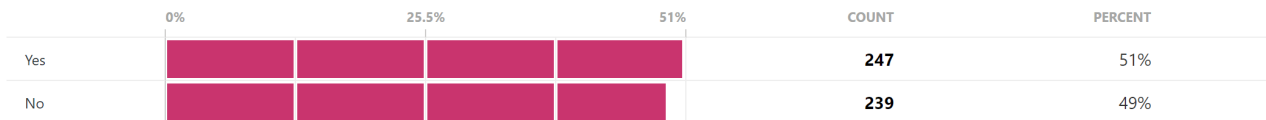
486

94%

Skips

31

6%



PINEAPPLE

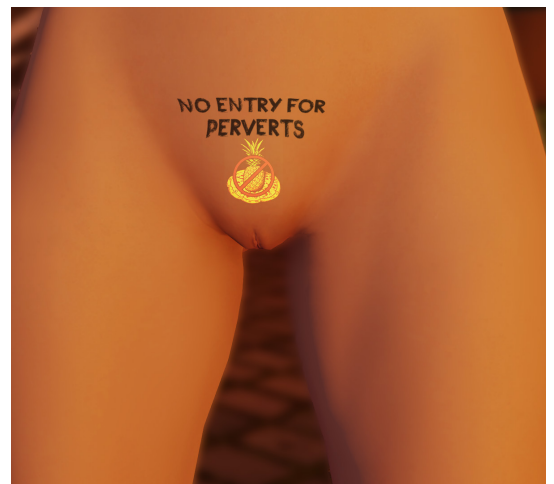


While some fan girls of the MAPPGA (Make Pineapple Pizza Great Again) campaign are celebrating their victory...



NO PINEAPPLE

some sinister persons on the losing side are already planning the revenge.





MAGNUM®

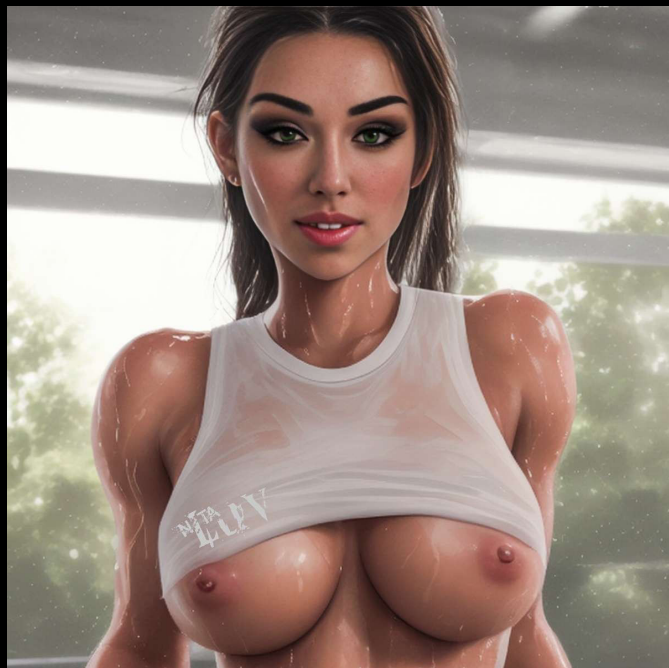
Photo edit by Harlyn, Model: FeliciaBlack





AI ART by NITA LUV







Build it in 5 mins!

by Anaganda

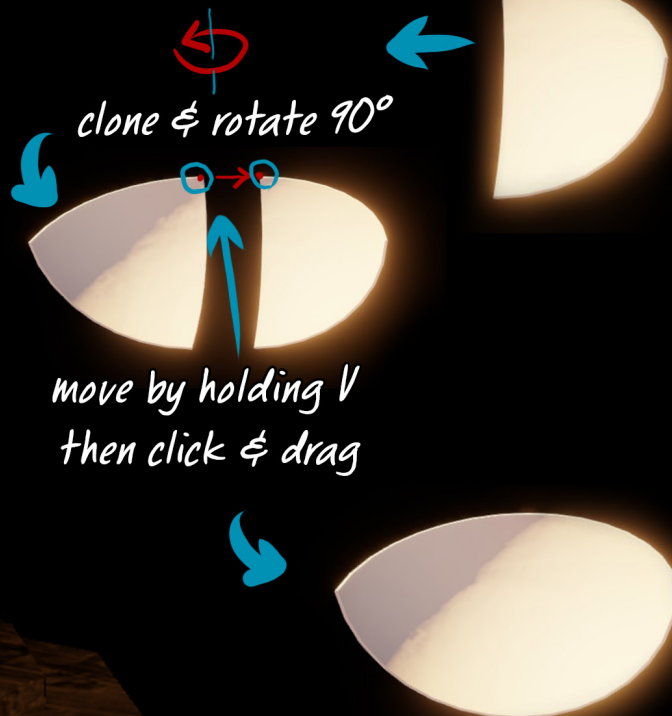




1



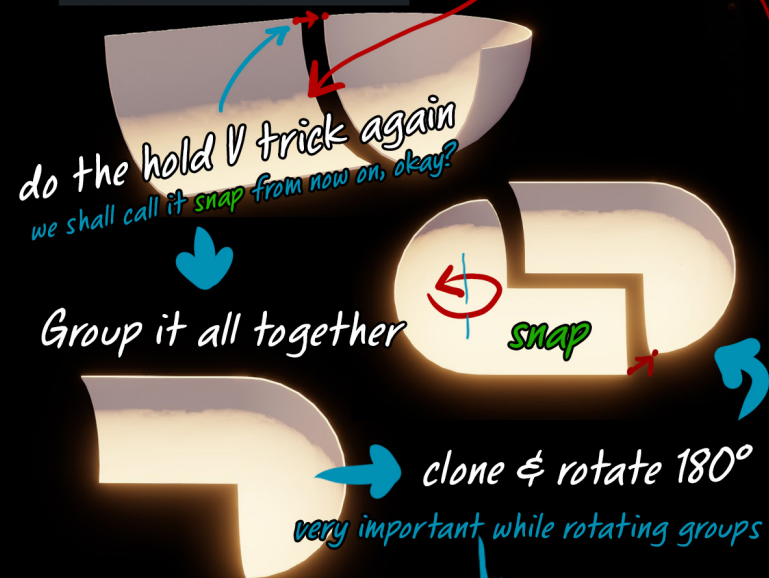
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2

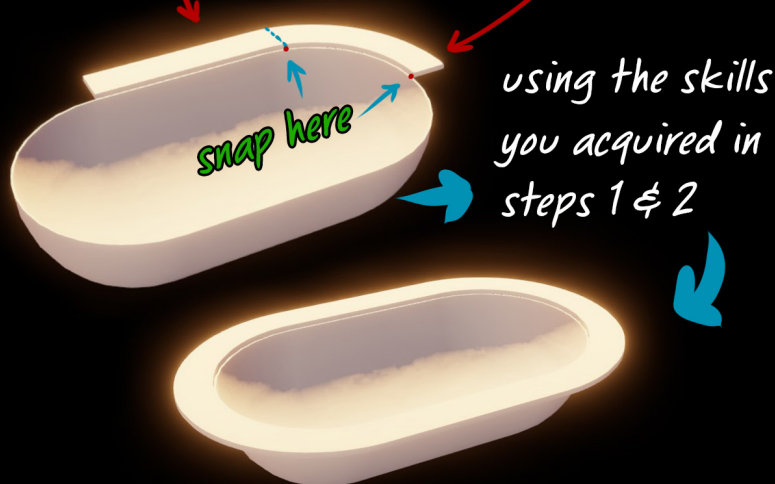
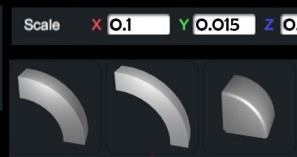


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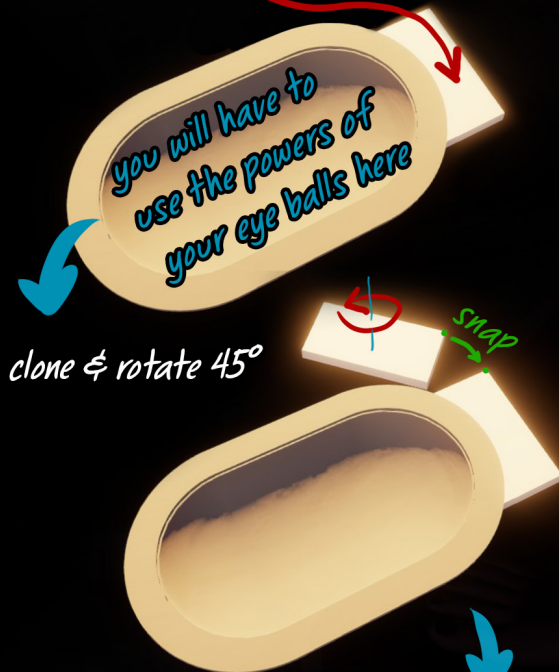


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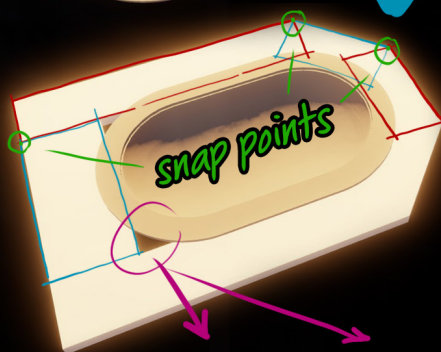
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4



clone & rotate 45°



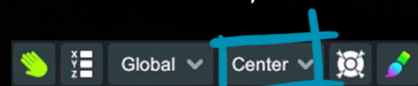
fill the holes



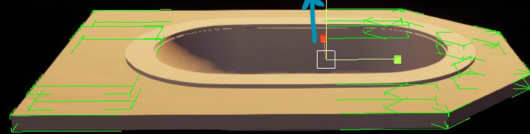
then give same material

5

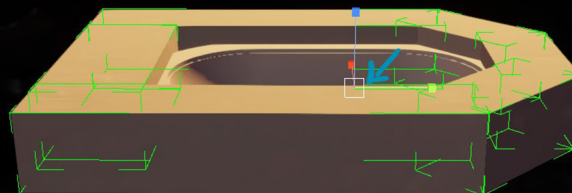
group & clone then scale upwards in Z axis



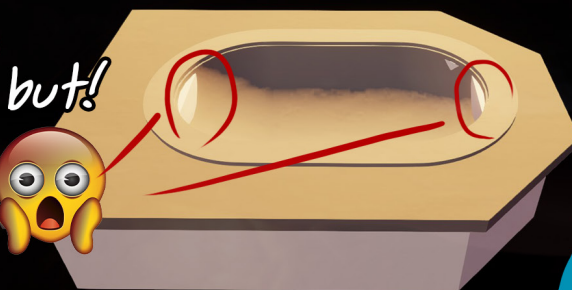
note while using scale



hold shift and scale down in all axis



move it below the border



but!

