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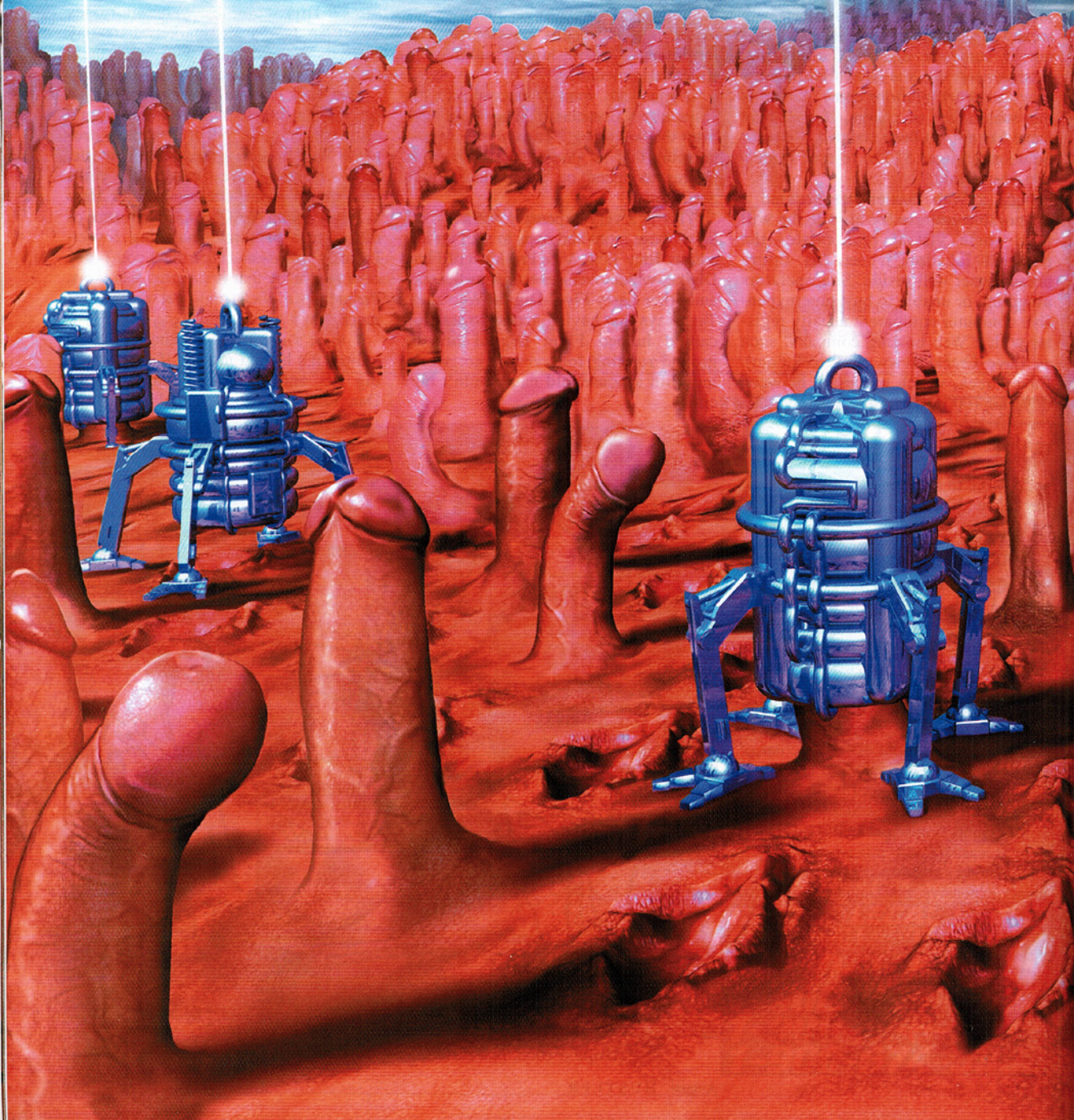
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THE FUTURE OF FUCKING

