

How to Cyber Fight

Guidelines for Beginners & Beyond (4th Edition, 2013)

Introduction

Cyber fighting, at its finest, differs from real fighting only in that you and your opponent are battling over a computer and not face to face. Therefore, you must use your imagination and knowledge of fighting methods, as well as your constant attention to the progress of the match, in order to fight realistically and effectively. Whether fighting privately, as is most common, or publicly in a chat room with friends in attendance, you must follow a few simple rules to make the whole thing more enjoyable for all involved, as well as make the fight itself more realistic.

Many new fighters are not sure where to begin. While reading this document is a great place to begin, a fight cannot happen with just one person! You need two to tango! Many cyber-fighters will gladly help someone new to 'learn the ropes', and it's best to have your first few matches in a private setting so you can learn and try things without others there to comment or distract. It is the same when going up against a new opponent for the first time, regardless of yours or their skill level or the style of fighting being performed. Have a go in private first.

As for fighting styles; you will see many references to real life fighting and styles in this Guide. Real life experience will make you a better cyber-fighter. But you need to learn how to cyber fight too. That takes thought, practice, and the willingness to learn from others. None of us are perfect after all. We make mistakes and there is always room for improvement. Oh shush!

The authors hope you remember that you are doing this to have fun, that you work with your opponent to create the best time possible for each other, and that these Guidelines will assist you in getting there. To a large degree this Guide is a guide to writing. After all, at the most fundamental level that is what you are doing: writing. But out of this emerges something new and greater. Your creative process joins with that of your cyber opponent in a collaboration that we call Role Play. It takes two of you to do this! Both of you put aside your real life for a while to explore a fantasy together. At one level of the game, if you keep this in mind then your fantasy becomes an amazing experience far greater than you can do on your own.

At another level, you need to remember that you are in a fight. Your blood and guts and pain and reputation are on the line. Go get 'em!!! Grrrr! The joy of victory and the agony of defeat your to experience. The fight is fantasy. The emotions are real. Treasure the OMG!

Before we get to these rules of cyber writing/fighting, which every fighter needs to know, a quick overview of the styles of fighting one may encounter is in order:

Fighting Styles

We might think of martial arts as being from the Orient. But that is not really so. A martial art is simply a fighting system. A lot of countries and cultures have developed martial arts of their own. Cyber is much the same. Over time people have probably tried every kind of fighting on cyber. Some don't work in cyber for a wide variety of reasons. Freestyle and Aikido are good examples. They are wide spread in the real world but hard to pull off in the cyber world. Others works quite well and have spread widely. We bring you the most common here, in alphabetic order. But no matter the style you do, the Rules that follow always apply.

Boxing

Fighting following the official rules of boxing. No kicks, holds, or throws permitted, except for the standard boxing 'grab' or 'clinch'.

- Foxy Boxing: Boxing variant with a sexual element tied into the fight.
- Tit Boxing: Women use their breasts in swings, thrusts and grinds to get a submission

Catfight

Fighting marked by the use of tactics not permitted in most other disciplines, including, but not limited to, hair pulling, scratching, clawing, biting, etc. Often ends by pin fall, submission, or some sort of sexual domination victory.

- Anything goes: This is a fight, with cursing, spitting and anger. But it is not full NHB (No Holds Barred) combat. There are traditions with approved attacks that define a catfight. They tend not to be too technical but more a raw expression of fury intended to hurt and dominate, but not hospitalize or kill.
- 'Rules' Catfight: A catfight where certain attacks are limited or not allowed, rather than the usual 'anything goes' style of catfights which are the most common.
- Apartment Wrestling: A lighter or saner version, with rules. Often in bikinis.

Erotic/Sexfight

Fighting where the techniques are geared around winning by obtaining a sexual submission, usually by orgasm. Styles can vary but are usually either cat or apartment wrestling.

- Rule of Real: Cum in cyber then you must cum for real. And vice versa.
- Orgasm might or might not count as a loss/fall.
- Sexfighting involves pitting your primary sex organs against your opponent's. There may be some light wrestling to gain a position. But wrestling is not the point.

We should mention that "erotic" can also be a variation to any style of cyber fighting. This generally means that groping, rubbing and grinding are allowed as either a distraction or with a goal of a climax, yours or theirs. This makes explicit an underlying experience of what it is we do here.