use the transform tool



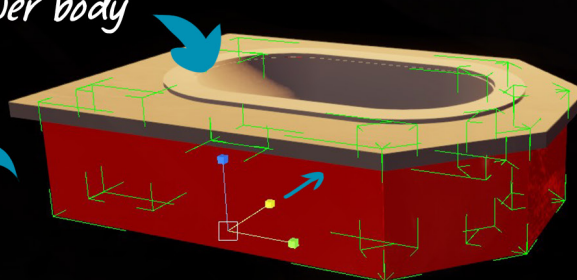
and drag those sides in

6

group and clone the lower body then scale outwards

scale Z & y axis inwards

you will have to move it around the same axis after for proper positioning

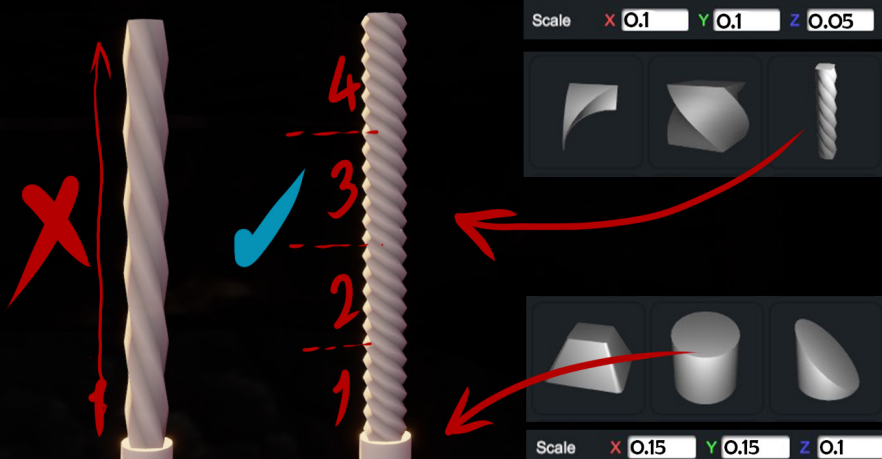


use pivot for this step because it adjusts each object individually

repeat the last two steps

repeat the last two steps

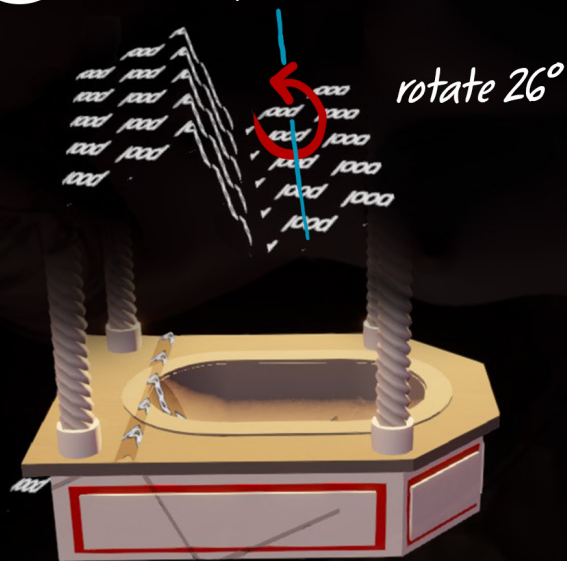
7 Pillars



yes, objects relative scales in 3dx is a mess



8 Pool pose



mmhm... proper placement of the pose will be a painful trial and error process

9



add a top, materials to your taste and do not forget the water!!!

10





When the people behind 3XO went public with their project, they did so with the statement that their game was almost finished, and they only needed a few thousand dollars to put the finishing touches on it. This and the long list of promised great features put many people that were disappointed or annoyed by 3DXChat into a certain euphoria and then also led to the fact that the set goals of the Kickstarter campaign were even exceeded.

But when the first previews were published, it turned out that „almost finished“ was quite an exaggeration. There were some pictures of outfits from the shelves of DAZ3D stores and some really poorly rendered videos of poses, but absolutely nothing stand-alone or unique from the announced game. No user interface, no character editor, no not pre-rendered in-game scenes. The developers announced all this for an alpha version coming end of January and also promised a standalone character editor for early January.

As January approached, what many had already expected began: the alpha version was postponed indefinitely, officially because they wanted to include more features before releasing the alpha. However, the standalone character editor that was released at the end of January gave some hints as to what was probably the real reason for the postponement: the developers are simply technically overwhelmed with their project. Not only was the character editor not finished (many settings, for example, for hair, skin colours, predefined character sets etc. were missing), but it was also not really self-developed, but a customised download. It was funny to read how players informed other players about the console mode or about the settings in ini files - both things the developers don't even seem to know exist.

In addition, many players have found that even the character editor with one avatar brings their computers to performance limits. On which machines the final game with more than 50 avatars in one room is supposed to run in the promised high graphic quality is absolutely unclear, at least for us. The developers spoke

of optimisations that should make this possible - we are curious. If you want to delve deeper into this question, you can read the blog of the Fortnite developers for example, in which they report on the obstacles they faced in getting their game to run playably on the Unreal Engine and how much time and millions of dollars it cost. What the Fortnite developers managed to do with a large experienced team then, the 3XO developers are trying to do with one (!) experienced web developer (not even a game developer) and a web designer who is currently retraining to be a developer.

Currently, however, the developers have gone completely underground. The official reason is that they all live in the same house, but have now sold it and are moving into a new house together and therefore won't have internet access for a long time. Doesn't that sound great, cozy, convenient, a bit like scenes we've seen in films like The Social Network and beyond that like absolute bullshit? If the developers resurface, however, they can use it to justify further postponements at least.

Let's summarise: the 3XO developers had announced many things, but also started with a lie about an „almost finished game“, and the more time passes and real game content is postponed, the less we believe that this game will ever exist in the announced quality. We don't believe it's a scam. We believe that the team has no experience with game development and has therefore completely misjudged the real challenges during a development project like this. In any case, it would be almost a miracle if we'll see a halfway playable version in 2023.

Contact Information:

Website: <https://www.3xo.io/>

Discord: <https://discord.gg/3xo>

Twitter: <https://twitter.com/3XOverse>



The emergence of 3XO seems to have caused at least a short-lived surge of activity among the 3DXChat developers. There was action on the official Discord, additional channels for suggestions, photos and bug reports were set up and then there was even a new developer blog in the 3DXChat forum. The developers announced that they are currently working on porting the game to a new version of the Unity engine on which 3DXChat is based. With this update, many known bugs would be ironed out and there would be many new interesting possibilities.

This sounded great and many people were excited. Unfortunately, this flare-up of activity was over just as quickly as it had started, at the very moment when it became generally clear that 3XO would

not be a real competition for 3DXChat, at least in the foreseeable future. Of course, this could be a coincidence and the current non-communication of the 3DXChat developers is nothing we haven't known for years, but most people still believe in a connection.

Anyway, we still hope for updates and especially the announced big update that would bring 3DXChat to a new level. Because it would be necessary. Currently many people have the feeling that 3DXChat is a dying place. Many of the people who joined during the Covid Pandemic have obviously let their subscriptions expire and many of the older players are so annoyed by the bugs and glitches and disconnects that they are hardly online anymore. On top of that, at least it feels like

few new players are joining.

A declining player base will eventually lead to the the owners of 3DXChat having to spend more money on the servers etc. than the subscriptions bring into their bank accounts, and that would be the moment when they pull the plug. And we all don't want that to happen, do we?

Contact Information:

Website: <https://3dxchat.com/>

Discord: <https://discord.gg/3dxchat>

Forum: <https://3dxforum.com/>



THE PIXEL CROWD

Shortly after the announcement of 3XO, another project emerged: The Pixel Crowd. In contrast to 3XO, this project quickly released a more or less playable pre-alpha version of their future adult MMO.

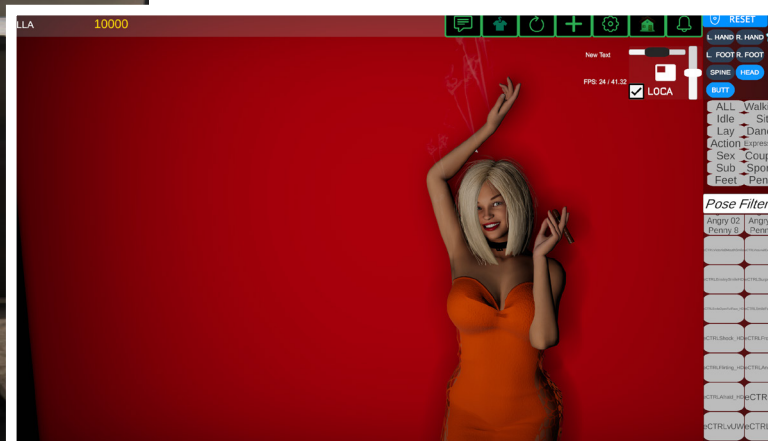
We asked Tass, the lead developer of The Pixel Crowd for an interview and here is what we could find out about the goals and approach of the project:

When and why did you start with the Pixel Crowd project?

Tass: I started working on Pixel Crowd from early 2021, at first it was a personal project. I wanted to explore the possibilities to find out what's possible and what's not, and why these games always lag behind.

I played IMVU, 3DXChat and Second Life for a few years and they are all great games, but being a developer and gamer myself, I wanted more. I wanted to bring more freedom into the game where anything should be possible.

I want the players to have full control over their avatars, a versatile character editor with lots of options to sculpt their avatars.



All pics are actual ingame footage.

tars as well as clothes customization, such as importing your own textures onto your clothes or skin or shaping them during gameplay to reflect a bit of personality, a customizable environment such as day/night cycle as well as a weather control system.

You decided to develop your game based on the Unity platform which is also the game engine used by 3DXChat. Why did you choose Unity and not, for example, the Unreal engine?

Tass: Unreal was without doubt graphically superior to Unity. High-budget production companies prefer to place their bets on more mature and proven technologies over indie engines like Unity was at the time, so Unreal earned a reputation as a tool for game artists. Today, the two engines are fairly equal in their graphical capabilities, especially with Unity introducing their HD Render pipeline (HDRP) back in 2018.

Unreal, in terms of physics and lightning engines is superior as well, but only if you are developing an AAA game title like Fortnite with a big team of developers and artists.

With that being said, the game engine is part of the story here, the other and most critical part is the computer where the real action will be taking place.

Pixel Crowd is not an action game where the player follows a carefully designed and staged storyline in a prebuilt room designed by professional artists.

The players are the game here, and most of our players are not professional gamers, and they don't own or won't invest in high end gaming towers in order to experiment with the full capabilities of the game engine. They just want to play on whatever computer they have.

Pixel Crowd is targeting players with medium sized hardware or a typical computer providing it has sufficient memory and a basic Gen1 graphics such as the NVIDIA 1050 or equivalent AMD/Intel cards. Both of these requirements are fairly cheap to obtain.

Yet we will be providing extra HD content for players with high end gaming computers.



All pics are actual ingame footage.

How is your timeline with the game? You released an alpha-version recently, so people could check and help with bug fixing, but anyways there is a long way to go I guess. So what are your plans?

Tass: Yes, our motivation has always been to provide a platform that allows people to connect with each other in an immersive and authentic way. One of the ways we've been able to achieve this is through the early release of our game, which has allowed us to receive valuable feedback from our users and make improvements based on their suggestions. We were very happy to see players sharing tips and tricks on our Discord Server.

Regarding our timeline, we've achieved several major milestones so far, including the completion of our Character Editor,

Clothes Editor and Weather system.

We're currently in the process of finalizing Gameplay and pre-built rooms for the next beta release in June. The development of Room Editor is in progress, and will be included in the next step to further enhance the game's customizability. Although we don't have an exact release date at this time, we are working hard to make sure that our release date reflects the quality of the game.

Do you already have a business model in mind? I guess the final game won't be for free?

Tass: Pixel Crowd will be a free gaming platform that allows players to download and play the game for free. In addition to the basic features, users can purchase premium items such as clothing and jew-

elry, as well as access extra room slots. Moreover, users have the opportunity to generate revenue by selling goods and services in their public rooms, such as drinks in nightclubs.

So there will be more drinks but beer only?

Tass: Water too! [laughs]

Contact Information:

Website: <https://pxlcrowd.com/>

Discord: <https://discord.gg/Sq8YCjn7p2>



Back in college, I worked for an arcade maintaining machines and managing customer interaction. It became a career for almost ten years. I've attended conventions, worked with prototypes, and spoken with leads from the largest organizations in the world. I'm well informed when it comes to arcades.