CYBERSCHTUP PIONEERS TEST-DRIVE HIGH-TECH SEX MACHINES

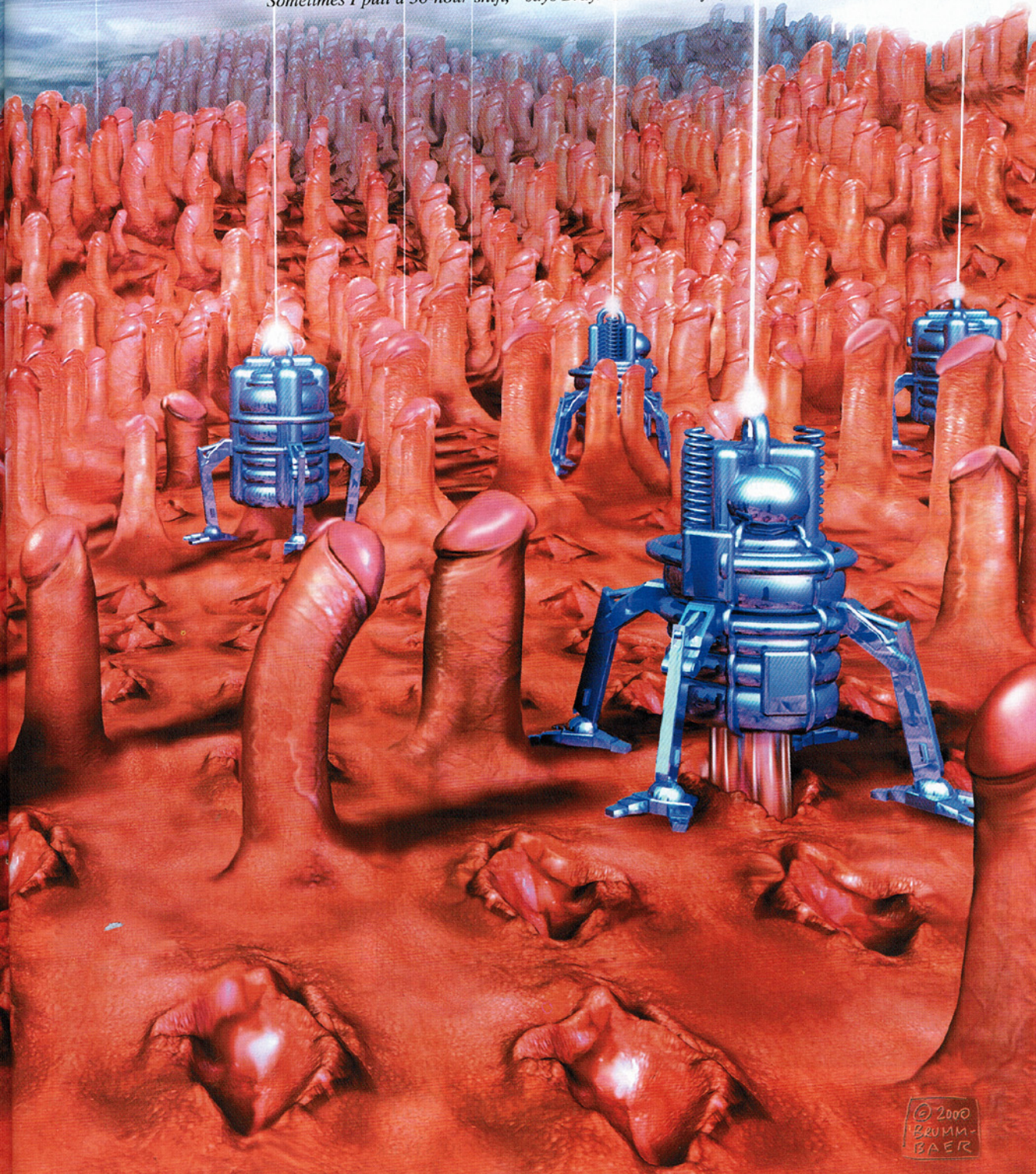
OVERVIEW BY JESSICA HUNDLEY * ILLUSTRATION BY BRUMMBAER



>>>Thanks to recent advances in broadband technology, it is now possible for a man to have sex with a woman without ever having to resort to actual physical contact. This stunning triumph of applied science has glutted the E-consumer market with futuristic sexual options. Will virtual orgasms ever replicate the actual skin-on-skin sensation of knocking boots?<<<

Kelly Bray is a textbook Web geek. Brilliant but socially handicapped, sweet but capable only of the sort of charm that elicits pity, Bray makes his living, as he says, creating "pretty pictures." Bray's position in graphic design and Web-site construction earns him a fat paycheck, but does not afford him many opportunities to mingle with the fairer sex.