Extreme/Street/Brawl

This is what most fighters consider NHB, or No Holds Barred. This is as close to combat as you are likely to come. Here you truly have a fight on your hands, no-rules, anything goes. Maybe weapons can be used. Often the environment can be used. It might go to death. Sometimes fighters will ask for rules, and that is ok. But then they are not really in an extreme fight. Think about it for a moment. You are out for blood and ready to crack someone's head. They are going to do time in the emergency room at a minimum. Think they are gonna ask you not to pull hair?

Before you start a fight like this you and your opponent should go over what you want. Someone looking for a catfight will be put off by the brutality of this because a catfight actually has traditions and rules that can be quite different.

Fistfight

The name says it all. This is a violent fight where only fisticuffs are permitted. Any style punch is permitted but that is the only attack methodology allowed. When done realistically, these fights should be short and sweet...and bloody!

Free Style/Amateur

Commonly seen in high school, college and Olympic events. Cyber fighters who enjoy technical descriptions with detail often use this. You win by pin fall or points earned by getting into and out of various holds. No hitting, kicking or chokes are allowed. You must agree on the point goal and/or spread (or a time limit) beforehand. A hold that cannot be escaped requires a standing start. Submission to a hold requires an el terre (on the ground or earth) start, with the defender on hands and knees.

Keeping track of points can distract from the pleasure of an immersive experience. We have developed a simplified point system that captures the impact of using point on tactics and strategy but isn't such a burden. The simplified cyber-point system is provided below for your convenience. Feel free to tweak it:

Cyber-Points System:

- 1 Takedown and a go behind for a controlling position (+3 points if defenders back is exposed to the mat in the same move)
- 1 Gaining a hold
- 1 Escaping a hold
- 1 Escape to ones feet

- 2 Escape and reversal of control
- 3 Hold gaining a submission. El terre restart
- 3 Throw with high amplitude
- 5 High throw ending in defenders' back exposed to the mat
- Pin - Wins, despite points. Both shoulders on the mat for 5 count

Greco/Roman

Similar to Free Style. But you cannot attack the legs.

Kickboxing

Fighting where ONLY punching and kicking is allowed. No holds or throws. No elbow or knee strikes. You CAN NOT attack the back; only frontal attacks are permitted. (Face to Face)

Martial Arts (MA)

Specialized rules fighting where one specific Martial Art is utilized and all its rules strictly adhered to. MA fighting is when you fight in one style of MA, like Judo, Karate, TKD, JJ, BJJ etc. But to do so you must know the rules of that art first. In all arts rules are specified in sports competition. So you must know what the rules of that art are. Only then can you fight in it realistically. These arts also have non-sports modes and techniques.

Mixed Martial Arts (MMA)

MMA is not mixed martial arts fighting styles like some think, for example: judo against karate. You can do those types of fights of course but that is not what MMA really is these days. MMA is actually NHB fighting that uses techniques from many sources, but with some rules. Some venues allow elbow strikes. Few venues allow knees or feet to the head of one down. The definition of "being down" varies but generally mean the torso, or at least one foot and hand, touch the ground. No venue allows strikes between the waist line to the groin, biting or gouging/scratching. Tosses and locks for submission are allowed. Think of UFC, Pride, Invicta (women only), or better yet, Youtube those.

Pro Style

Wrestling style where the focus is on grappling using the rules/traditions of pro-style wrestling. Considered 'entertainment' by many due to the influence of the WWE, it is much more serious in Europe and Asia, where the focus is more on the wrestling itself, and not so much on the entertainment side. Some variations exist in cyber:

- Creative Pro-style: Enhanced with all the entertainment trimmings, including entrances, background fans' detail, outside antics like chair shots and the like. Or you could just say, 'like on TV'!
- Straight Pro-style: Limited creative entertainment type extras, just pro-style wrestling moves and holds and rules.
- Schools and Traditions: People deeply into pro wrestling will be aware of the traditions and nuances that define the flavor of cultural variations. Mexico, Japan, Korea, Brittan, WWE, and Indy are some common themes.

Submission or Grappling

A wrestling style where a variety of throws and locks are used to make your opponent give up. It is traditionally done on mats, but carpet, grass, even bear rugs have been used. No pro-only stuff like clotheslines. In fact, striking is usually not allowed. Choking and/or strangles might be allowed. This is probably the most commonly seen style in cyber fighting. And there are all sorts of variation and options. The erotic is mentioned above. And this can be done for points not just to submission.