I received a tip that Tslenny hosts an arcade style club on Saturdays with unique interactive features. One thing I love most about the 3DX Chat community is how inventive they are. When you think about it, we don't have many options for activity outside of playing music, dancing, and fucking. Everything beyond that is the work of creative folks providing longevity to a limited environment.

I reached out to Tslenny, informed her I'd like to visit her club and write an article about it. We agreed upon a date and time, both excited about the visit. Harlyn agreed to accompany me and model for the photos (thanks Lyn!).

Lyn and I dropped into Rocky's Live Music & Arcade on a Saturday right as they opened. We spawned on the street near a burning car collision—I assumed Tslenny was in a hurry to open and "parked her car anywhere". Beyond the wreckage stood a brick castle surrounded by a wide

moat with two large wooden doors propped open. I've visited many arcades over the years, I've experienced them in various settings, but castles have always been my favorite. I'm biased because I worked in one.

Tslenny greeted us with a warm welcome, encouraged us to explore while they continued setup before the show. As we entered the castle, a large dance floor came into view, illuminated by torchlight with many classic game elements. Donkey Kong dance team platforms, functional Super Mario green pipes, and an Asteroids map under the glass dance area were some that stood out. The band, Rocky and the Rejects, warmed up on the smokey stage as colorful lights washed over them. The music was rock with many video game soundtrack covers. Rocky, a foot tall hamster with purple mohawk, took point on stage as the lead singer. Tslenny shared her hopes was to have Rocky in every club becoming the most famous hamster in all of 3DX.

Lyn and I headed into the arcade room, a large checker floored space filled with many well known arcade classics such as Space Invaders, Dance Dance Revolution, Cruis'n USA, air hockey, and Guitar Hero. We hopped on DDR for a quick dance off, my cool dad moves vs Lyn's





trained dancer skills—we all know who won (lol). After I got owned, we wandered the arcade until we found a few claw machines. Lyn and I joked about some of the interesting plush prizes within (see photo of Lyn's favorite). Tslenny noticed us at the machines and informed us that winning the prizes was possible. According to the rules, 1 gift grants 5 attempts. Each attempt requires a roll of 90 or above to win a prize. Tslenny sends the world file of the prize won. Brilliant idea! We didn't have time to play, but I plan on returning soon.



There's a large bouncy castle back of the arcade. Lyn and I kicked off our shoes and jumped around like a couple of teenagers while taking goofy photos, then we headed to Guitar Hero. Soon after, the dance floor built up, so we grabbed a few drinks from the Beer & Wine bar, then partied. The staff was friendly, role played every aspect from serving drinks to purchasing claw machine tokens. We danced, laughed, and got lost in the unique environment for hours.

Rocky's Live Music & Arcade is a chill hangout spot with great atmosphere, clever implementation, and friendly staff. If you're looking to party or spend time with a date, it's highly recommended. Catch them every Saturday starting at 5PM EDT and hosted by Tslenny.





S.G. PHOTO STUDIO

Model Casting Contest

We know model contests, but what S.G. Photo Studio did was something new. They asked their models to cast new models and made a competition out of it. Here is what Lord-Arthas, founder of S.G. Photo Studio has to say about it and some pics of the contest winner, Sara Jean.

The main reason why I created S.G. Photo Studio is simple. I had started taking virtual photographs around 3DXChat and editing them. I've always had a passion for photography, even in real life, and I thought it might be interesting to try to do it as a „job“ here on 3DXChat.

It all started with a couple of models, among the friendships I already had, and I founded, in June 2022, the S.G. photo studio.

At the beginning I just wanted to pass the time with something I enjoyed doing after my long experience as a club owner with the Slave Garden, but then, as I went along, I discovered that I really liked it and I continued, creating a structure gradually more articulated and organized, finding new models and increasing the team from week to week.

At the moment, in all honesty, there is no real focus other than to grow, do my best for my models and my clients and see where that leads. I sure enjoy it a lot!

If I had to think about how I see myself in a while, I'd say I'm a humble person who does his job with a lot of passion and dedication,





certainly not to be famous or the „first“, in case there was a ranking.

The scouting competition I recently launched was an idea to celebrate the great efforts of my models and also to show them how teamwork pays off when you do your best.

The idea was born when I noticed that the models wanted to get involved, they had a lot of fun doing it and I wanted to make sure that the Studio could promote their initiative and their commitment with an event totally dedicated to them, unique in its genre, directly on 3DXChat, live, like a real awards show. With the judges and the votes and everything.

This is what I love about my job: trying to make everything „real“ as much as possible and to show, with my photos, the emotions people feel even through the virtual world.

SEXXYJESSICA

PRETTY

She walked off the street,
into his life
and stole his heart.

WOMAN

ICONIC DRESSES

by Harlyn





SEXXYJESSICA & DARKOX

Dirty Dancing



PATRICK SWAYZE • JENNIFER GREY

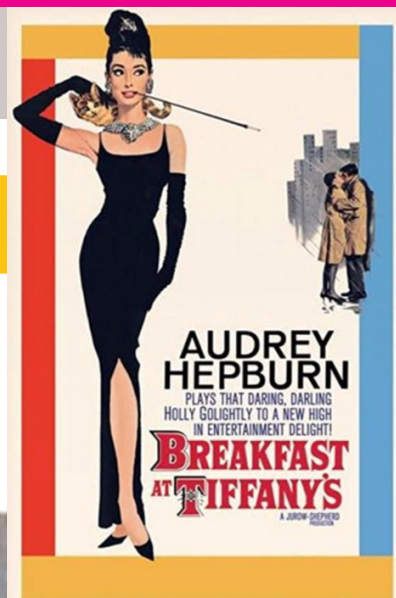
Dirty Dancing

First dance.
First love.
The time of your life.



First dance.
First love.
The time of your life.

A VISTAR PICTURES Presentation A GREAT AMERICAN FILM LIMITED PARTNERSHIP A LINDA GOTTLEB Production
DIRTY DANCING Starring PATRICK SWAYZE JENNIFER GREY JEFF BRIDGES CYNTHIA ROBERTS Music by MICHAEL GONGOLD and STEVEN ROTHBERG
Directed by EMILE AYOUBIN Screenplay by JUDITH BENDER Adapted from the book by DEANOR BURGESS Produced by GARY BARBER
Executive Producers PETER C. FARRA Produced by DAVID CHAPMAN Edited by JEFF J. K. Music by DEANOR BURGESS
Casting by LINDA GOTTLEB Costume Designer EMILE AYOUBIN
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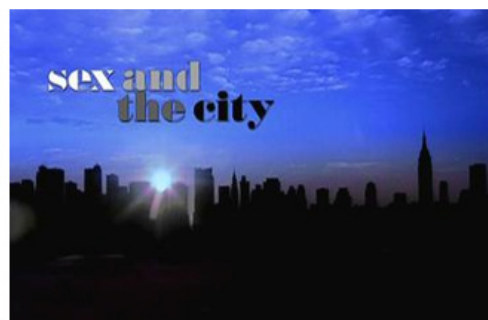
SEXXY JESSICA

PLAYS THAT DARLING, DARLING
HOLLY GOLIGHTLY TO A NEW HIGH
IN ENTERTAINMENT DELIGHT

BREAKFAST AT TIFFANY'S



sex and the city



SEXXXYJESSICA knows good sex *



*** (and isn't afraid to ask)**

Satan Claus

and his Dirty Little Helpers
Episode Two

feat. Paxi & Fixi

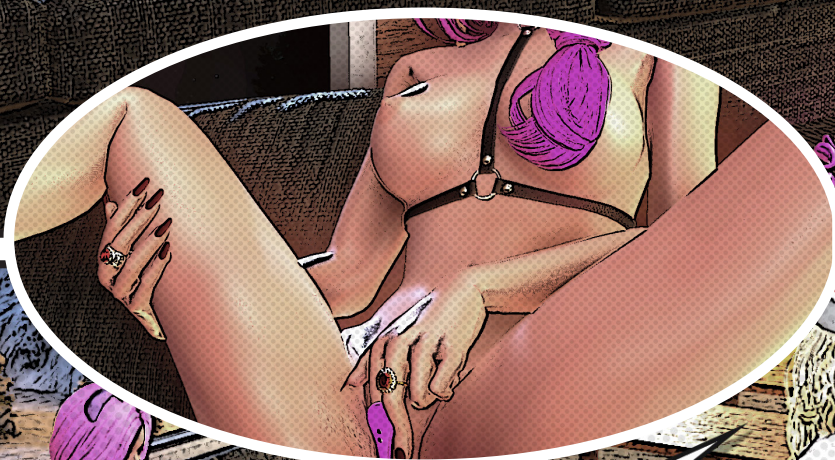
VRROOOM!



Meanwhile upstairs



Uhhhh fuuughhh...
That feels
sooooo goood....

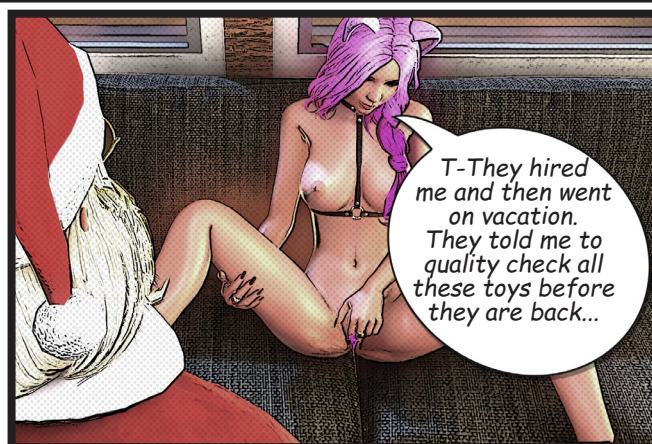


I-I'm
Cherry....
Cherry Titten,
Sir!