"Sometimes I pull a 36-hour shift," says Bray. "At the end of it, I'm a little agitated, as it were." ▶



Cybertoys

It takes a certain amount of courage (or desperation) to even consider attaching a high-tech, "hydraulic, vacuuming" gizmo to one's genitals.

The tireless technoworker's testosterone-driven "agitation" does not find release at the hand of a willing young lady or even by way of the traditional Vaseline-and-stroke-mag combo. Instead, Bray gets nasty with what he knows best—his provider, his confidante and his best friend: that is, his computer.

Kelly Bray has downloaded cyberdildonic software onto his hard drive, which allows him to plug his penis into the range of sexual possibilities available over the World Wide Web. Bray's cyber-futuristic get-off of choice is the Robo Suck, an oral-sex machine that resembles an automatic change counter.

"It's really weird looking," Bray admits. "It's like a hydraulic, vacuuming kind of thing. I'd never used a sex toy before, but it looked kind of enticing."

It takes a certain amount of courage (or desperation) to even consider attaching a high-tech, "hydraulic, vacuuming" gizmo to one's genitals, but judging from the dozens of companies now manufacturing products specifically tailored to the cybersex market, Kelly Bray is not alone. Untold Web fiends have gone digital with their sex lives by installing a new generation of erotic tools onto their computers and cozying up with the toys that accessorize them.

The hard-charging Internet revolution has joined forces with the flagging sexual revolution, and the result is a blowjob simulator that can coordinate its sucking motions with those of a virtual floozie in cyberspace.

"I recommend it to all you 21st-century lover boys," says Bray.

The merger of sex and high technology began when the electrical vibrators were first developed in the late 1800s. A long period of creative stagnation followed, until 1988, when comic-book artist Mike Saenz designed a computer program that allowed the user to control a disembodied hand that massaged an onscreen woman, driving her to a virtual orgasm. Saenz's creation was tailored to the needs of working perverts copping a thrill on the boss's clock—with the click of the mouse button, the sex show could be replaced by phony columns of numbers.

The advent of the Internet made online sex sites the masturbatory aid of choice during the second half of the 1990s. Today, sex-toy manufacturers eager to cash in on the vast consumer market in cyberspace have delivered the next generation of cybersex tools to the smut-hungry public.

TopCo, a traditional sex-toy maker, jumped into the E-commerce feeding

frenzy by expanding the movement potential of the standard phallic hunk of vibrating plastic.

"Basically, we've embedded these toys with a microchip," says TopCo head honcho Martin Tucker. "They are completely self-contained, and you can change the rate of pulsation and thrust."

TopCo also employs a full-time chemist in its determined search for realistic-feeling latex skin. TopCo's most recent effort, Cyber Skin, is a material based on a NASA-manufactured polymer.

A company called, appropriately enough, Feel the Net (www.digitalsexations.com) has invented a sex-toy system that connects to the command port of any standard PC and can be used to issue remote commands via the Internet.

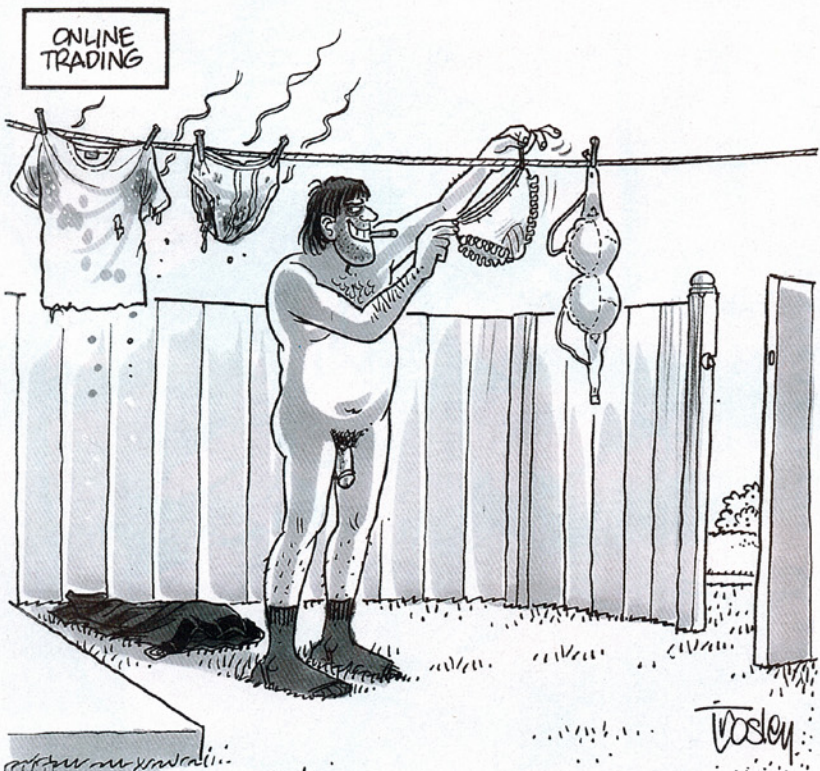
Feel the Net's interface contains a variety of selections for arousal. Intensity can be controlled, and touch type can be set at an "affectionate kiss" or a "hard suck." As many as four toys can be used simultaneously.