Wager/Stakes

A fight where the opponents agree that some act may follow as a result of the outcome. These are as varied as the fighters' imaginations. Some typical bets include: posting of the loss by the loser; some form of humiliation or domination; sex; slavery, and so forth. 'Wager/Stakes' is not a technical fight style, just a condition or rule. Opponents should agree at the beginning on the wager/stakes to be used. After-match domination or humiliation can be agreed to in any of the described types of

cyberfights. Fighters must always agree to the fighting style beforehand. Remember, you can do these types of matches with all the styles described before.

Miscellaneous Terms

'Gimmick' Fights: Fights with fetish rules like win by smother, win using a body part, first to be tickled. Differs from a Wager/Stakes fight as mentioned above because in this type of fight you have to perform the agreed upon 'gimmick' move or action to satisfy the requirement to win. These fights can be anything and everything and can have wagers/stakes attached as well.

Custom Fights: Fights where the rules are anything that is agreed on by the 2 fighters. These can be a mix of styles, allowed moves and holds, allowed techniques, etc. This category covers everything not listed above!

Scenes: This is a setting that you apply to your fight as a background. It might be a roman coliseum, a world title fight before thousands of fans, a catfight at a Christmas party, or anything else you can imagine. Some cyber fighters enjoy spending much of the fight in developing the background. Others prefer to get down to business. There is a whole continuum for you to choose from.

Getting Started

So you've found someone to beat up. Great! What happens next? Here's our suggestion:

- Decide on a fight style including any variations
- Decide on a setting and scene
- Agree to any bets or stakes. For example it is not cool to dominate/humiliate your opponent unless you have an understanding about it, both in the fight and post-fight.
- Agree on any absolute limits. These are rules that, unlike fight style rules, cannot be broken in the role play. They provide a framework that the rest takes place within. For example, pro wrestling doesn't allow low blows. But heels will do it. It is a style rule and can be broken. But if you say you don't want low blows as one of these limits then I need to agree to that or not do the fight.
- Agree on who starts and have at it!

The 10 Rules of Cyber Fighting

Rule 1: The Rule of Supering

This is the MOST IMPORTANT of all of the cyber rules, regardless of fighting style you are doing. No one is 10 feet tall and bullet proof! You are flesh and bone and not indestructible. You have limits and you have weaknesses in real life and you MUST be realistic in cyber wrestling matches even if the tide of battle is going against you. Learn to accept defeat if it comes your way and learn to take your lumps. You wouldn't want to wrestle someone who refused to lose, so don't be that person. That is only fair.

In addition, we have all different stats too: 5'0 vs 5'8 for example, or; 90 lbs vs 150 lbs. If you are real, not super, the 5'0, 90 lbs opponent has little chance realistically. Or they must be very killed in denying the bigger person their advantages. If you don't intend to honor your limits, you should be up front about that with your opponent. It is OK to be a big, buff bruiser if that is what you want. You will let your opponent know what they face so that they can react accordingly.

You have limits and you have weaknesses in real life and you must be realistic in cyber matches even if the tide of battle is going against you. We can't all be the same skill and experience level. That difference will show when you fight. For example a 5'0" with 90 lbs black belt in Judo is most likely going to control a match with a 5'8", 135lbs novice. The one with more experience has paid for the right to use those skills. Honor them. Learn from dealing with them. Listen to the better opponent if they say there is a problem with a move.

One further point... There will be cases (and any experienced fighter knows this to be true) where your personal styles simply do not mesh. The fact that this may be so doesn't automatically lead to the conclusion that your opponent is either unskilled or "supering"... and such occasions should be handled in a sportsmanlike manner, whether the match is in private or in public. Different learning environments lead to different ways of treating similar problems, and a person's style isn't automatically "wrong" simply because it doesn't match the way YOU learned to do it.

The best way to fight within this most important cyberfighting rule is to talk with your opponent first. Discuss your limits and expectations. Determine up front who is stronger, who is faster, who is more experienced, who is meaner. Agree to respect all these differences and to discuss issues that may come up. In the end, you'll have a better fight and a more enjoyable experience because more of yourself is invested in it.