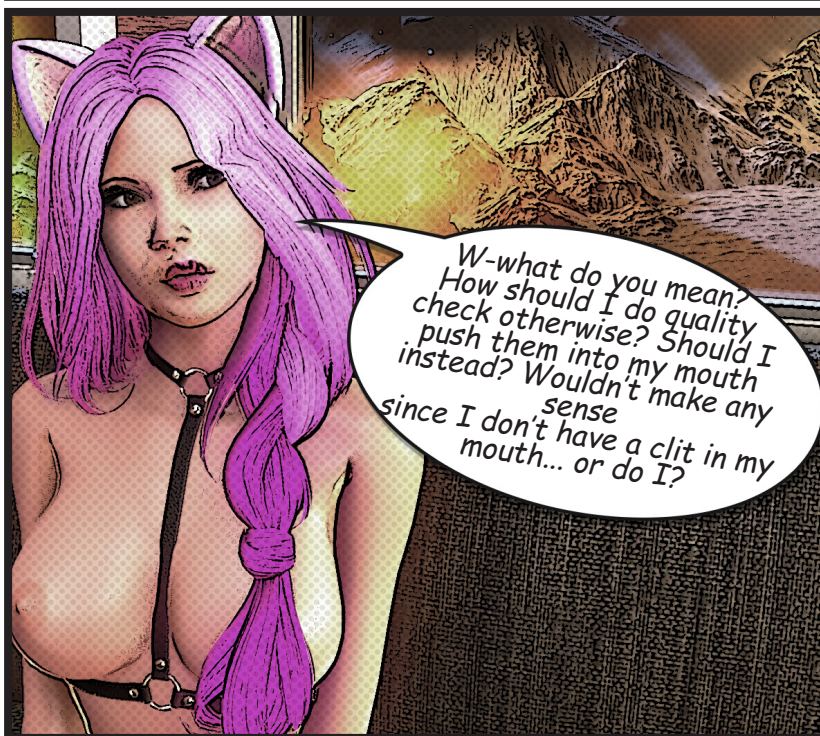
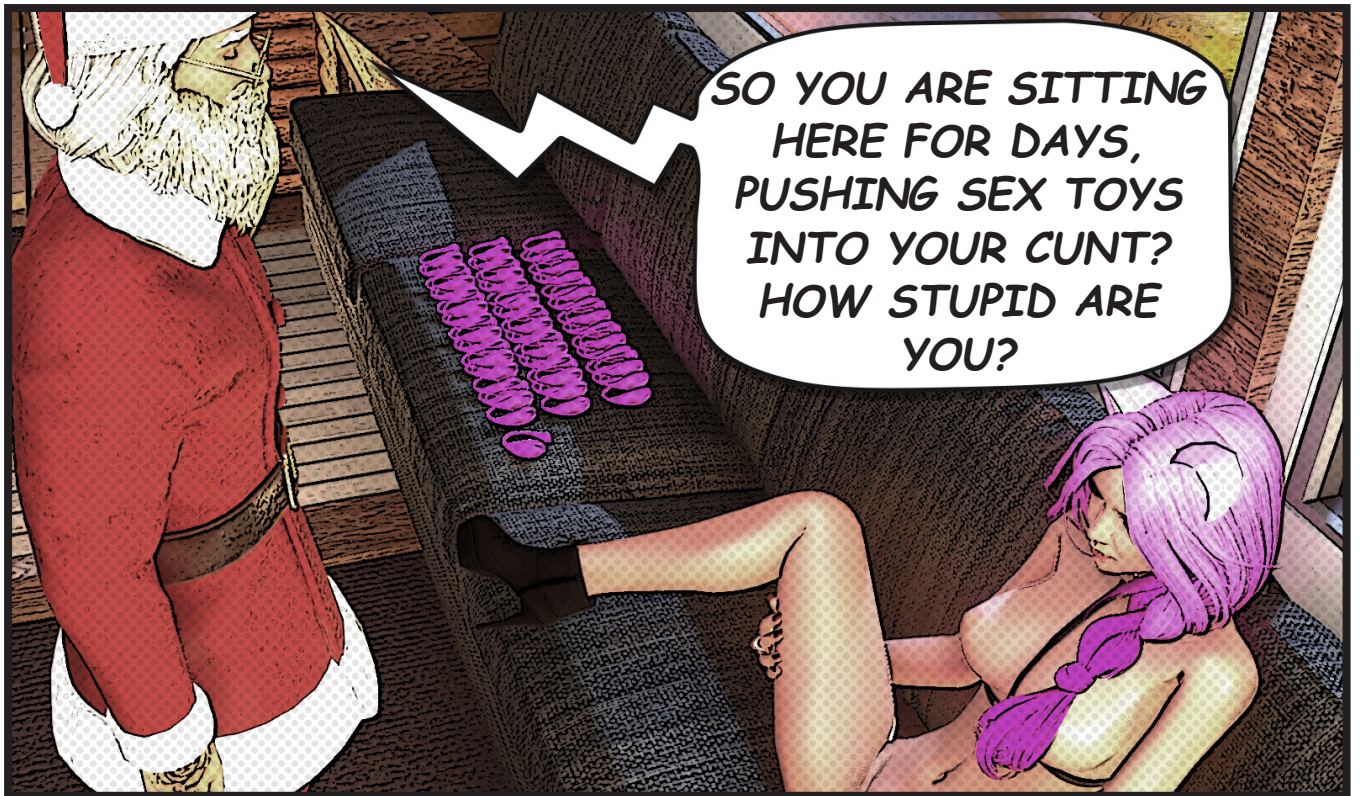
AAAAAND
WHO
THE FUCK
ARE YOU?

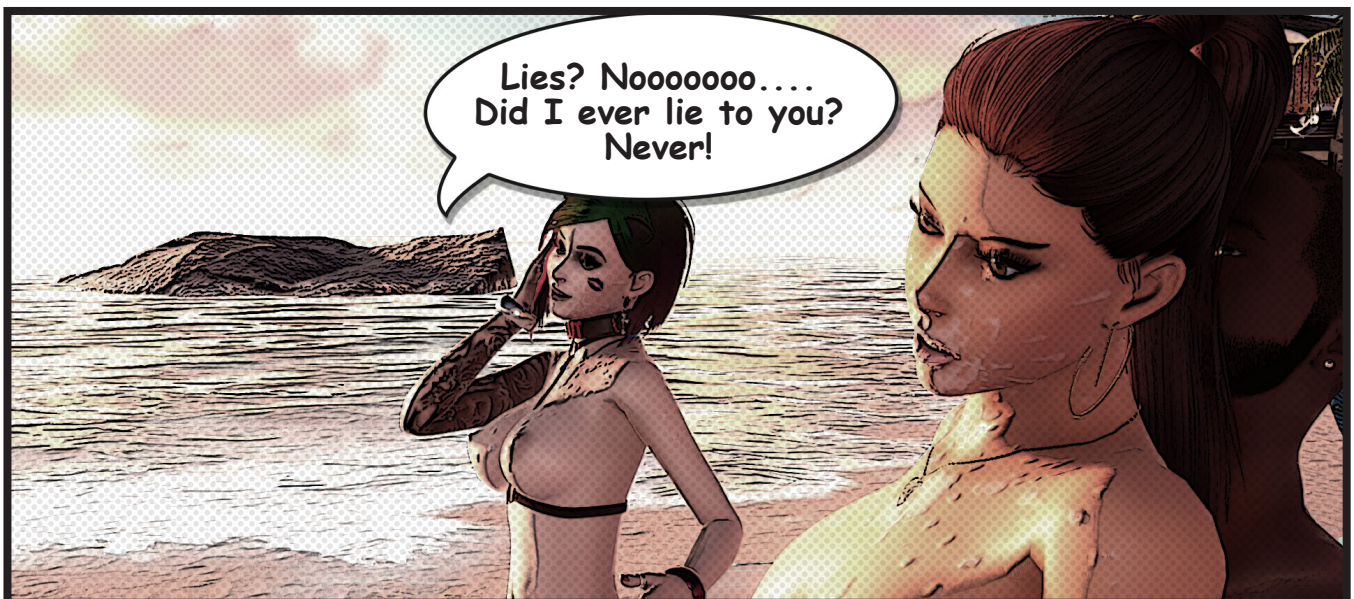
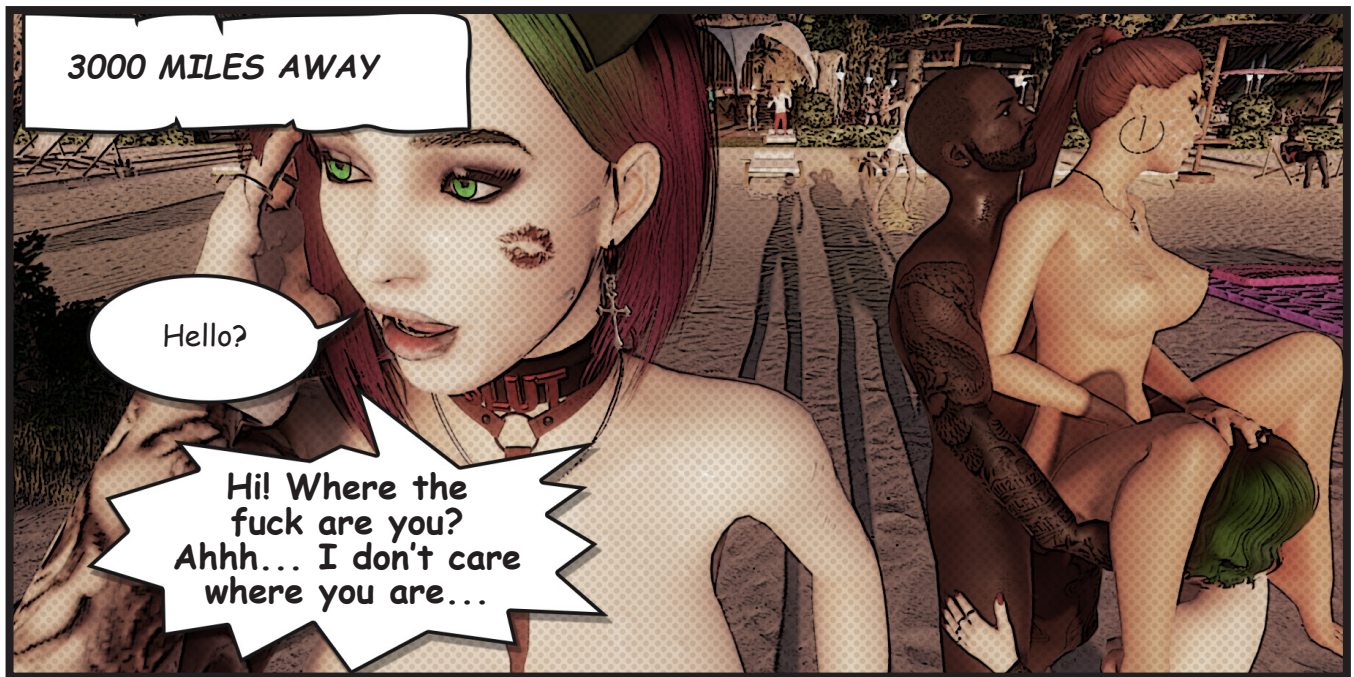


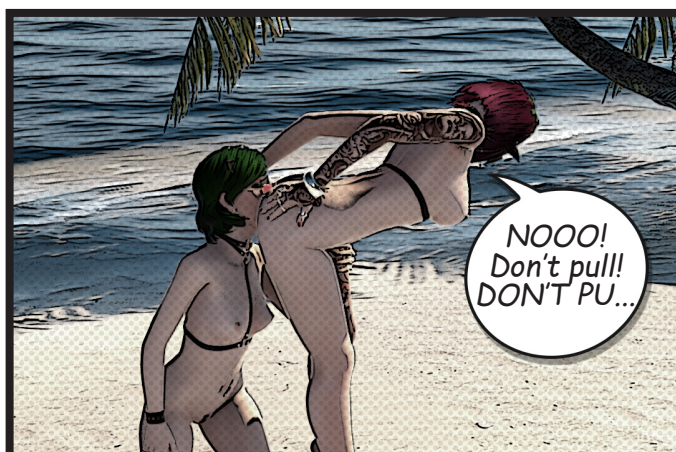
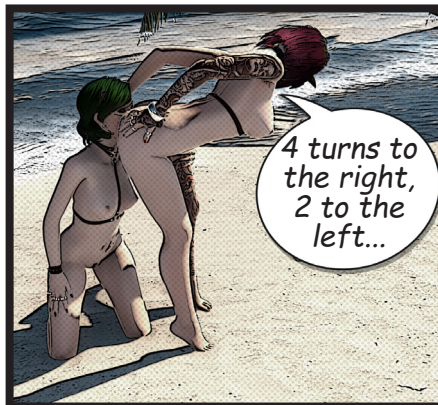
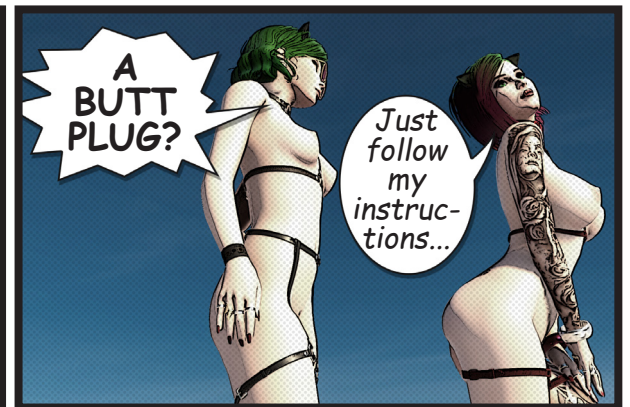
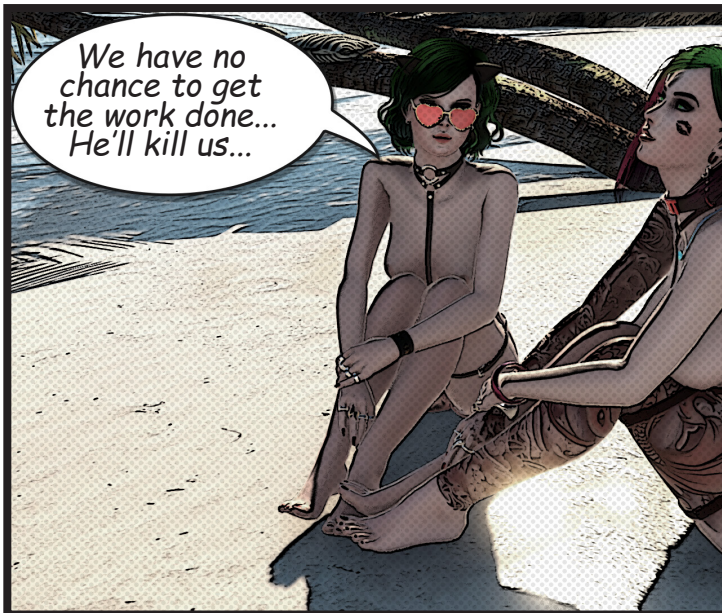
Titten?
Okay, I believe
you.
Where are Paxi
and Fixi?