The most plentiful source of high-tech sex machines is online warehouse SafeSexPlus (www.safesexplus.com). There, frustrated female consumers can choose from a wide array of newfangled penis substitutes, such as the Deep Stroker II, the Triple Ripple Buttplug and the Anal Invader. For men, the Robo Suck and the Vibro Realistic Vagina are the low-maintenance, easy-to-clean toys of choice. All of the software needed to run these animatronic playthings can be downloaded on the SafeSexPlus home page for free.

Cyberdildonics is an Internet-based system that operates many of these computerized groin grinders. While the term *cyberdildonics* sounds space-age, the concept behind this technology is simple: A small window of light appears on a computer screen. A conventional sex toy that has been modified with a light sensor is then attached via suction cup to the same screen. A remote user can change the amount of light that is sent into the toy, thereby dictating its movements. Traveling salesmen can remotely control their housewives' orgasms, and nymphomaniacs in Utah can connect with perverts in Australia.

Immersion Corporation, based in Northern California, has manufactured a "feelie" mouse that allows a user to touch anything he sees on a computer screen. The mouse, known as the Logitech WingMan Force Feedback, works with a series of mini-hydraulics to replicate a variety of textures.

"It allows the cursor to become an
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Cybertoys

The existence of private video chat rooms equipped with cybercams and cyberdildonic technology has created a whole new category of sex worker: the Web prostitute.

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extension of your hand," says Lewis Rosenberg, chief executive of Immersion Corp. "The technology allows you to simulate the feel of any type of physical property, whether it be the weight or the stiffness or the texture. Things can feel smooth, slippery."

A mouse that allows a computer user to squeeze a virtual boob or pinch a pixelated nipple would seem to be a natural extension of the cybersex experience, but Rosenberg downplays the erotic potential of his device.

"The adult market is certainly one, but we're seeing interest from Web developers from across the spectrum," states Rosenberg.

Virtual Reality Innovations (www.vrinovations.com) is not shy about marketing and developing jackoff tools. Founder Eric White only worries about being confused with low-tech sex-toy makers.

"We are not a vibrator company," White takes pains to note. VR Innovations has created a motorized, plastic-and-rubber dick sheath that can be coordinated with the movements of XXX videos via teledildonics, a software system similar to cyberdildonics. The VR device is ideal for fans of blowjob movies.

"You're looking at the girl in the video, and as she's sucking, you're feeling it,"

says White, who is in negotiations with hard-core video producers to have wad-slap releases that interface with his device labeled as "teledildonically enhanced." White expects to see Robo Suck-compatible fuck flicks on video-store shelves some time in the next few years.

"When you speak in Internet terms, one year on the Internet is seven years in the real world; so within the next Internet year, that will be available," White says.

The existence of private video chat rooms equipped with cybercams and cyberdildonic technology has created a whole new category of sex worker: the Web prostitute. Start-up costs for this lucrative, relatively anonymous profession are minimal: a computer, high-speed Internet access and a cybercam.

Cheyenne (www.cheyennelive.com) works as a chat host; as part of her live streaming video/audio sex show, she allows credit-card approved johns to manipulate the sex toys that she plunges into her various orifices.