Rule 2: The Rule of Realism

You must make your moves realistically based on many factors such as your current health, stamina, your current position in relation to your opponent, and your body's realistic range of movement and flexibility. You cannot throw a clothesline on your opponent if your opponent's last move placed you on your backsides on the mat. You cannot put your opponent in a Boston Crab submission hold if you are in one yourself. You cannot escape a submission hold if you have been pummeled into a barely conscious state by your opponent's constant barrage of attacks. Be reasonable and play fair and above all read your opponent's last move and know where you are now and what just happened to you.

People should "attempt" or "try" their moves. When you just DO things, you don't give the other person a chance to reverse it or somehow get away from it. Definitely moves that could really do some damage should be tried. "I get you in a camel clutch" doesn't really leave the victim much choice in the matter. Either a) you accept it and you end up losing or b) you have to ignore her move to break free.

If you're going to just "do" things, you should be able to cancel out a person's move if you can explain why they wouldn't be able to do it. This is why ATTEMPTING and TRYING are so much better, so we don't run into confrontations that are not fun.

If you aren't sure what your body positions are after a move your opponent did, if you don't know what a hold looks like, or what some attack does, then you must ASK. Don't do something you think is ok without being sure. Talking is a good way of avoiding all problems. It is also good if the opponent gives you good descriptions of moves like: "I am on top of you with you on your back trying to grab your left arm". If the opponent uses just some random name for a hold or strike, and you don't know what that is you should ask again.

There can be exceptions to this rule of "trying," especially with experienced fighters who know and trust each other. (But don't break the rule lightly.) Let's look at some examples – which you'll notice would mostly come later in a match.

1. If your arms are badly damaged, we both know you won't block much so I can send a hit to your face, not just attempt.
2. If you are holding both my shoulders, I can hit you because you can't block.
3. If I have you in a hammerlock on your belly, I can pry up your elbow without having to attempt it, because you can't do anything about it.

The key here is if the opponent has any chance to counter at all, give them the opportunity. If you don't, and your opponent challenges your move, you must justify it. If both of you cannot agree, you should re-write your move. That is only fair.

Rule 3: The Rule of Fair Posting

Keep your moves down to a realistic and reasonable move. Don't run the pool table on your opponent, so to speak, in one long overextended move that is a combination of several short moves. You must play the game like a tennis match, serve and defend, volley and defend, and so on. Be fair and give your opponent their opportunity to work on you.

Advanced fighters will realize that a complex move may have one or more spots where the opponent can react. They will end their turn at those spots. This variation works best when both parties are equally knowledgeable.

Rule 4: The Rule of Turns

Always signify your move is finished by adding "yt" at the end of the move to signify "Your Turn" to your opponent. Don't forget. They will be looking for it. Matches last forever when no one knows to move because they think the other person is still playing out her turn. If a post requires more text than allowed by the software, separate it in a spot that makes logical sense and use the abbreviation "mtc" for "More to Come". (Note: "Otu" for "On to you" is a rare but sometimes seen alternative to "yt")

Rule 5: The Rule of Description

Always give these bits of information at appropriate times to help to more fully paint the picture of what is going on: (though you may cut back on all of this extra detail if pressed for time)

a. An exclamation of some sort, Pain, evil glee, or trash talk to the opponent or the audience. If you have been hurt by a slam to the mat then say so: "Aaaaggghh!!! My Back!!" or Hahahaha, you are a worthless little weakling, I am enjoying this!"

b. Your current health. Tell the audience how you feel physically: "I am dazed and winded by her constant barrage of elbow drops to my body".

c. Your thoughts: Tell the audience your mental state or thoughts: "I don't know how much more I can take, my knee is almost gone and she is wearing me out" or "She is quick but let's see how good she is on sore legs"

d. Your Position or Move: "I try and grab your arm intending to take you for a three step run before launching you into the ropes in an Irish whip.

e. Advanced Positions/Moves: While the writing style shown in step d. is the most common, it is not very clear. It can lead to confusion and unintentional super moves where you do something that doesn't make sense to your opponent because you two have different mental images of what is going on. This is especially true for technical matches like free style, submission and the Martial Arts. Always provide enough information to make the relative position of your bodies and limbs clear. "I attempt to knock your left arm to the outside and step into the gap to drive my left elbow at your head." Notice the "attempts" to move the opponent. You only move yourself.

f. Don't Move Your Opponent: This follows from the "Attempt" and "Fair Move" rules, but is worth calling out. Very few attacks leave your opponent with no options. Give them a chance to react and determine the amount of damage or pain they receive - if any.