T-They hired
me and then went
on vacation.
They told me to
quality check all
these toys before
they are back...







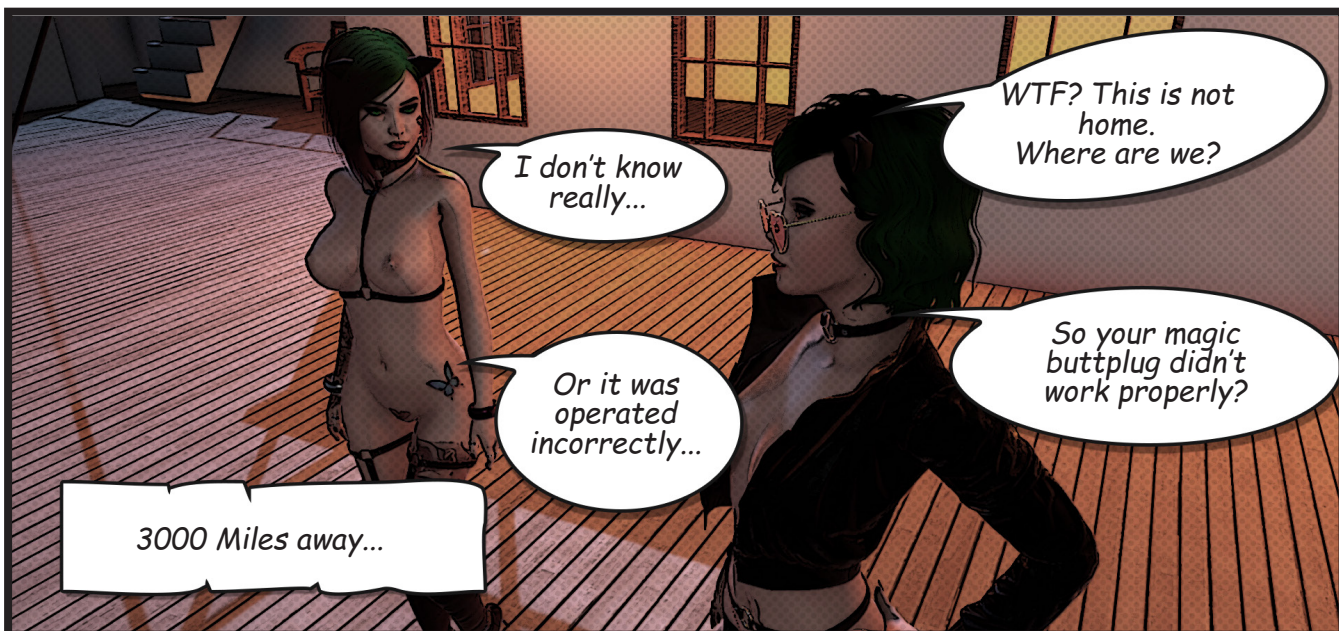
MEANWHILE...

Fair..fair...
I don't care
about fair...
Someone has
to be punished
now...

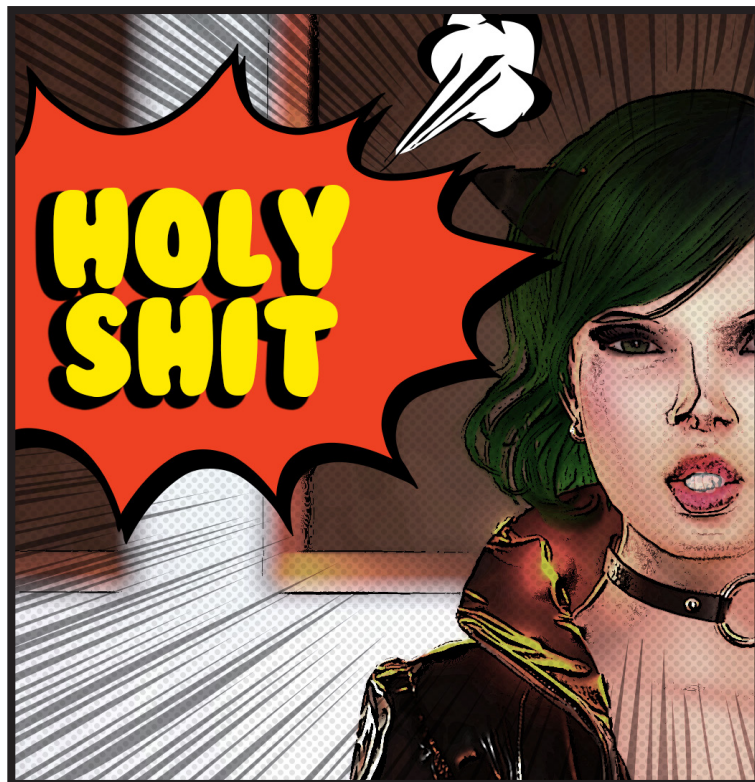
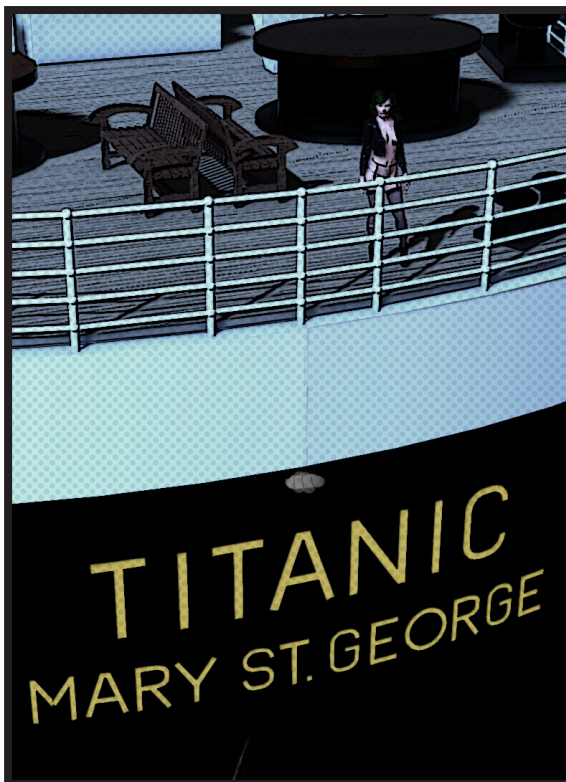
But... But... But...
Uuuuuuuuuuuuugghhh..
Soooo biiiiig...
Sooooooo
deeeeeeeeeeep...

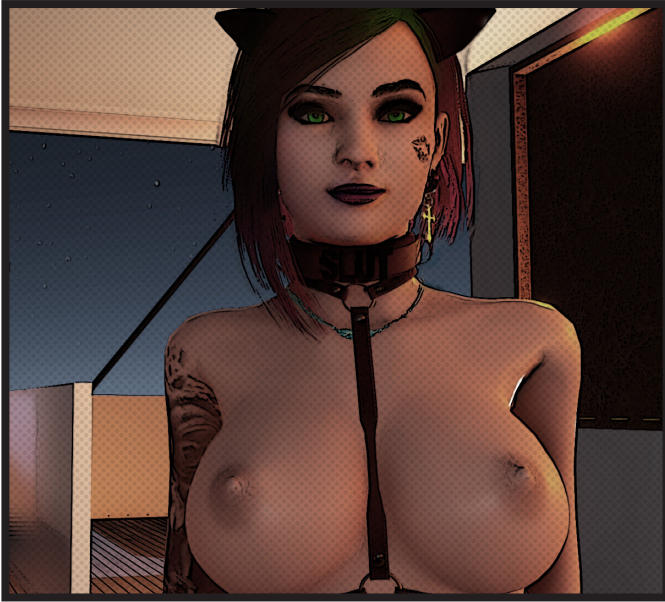
CHERRY

...and the other
two sluts will
be punished as
well...

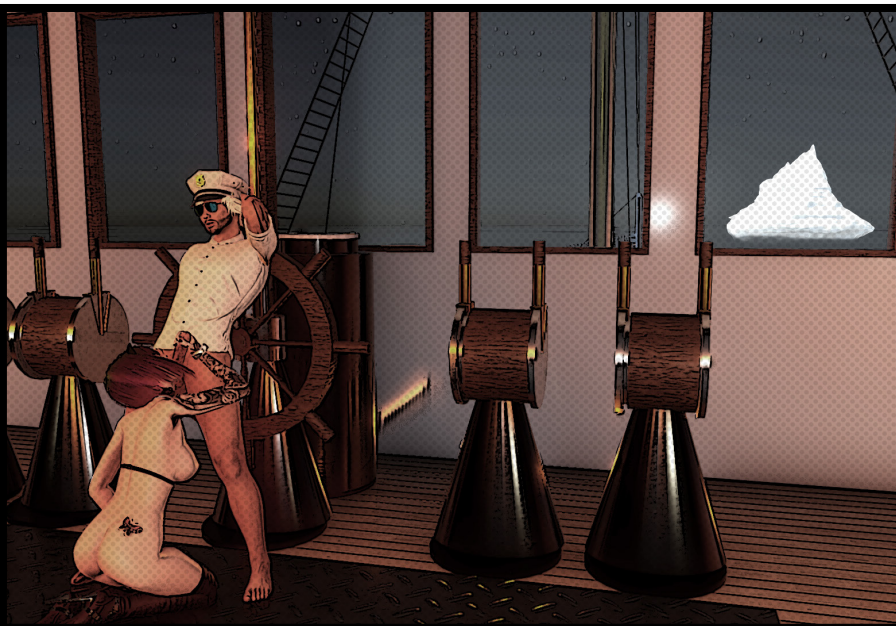




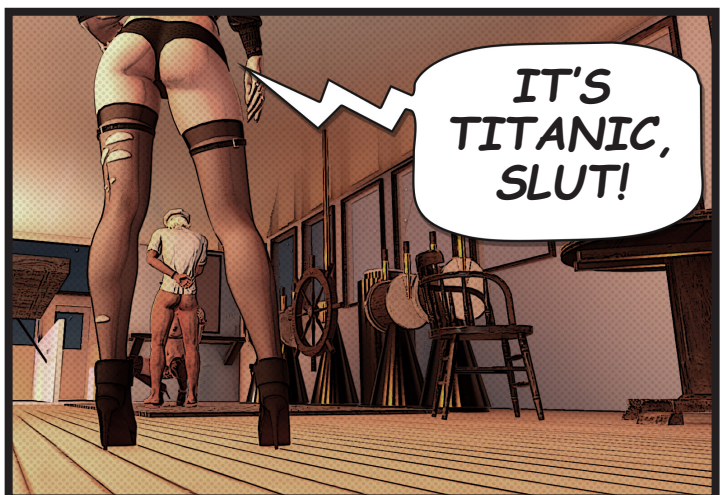
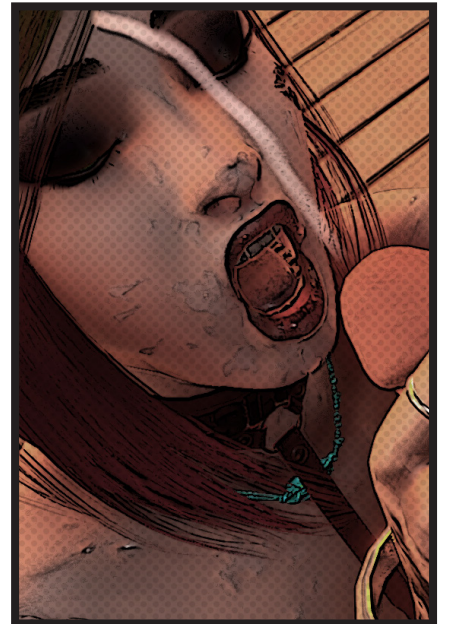