"Viewers have access to a control panel," Cheyenne explains. "They can then use the slide-bar controls to adjust the vibration and intensity of my cyberdildo."

"The idea that my viewers, who were watching me in a live streaming video

while we chat, could now actually control my sex toys was intriguing to me," Cheyenne adds. "With just the click of a button, my viewer is ready to start controlling my toys. The technology goes the other way too; although I haven't had the chance yet, I really look forward to the first time I get to control a viewer's toy. So if you have one, or if you would like to control mine, look me up."

Nikki, a friendly chat host who lives in the freezing outlands of Canada, uses her personal Web site to stay warm and make money during the long winter nights.

"The guys like the toys," says Nikki. "They get to do whatever they want."

"I get all sorts," Nikki adds. "There's pantyhose fetishists, smoking fetishists. I had one Japanese guy who couldn't speak English. All he could say was 'ass.' But I never ridicule them." At least not to their faces.

Visiting a prostitute online has certain advantages over buying a piece of ass on the street or even schtupping a classy out-called babe: Computerized sex is guaranteed to be disease-free and carries a minimal, if not nonexistent, risk of arrest. Virtual whoremongering does have its downside though, besides the obvious lack of physical contact. A slow connection or a crash can spoil the transaction.

"Getting booted in the middle of a show sucks," admits Nikki. "They're sitting there lost in cyberspace, saying, 'Where did she go?'"

One of the largest Internet sites where Web-savvy sex workers ply their trade is the Intimate Friends Network, also known as Ifriends (www.ifriends.net).

"So many of our users had private video chat rooms that several asked us to develop a technology that would add touch to the aural and visual senses already served," says Allan Rogers, who heads the Ifriends network. "They asked; we delivered." The entire Ifriends network is cyberdildonically wired.

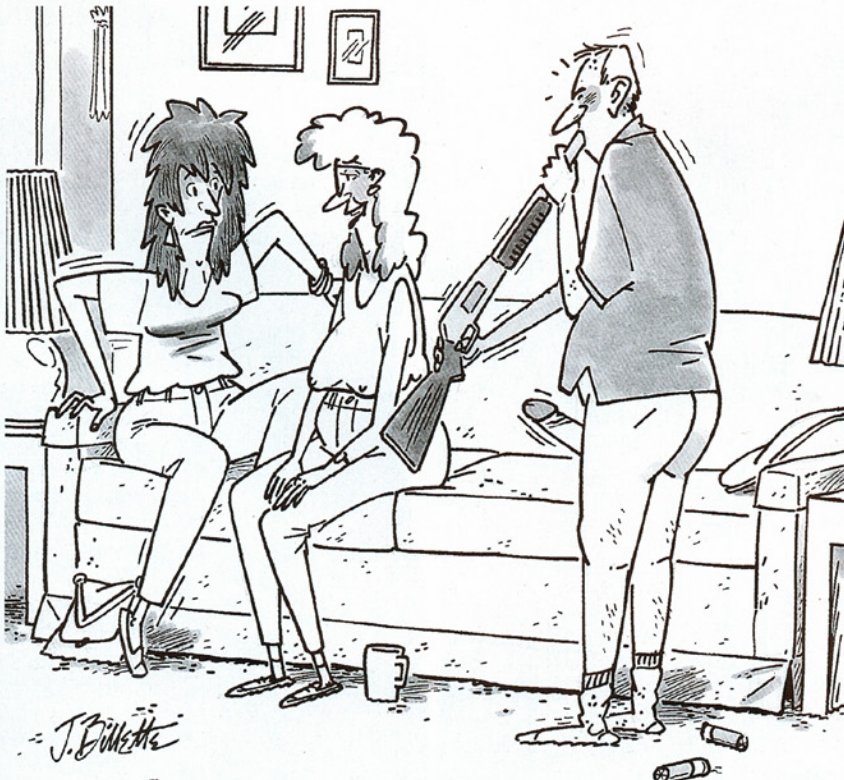
Virtual doxy Cheyenne sees online prostitution as a boon to normally timid male libidos.

"I think technology has allowed people who may have felt repressed, guilty, unimaginative or just basically sheltered a way to express their sexuality without boundaries and to explore different sexual worlds," says the cyberfloozie.

Nikki has a different theory regarding her clientele.