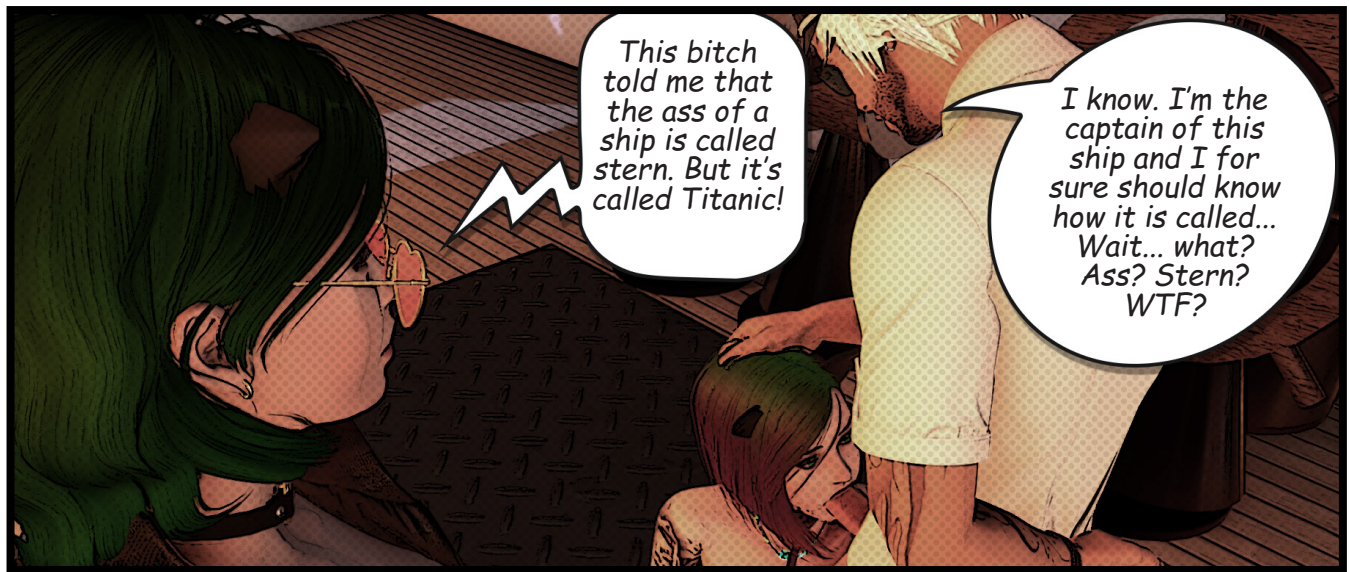


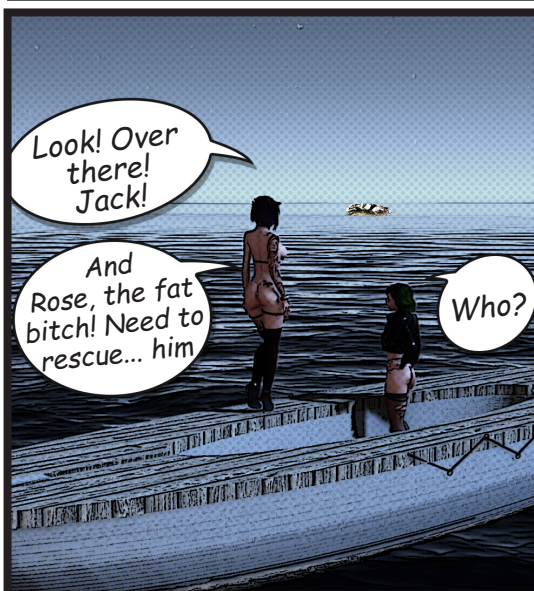
30 seconds later...

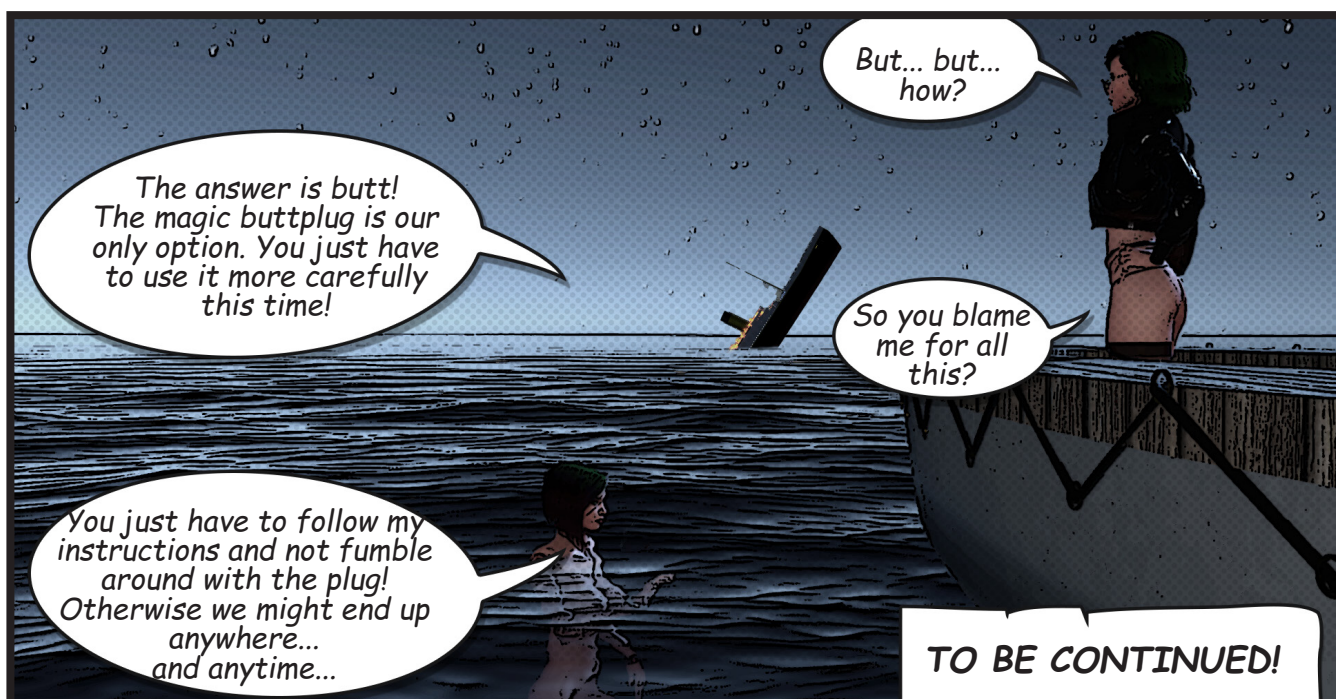
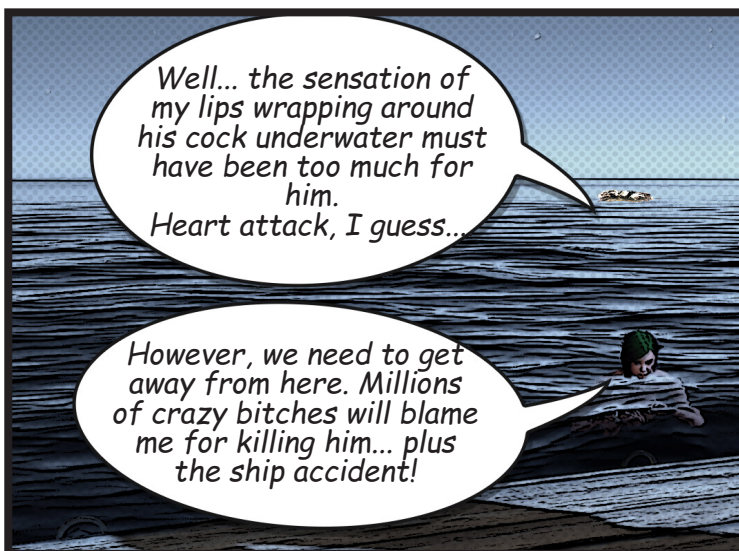
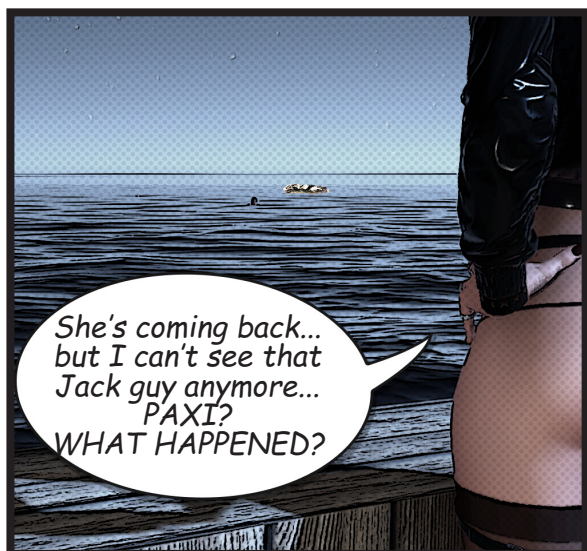
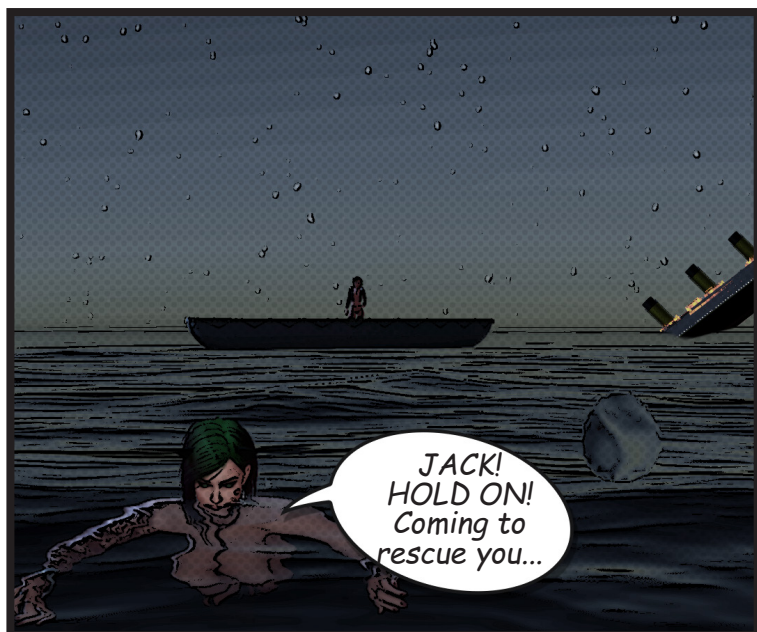


Harder!
Deeper!









Models: Oliver Cream, Cherry Titten, Sexxy Jessica, MrDavis, Ember, Kemistry

The Real Life Issue



We often hear people say that 3DXChat is just a game that doesn't have to be taken overly serious. This statement might be totally wrong. At least for some people.

by Kemistry

When she first logged into 3DXChat, it was mainly out of boredom. She had just gone through a difficult break-up and didn't feel ready for anything new. She also had to travel a lot for work, spent a lot of time in hotel rooms and at some point she got tired of spending her evenings with the same colleagues at the same hotel bars and talking about the same things over and over again.

And then, there was also the sex. She was always a very sexual person who had a lot of sex, who wanted a lot of sex with her partners in her relationships and also liked to use the cinema in her

head to have fun with herself. She had always masturbated a lot since she found out how it worked and erotic stories and internet pornography always helped to keep her naughty imagination going.

When she read about 3DXChat in an online magazine while trying to kill some time in a hotel room, she thought she could give it a try for two reasons: to find some people to chat with and to find some new stuff to fuel her masturbation fantasies. So she signed up, created an avatar and took her first tentative steps in the online world. The beginning was not really easy. She had no experience with such

online worlds and because of the lack of useful instructions on how to behave in this world, she made many mistakes.

I thought a "Hi" is always a good starter for a conversation. At least in real life, it is. I can recall the first answer I ever got on 3DXChat: "Better read my profile, stupid cunt". So I read the profile and it was a long list of things that person would put you on his ignore list for. Very inviting. Later, I found a lot more of this kind of profile. I also found many profiles illustrated with pictures I remembered from my Pornhub visits, even tagged with the avatar's names claiming that that was them IRL. And then there

were those with empty profiles.

In my first few weeks I learned that it's not worth to engage further with the people behind these types of profiles. This is already very similar to real life. You see someone, you look at them, you look at their clothing, you listen to a few sentences they speak and you know: no, not interested. This quick and superficial assessment of people may be wrong in rare cases, but it is usually right and saves you a lot of frustration, anger, pain and disappointment.

I mean, generally, why should I assume that only nice people are out and about in online worlds? They are people, a random mix, and there should be everything from assholes to angels. Just like everywhere else. That's why I wonder about people who think that we are all one big peaceful community here and should be nice to each other. No, we are not. I don't want to be a community with assholes and I don't want to be nice to them. Neither here nor anywhere else.

She found some people to chat with and

it was fun. She had amusing, interesting, funny, witty, sexy conversations and at some point one of these conversations developed in the direction of sex. It felt natural to her; they cracked jokes, they flirted, at some point it got heated and then they fucked. She was very excited and far too busy trying not to do anything wrong and not to let the flow of erotic images stop than to be able to touch herself and bring herself to an orgasm. When he described his orgasm, she did the same. After that, they cuddled. He told her that she made him cum in real life. She said that she came, too. Today she thinks that both of them were lying.

Females fake orgasms since there has been sex and some are pretty good at that. For guys, it's harder for obvious reasons. But both of them fake orgasms on 3DXChat. If I get into a sexual situation that arouses me initially but then for example turns out to be not that hot as expected, I still stay focussed, wanting to make my partner cum and I also describe my orgasms even if I don't

have one. I think it's polite. I don't want my partners to feel bad after sex because they didn't manage to make me cum. So faking an orgasm isn't a bad thing.

Even without a climax, she enjoyed her first cybersex encounter and wanted more and she got more. During the next weeks she had sex with several people, she learned about different styles of descriptive cybersex but also had a few cold and silent encounters. She had sex with males and females and one evening she also had her first threesome with another girl and a guy. She learned how to make herself cum while keeping the naughty conversation with her partners up without making her keyboard overly slippery and she learned how to use sex toys during cybersex.

Cybersex on 3DXChat was a completely new experience for her. It didn't feel like real physical sex but it also didn't feel like masturbating on porn videos or erotic novels. It also didn't feel like phone sex

“*They are people, a random mix, and there should be everything from assholes to angels. Just like everywhere else.*”

or sexting because of the additional visuals. Actually it felt like a weird mix of a porn movie with herself as a performer, an erotic novel that she experienced while writing it and real sex with a real person whose increasing arousal and final relief she could read and feel. She really enjoyed this new experience and she enjoyed a lot of it.

I only have cybersex on 3DXChat when I'm horny. When I have cybersex, I touch myself and I want to cum - and I usually do cum except those few times I play kinda edging games with my partner, or a random partner turns out to be such a bad lover that I simply don't get pushed over the edge. But generally, cybersex is real sex for me and not just a writing competition illustrated by fucking avatars and finished by the the virtual emission of insane amounts of spunk and cummy juices.

I guess that a decent share of 3DXChat players don't masturbate during cybersex. That really doesn't make sense to me.

What exactly is the fun in writing erotic chat messages if it doesn't become erotic then? For those people, it would be better to play the massive multiplayer online dance simulation game as a good friend of mine sometimes calls 3DXChat. But well, it's their decision. What really really really pisses me off are people who pretend to have cybersex with me but are chatting with others while we are right in the middle of it. This is rude and frustrating. The worst thing that happened to me in this respect was the brief affair I had with a well-known club owner. Almost every time we had sex, she was chatting on her Discord in parallel and I could see that because I was also on that Discord. Okay, in this case I found out later that she only went to bed with me anyway because she wanted me to be a supporter of her club. But in general: how pathetic can one be to behave like that?

One day, she met a person that didn't only offer satisfying sexual experiences but also touched her mind and soul. They chatted a lot, went to clubs together, had a

lot of non-sexual fun and clicked on many levels. Eventually they found out that they were in kinda relationship and that was another very confusing experience for her. She felt a deep connection to someone she had never seen and never spoken to but only chatted with through an avatar. Then one day she experienced something that really made her think. Some of her colleagues at work asked her why she was in such a bad mood and seemed sad and depressed. The moment she realised it was because she had an argument and a fight with her friend the night before was a shock.

It was the first time she noticed how her life in 3DXChat affected her “real life”, how an argument with her online lover affected her mood and, of course, how it affected her mood again when they reconciled again. It felt weird to her and for a few days, she kept herself away from 3DXChat and even considered leaving the virtual world completely.

I was really confused. How could I feel something that actually felt like love in a virtual world? It scared me. But then I realised that I don't have these feelings for the avatar, but for the person behind it, and this person is quite real. It was still a strange feeling, but I simply accepted and allowed it. At that moment, however, I realised that „it's only a game“ is a fatally wrong statement. I interact with real people and of course I can have feelings for them. Friendship, affection, love... but also dislike and even hate. And these feelings transform the whole thing into something completely different than „just a game“.

Once you accept that, you also quickly realise that not all people you meet online are actually nice and lovable. On the contrary, there are a lot of assholes online because asshole behaviour online has an extreme advantage to asshole behaviour in real life:

It has almost no consequences. You can cheat and lie and bullshit and manipulate people and nobody can really hold you ac-

countable. In the worst case, you just start with a new avatar and are reborn as a „new person“. Of course, the new avatar is still the same person who will probably cheat and manipulate again, simply because it is their character. But if they are caught again, they just start over again.

However, some of the friendships and relationships I have had or still have online feel deeper and more real than some other friendships and relationships in real life do.

Then, one rainy Sunday morning, she found herself in a situation that once again made her think... She had already woken up horny and had therefore logged into 3DXChat in search of sexual adventures. While strolling through the rooms, she finally got stuck in a so-called glory hole room. These rooms were very new and popular at the time. Essentially, the idea is to suck the cocks of random guys through holes in the walls or place your pussy and butt in front of the holes and let other random guys fuck you.

She spent 4 hours in that gloryhole room, sucking countless cocks, getting fucked in all her holes multiple times and ended up completely covered in virtual cum. And while her avatar was doing all this, she brought herself from one orgasm to the next until she was actually sore. The shock came when she realised that - again - it wasn't the avatar doing all that, but the person behind the avatar, and that was herself. She realised that she wanted to do that and that it aroused her incredibly to behave like a depraved slut. She realised that it wasn't a gangbang video she masturbated to but herself being the centre of a gangbang.

She realised that she had done something that she would not have even remotely considered in real life. And she enjoyed it. Extremely enjoyed it... Afterwards she had a severe moral hangover, couldn't sleep the following night and decided again to leave the online world.

Holy shit! What have I done? What dark

“ *Holy shit! What have I done? What dark dirty part of me did I release there?*

dirty part of me did I release there? Does that mean I would do something like that in reality if the opportunity arose? Am I really such an extreme slut? These were the thoughts that ran through my mind in a continuous loop and my first reaction was to not allow any real answers to them, but to run away from them by never again entering this online world that had led me to this behaviour. At that point I had already accepted that I could have real feelings in a virtual world. So it was only logical that these naughty wishes and filthy kinks were also real, were also a real part of my personality. And I didn't want to admit that.

That lasted for a few days. I stayed away from 3DXChat. Until one day I realised that the dark dirty part of my personality wanted to repeat the experience. Urgently wanted to repeat the experience. What can I say - I gave in. It was excess again, dirty and filthy and I enjoyed it incredibly. And of course felt bad again afterwards. So it couldn't go on like that.

The real problem she had to solve for herself revolved around the question of how seriously she should take it all. Is it the same as in other computer games where she had killed hecatombs of people without asking herself whether that makes her a murderer in real life? Or is it that with this virtual world she had found a place where she could live out the parts of her personality for which there was no real place in her existence in real life? Was it just a game that she can log out of and that has practically no meaning afterwards, or was it something more?

Actually, the matter was clear. She had feelings in the online world that were not gone after she logged out. She dealt with problems in the online world even when she was not logged in for days. She felt responsible for people in the online world, she cared for people in that world completely unselfishly because she wanted them to be well. She felt love and hate, affection and passion, jealousy and envy. It was all clearly more than just a game

and she had also already accepted that her relationships with others in the virtual world were not virtual at all, but quite real.

However, these were situations she could handle because she had also experienced similar things in the real world. What was new for her was the sexual part; the dirty fantasies, the desires, the willingness to act like a dirty slut and enjoy it indescribably. To also accept that as a part of her personality that is still there after logging out, that it is a real part of her albeit well hidden until now, that was her challenge.

I made the mistake of thinking that it was an either/or decision. That I'm either like that and have to be like that in real life or I'm not, and that I can't be like that online either. That may sound stupid, but I tend to be rational about such things in a strange way that often gets in my way.

An online friend then showed me the way out by telling me that she sees her avatar not simply as a representation of her per-

sonality in a virtual world, but actually as an extension of her personality with which she can explore and experience things that other parts of her cannot explore and experience in the other world. This may sound simple and obvious to many now, but for me it was a groundbreaking realisation. Yes, my avatar, that's me. And my avatar gives me new possibilities and freedoms that I didn't have before.

It sounds so simple that I'm almost a little ashamed of how long it took me to get to this point. Yes, my avatar is me, and my avatar creates new spaces for my personality. And the online world is not a replacement for my normal world, but an extension... and simply an important part of my life.

At this point I also stopped talking about IRL as a distinction from the things that happen online. „In real life“ sounds like the other part in the online world is not real. But it is. It is just as real as the offline part. Both are parts of my life, of my personality and the online part doesn't stop existing just be-

cause I click on the logout-button.

With this realisation, however, new problems arose for her. „It's just a game“ was no longer relevant, but how to deal with the phrase „real life comes first“, which is usually meant to mean that things in the online world always have to take a back seat to things in the offline world. Can it be that simple when both worlds are part of her reality?

Her answer was „no“. „Real life“ does not always come first, but there are simply priorities that she sets herself. Work comes first, family comes first. But when it comes to the question of whether an offline friend or an online friend has priority, for example, if both are suffering from a broken heart at the same time and need a shoulder to cry on, then „real life“ does not automatically come first. Then it simply depends on who needs help more urgently or who is the better friend.