"Most of these people are weenies in person," Nikki says.

Not unlike traditional whores, Nikki loves her job because it's anonymous and earns her scads of cash, but she holds her



"Relax, Barb. Gary is just in one of his 'suck me or I'll shoot' moods."

Cybertoys

Isn't it slightly embarrassing to sit alone in front of a computer screen trying to make whoopie with something that resembles an overly ambitious junior-high-school science project?

Web geek clientele in virtual contempt.

"These are men who would never be able to have a girl like me in real life," Nikki says.

For those who consider controlling an online sex partner's dildo to be too much interaction with another human being, interactive online environments have been developed where singles can log on, hook up and, if they get lucky, engage in an interpretive form of fucking.

Avatar Chat (www.avaterra.com) is a Web site where virtual versions of actual human beings wander the streets of cyber-towns. Looking for love in all the high-tech places, Web surfers send cartoon caricatures specifically crafted to represent their appearance and personality into cyberspace, which communicate via thought bubbles that appear above their heads.

Visitors to Avatar's site create an identity—male or female, with a choice of name, skin and hair color, as well as clothing style.

As with any form of cybersex, there's no guarantee that users will represent themselves faithfully. A 90-pound weakling can become a strapping George Atlas without resorting to dumbbells; a size 16 can drop eight inches off her hips without even thinking about a diet.

The Avatar site is known as a chat

venue, but the cartoon inhabitants of its virtual towns can also walk, sit, jump, flex muscles and casually don a pair of dark sunglasses. The pelvic thrust and the bobbing head are not yet possible, but may be developed soon.

"We are thinking of setting up an adult site where certain actions may be possible," Avatar exec David Andrews says delicately.

Since the actions to which Andrews refers are currently unavailable, the sexual vibe inside a typical computer-nerd cybertown is a bit stifled.

On a recent visit to a virtual city, a blue Avatar with an elf's head and a striped, pointed hat solicited fellow Avatars with a brusque, "Wanna screw?" A hulking, thick-necked Avatar acquiesced. "Sex" between the elf and the behemoth resembled step aerobics; sans genitals, dry-humping was the raunchiest coupling the two lonely Web surfers could orchestrate with their digital bodies. Finally, the bulky Avatar suggested that the two try E-mail sex. After a few typewritten "oohs" and "ahs," the attempt at online carnal congress was quietly abandoned.

* * *

One of the most ambitious additions to the current wave of Internet sex toys is the sex suit, made by XXX video company Vivid.

Resembling a cross between a cheap Halloween costume and a leotard, the neoprene bodysuit is equipped with strategically placed sensors that electrically stimulate the wearer's erogenous zones. The sex suit is accessed via remote E-mail transmissions, enabling a suitor in Timbuktu to titillate his lady love in Tripoli.

The sex suit's 36 sensors can be positioned to fit variations in body type and sensual hot spots. The suit currently lacks approval from the Federal Trade Commission, but it has been put through exhaustive rounds of test runs.

"My experience with the suit has been very clinical," says Vivid girl Lisa, the project's brunet guinea pig. "People are always like, 'Did you have an orgasm?' and it's like, 'No, because I was answering questions all the time.'"

The sex suit is capable of sending one of five sensations to the wearer's erogenous zones—tickle, vibration, hot, cold or pinprick, which Lisa describes as "something that feels like a fingernail scratching you; a sort of soft scratch."

Isn't it slightly embarrassing to sit alone in front of a computer screen trying to make whoopie with something that resembles an overly ambitious junior-high-school science project?

"It's a novelty thing," Lisa admits. "It may move to other levels down the line. It's going to evolve as technology improves. I think this is the first baby steps."

With time, baby steps become giant leaps. Given the pace of technological innovation, sexual experiences straight out of science-fiction novels may not be very far away. Knocking boots with a robot, for example, could be a not-too-distant reality.

Matt McMullen manufactures the Real Doll, a life-size mannequin with a fully articulated skeleton and pliant, plastic flesh. McMullen is experimenting with various motors to power the movements of what is perhaps the world's most realistic blow-up doll.

"I have got them to blink," McMullen says with a sly smile. "The problem is that the dolls are so heavy; so it takes a powerful motor to power them. Most animatronics work with giant hydraulic systems. We need to find a motor that is small and quiet but extremely powerful."