Other issues she had to deal with were rules. How do you deal with emotions in

the online world that are already difficult to handle in the offline world? How do you deal with jealousy? How does one deal with fidelity? Does a concept like „sexual exclusivity“ even make sense in a free sexually charged online world? Is it cheating not to tell your exclusive online relationship that you are having sex offline? And the other way around: is it cheating if you don't tell your offline partner that you have sex online? In trying to answer these questions for herself, she made many mistakes, as she says today. She hurt people, she was jealous and made life hell for herself and others, she disappointed and cheated people, but she was also hurt, cheated and lied to. Bit by bit, she has tried to find her way and has always made it very difficult for herself because she has tried to find ways that work both online and offline.

I was lucky and at some point I met a small group of people who literally opened doors for me. They have shown me ways to get emotionally involved with people and have

“ *I was lucky and at some point I met a small group of people who literally opened doors for me.*

a place where I can feel at home and safe online and at the same time live out my sexual needs, fantasies and kinks without feeling guilty. They showed me how to combine the feeling of love with sexual freedom, that it is an expression of love to give your partner sexual freedom and how to live your own sexual freedom without neglecting or hurting your partner and how to deal with negative aspects like jealousy. It is thanks to these people that I actually live a happy life today - online and offline.

Of course, there were and are always unpleasant experiences, difficult situations and new challenges for her. But with her realisation that the online world is simply a part of her life, she had found a way to deal with it. Above all, she could now live out all her sexual kinks and interests in a safe environment. She didn't have to deal with contraception and sexually transmitted diseases; sexual adventures and partners were always and quickly available; she could try many things and let them go if she didn't like them. She could be sexu-

ally aggressive, be slutty, be horny... without feeling guilty or bad about it. Sexually, she had found paradise.

Throughout the Covid Pandemic, her sex life took place online and she was happy with it. She had more and better sex than all her offline friends. There were hardly any opportunities to find partners offline anyway, so she didn't even try. But then at some point Covid was over, she could go to clubs and parties again, meet people... And at some point there was the option of „real physical“ sex again.

It was... difficult. Sure, feeling a real sweating hot body was exciting. To feel a real cock inside me again was incredible. But then the other things quickly came back: contraception, STDs, partners who didn't know as well as I did how I wanted to be touched and licked and fucked. And then there was my insecurity about whether I could tell my online partners just as openly and directly what I wanted. To put it blunt: Could I be exactly the same horny bitch offline, begging

to be fucked in the ass right after he shot his load into my pussy or face?

It was not just a question of whether I would dare to say it so directly. It was also about the fact that offline it is also „technically“ much more difficult. To stay with the example: Anal sex simply works differently offline than online. Much more preparation is needed, e.g. in terms of hygiene and lubricants. And of course my offline partner can't just recklessly hammer his big cock into my tight asshole and fuck me hard and deep the way the online slut always enjoys it. We're not even talking about things like sex parties, orgies, gangbangs and everything else that belongs to my online preferences. Everything is much more difficult offline and... less satisfying.

She had orgasms during offline sex. But they were nowhere near as intense and numerous as she was used to from her online adventures. At some point, she came to a tipping point again. She had been in a very casual relationship with a

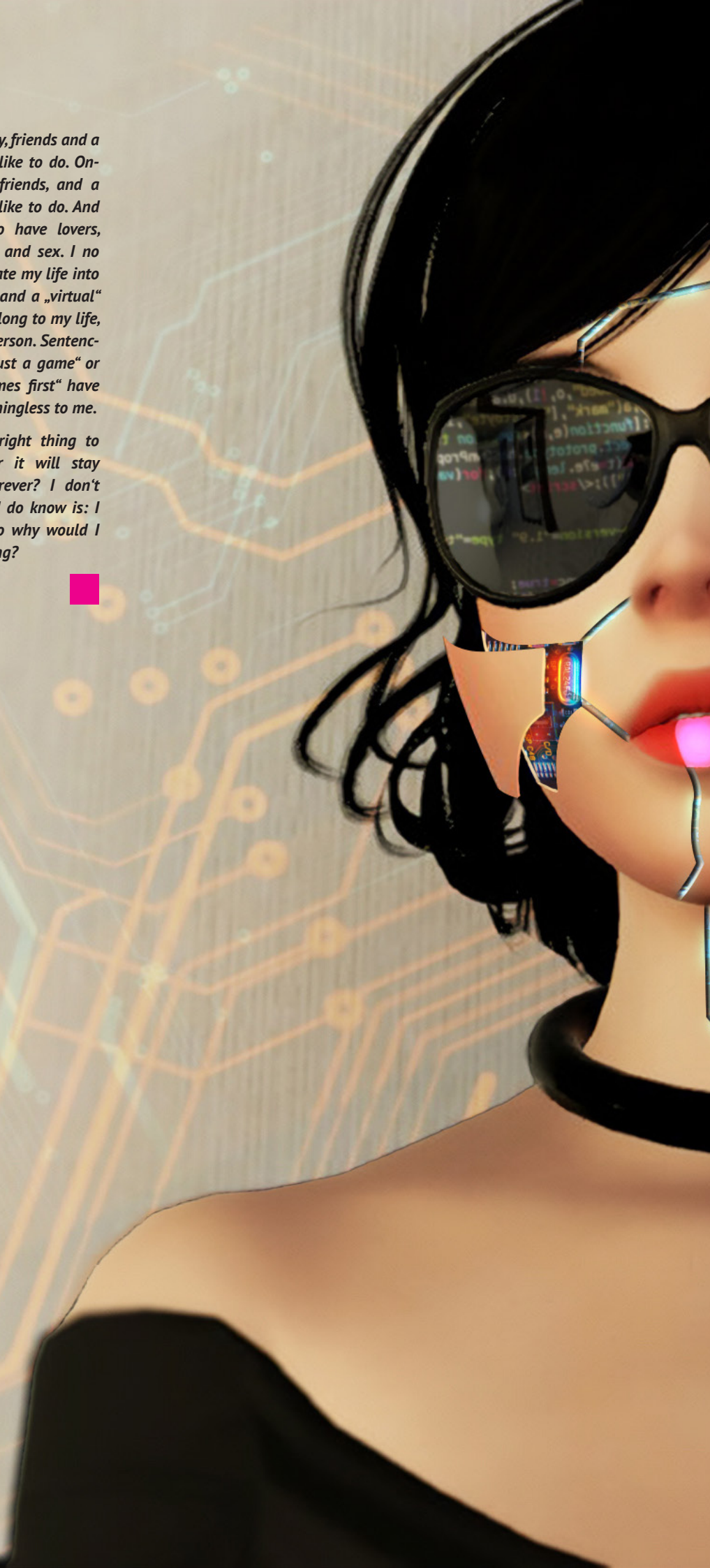
nice guy for some time and one day he invited her to dinner. She knew it would end with sex. But for the same evening she also had the opportunity to attend a small private sex party online. If you have followed the story so far, you have an idea of what happened. She went to the online sex party, had a lot of fun and then ended the casual offline relationship in the next few days.

Yes, I chose online sex because it was better. More satisfying. But it did confuse me. I talked to an online friend about it and she said that we are just spoiled. We are spoiled by the safe, clean online world with its possibilities to have the sex we want as often as we want without having to deal with all the negative side effects. And she is right about that. Our online life influences our offline life to the point that we prefer to do some things online because they are simply better there.

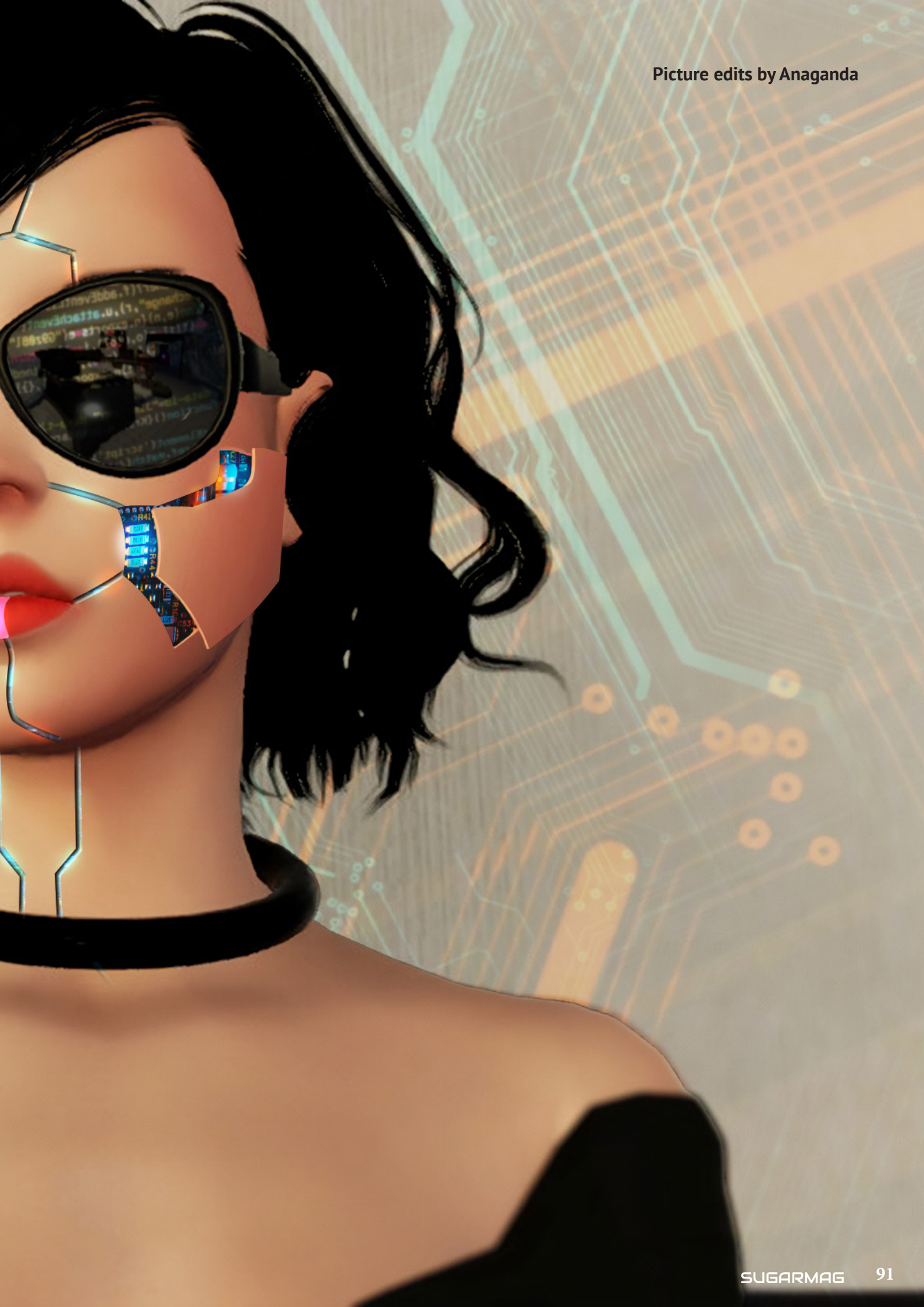
And that's where I'm at today. Offline I have my work

and my family, friends and a few things I like to do. Online, I have friends, and a few things I like to do. And online I also have lovers, relationships and sex. I no longer separate my life into a „real“ part and a „virtual“ part. Both belong to my life, to me as a person. Sentences like „it's just a game“ or „real life comes first“ have become meaningless to me.

Is that the right thing to do? Whether it will stay that way forever? I don't know. What I do know is: I am happy. So why would I change a thing?



Picture edits by Anaganda



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