"I think it would be cool if they could walk and talk," McMullen says, "get up and make me a sandwich, do my laundry." Until then, the former special-effects artist, along with the people who buy his dolls, will have to be satisfied with a heavy, sticky, somewhat passive

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"Who says I'm not 100% Republican? That dump looks just like George W. Bush!"

Cybertoy

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silicon female sex partner.

Norman Nie, a political scientist at Stanford University, believes that there's something sad about taking an automaton lover.

"The more hours people use the Internet, the less time they spend with real human beings," says Nie, who conducted a large-scale analysis on the societal impact of the Internet.

Nie's study conceded that communities have been created online, but he believes that computer-mediated forms of interaction are not likely to make up for traditional human relationships.

"When you spend your time on the Internet, you don't hear a human voice, and you never get a hug," Nie says.

An August 1998 study conducted by Carnegie Mellon University also suggests that the Internet may have adverse social consequences. The study found that people who spend even a few hours a week on the Internet experience higher levels of depression and loneliness. Perhaps the proliferation of cybersex toys is a sign of increasing social alienation.

"I don't think that's true," says VR Innovations's Eric White. "People are interacting more honestly and more openly with each other. That's not

alienation—that's safety.

"Everyone who has access to a computer has wanted to have sex with it at some time or another," White adds.

Chat host Cheyenne believes that the anonymity of the Internet allows people to be more true to their sexual selves.

"It's a positive change for people on the whole, because it's helped promote sexual awareness, openness and well being," Cheyenne says.

It is natural for people to care about appearances—weight, race, age, bra size. On the Net, none of this matters, or, at least, such factors can be manipulated to accommodate personal tastes. It can be argued that cybersex is a symptom of alienation, but it could also be the triumph of privacy. An online sleaze consumer never has to confront a disapproving stare at a newsstand and, in fact, never has to confer with society at all when it comes to his sexual preferences. Online, anyone can be into any kind of freaky shit they like without the fear of face-to-face condemnation.

Even so, and even anticipating that the coming years will bring exciting technological advances, it's hard to imagine cybersex taking the place of good old-fashioned hanky-panky. As cyberdildonics enthusiast Kelly Bray himself admits, "Ain't nothing like the real thing, baby."

Teen Sites

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Dee&Desi. I have heard that there are some movie clips out there (approx 50 min. in total) of these two girls. Their age is around 15. There is nudity where they kiss and strip. They even give a guy a B-Job.

Atomic Frog, who runs the message board, corrects Method Man.

15? More like 12 or 13.

Bear jumps into the thread.

Where can I find this movie?

JadeGhost chimes in.

Are there any pictures, even n/n, of Dee and Desi? Anyone with info please E-mail me.

Minime brings the message board dwellers to their senses.

I don't know if you people are naive or what but guess what? You can go to jail for possessing such things. Am I wrong?

Sally logs on to concur.

Possession puts you in jail. Absolutely no doubt. Stay away.

Possessing videos of 12-year-olds giving blowjobs is clearly against the law, but non-nude teen sites are legal. Any attempt at outlawing teen Web sites runs up against a First Amendment wall; banning non-nude teen-sleaze sites is tantamount to banning all underage girls from appearing online. Not all forms of online teen sleaze are afforded Constitutional protection though.

High-tech horn dogs have found ways to use graphics programs, such as Adobe Illustrator, to morph innocent photographs of minors into jackoff fodder. An image of a young girl can be manipulated to remove clothing, add flesh tones and draw in genitalia. Photo-realistic images of children engaged in sex can be created from scratch. Hard-core adult-nude pix can be modified to make the subjects appear prepubescent.

The Child Pornography Prevention Act (CPPA) of 1996 made all such forms of simulated child pornography illegal. After a pre-enforcement challenge mounted by the Free Speech Coalition, parts of the CPPA were struck down. It is now legal to generate images of fictitious children engaged in imaginary but explicit sexual conduct. However, computer-altered child pornography that involves identifiable minors can still land a man in jail.

David Wasserman fears that the fight over the CPPA is not over; he expects to see more attempts to restrict online expression in the future.

"It is truly bizarre what has happened to our First Amendment rights," the free-speech expert says. "In the name of protecting the children, we've given up our children's freedoms for the future."