Example:

JennyB: I step into you as I grasp my left fist in my right hand. Twisting my body to the right, I attempt to smash my left elbow into the side of your face... yt

SaraG: CRACK!!!! My eyes open wide in shock as I see you step in fast and chamber your elbow... OMG!!! I'm out of position and can't block, but I take a half step back as I'm automatically leaning back... Still, your elbow catches the tip of my chin, and my head is jarred hard to my left... (I thank the stars filling my vision that you didn't put my lights out!!!) yt

g. Hints: The use of parentheses throws hints of upcoming plot twists to your opponent and the audience so they can make plans to play along. This, however, is not often seen. ("I wonder if she noticed the chair someone slid into the ring on the far corner?") or ("I can't believe she didn't react to that last remark I made where I called her a fat cow!") Try to guide the match to a colorful conclusion if you think your opponent is missing something you wanted them to react to or see. Again, not often seen or used.

Rule 6: The Rule of Accuracy

Take your time and type your move carefully and correctly. No one is rushing you. You can even use several lines for dramatic effect if you move quickly so your opponent doesn't get the impression that you move is over.

Example:

JennyB: As I straddle your body sitting on your chest and holding your head down to the mat with my left hand tangled in your hair, I deliver closed fist blows aimed at your face,

JennyB: Once!

JennyB: Twice!

JennyB: Three Times! Yt

You can see how this adds to the drama. The opponent could respond the same way in their reply showing the pain of the three blows:

SaraG: Oomph!

SaraG: Owwww!

SaraG: Stopppp! Please!!!

SaraG: You have dazed me and closed my right eye completely with that barrage of cheap shots. "You stinking bitch, you will pay for that when I get up". I struggle to try and rock you off of my body but I am too weak to move you. Yt

All the elements are here: pain, physical condition, trash talk, and a move or current position. The picture in your mind is very vivid and the drama continues to attract the interest of all spectators.

Rule 7: The Rule of Words

Try to make it easy for the audience to follow the moves by setting up your font choices carefully before the match. Use larger fonts and/or ones that are colored differently for each wrestler (important for tag team matches) so the audience has an easier time seeing who is doing the talking.

JennyB: I have your arm and twist it backward applying pressure and delivering a painful arm bar. How do you like that you little bitch? yt

SaraG: Oowwww! That hurts, let go you cow! I lean back moving with you to minimize the effect of the hold but cannot free my arm. Yt

Rule 8: The Rule of Manners

If you are in a chat room match in front of an audience and you need to send a private message to your opponent due to having to leave due to emergency, running out of time, phone call, etc., do something like the following:

"We have to hurry this along, wrap it up by knocking me down, using a matchbook pin and pinning me for the three count, I have company who just stopped in, I gotta go."

You can and should send this message by instant messaging them directly outside the chat and "whispering" the message.

Rule 9: The Rule of Fun

Just have fun!

Rule 10: The Golden Cyber Rule!

When in doubt refer to rule 9.

Last things

Remember to go into your yahoo messenger or other software program being used and turn the archive on if possible because you may be so proud of the job you did in the match that you want to save it to show to your friends! I know there are several matches I have saved and they continue to be entertaining and fun to read. Remember if you wish to post the fight publicly in a Group or otherwise, seek the permission of your opponent before doing so. Cyber is never worth hurting someone else's feelings over! Finally, it takes two to tango. If each of you try your best to make the experience memorable for the other, you can't fail to have fun. Honor and respect your opponent (taunting is cool too!). And thank them for the fight.

Credits

The original Guide to Cyber Fighting was submitted anonymously to the community in 2000. Little is known about the author(s) and the original cannot be found now. One of the editors of this version were provided with it as her introduction back in 2002 and has been forever grateful. It basically codified the basic elements of writing style:

- Try or Attempt. Don't do!
- Don't move your opponent
- Don't wear a cape. Feel (and enjoy) the pain. Make reasonable moves

The 2nd edition was a collaboration by Jelka (blondfighter), Jenny (jennybsweet) and Bren (brendaceltwarrior) in early 2003. They developed the list of different fight styles, the points system, and enhanced the examples of writing that back up the rules.

The 3rd edition was contributed by Jenny (now jbfights) August 2003. She reorganized the rules, breaking out the various elements of the Big Three rules into the first eight, and developed Rule 5's details.

This 4th edition can be blamed on Bren and Katie. We reworked every aspect of the guide to some degree, either correcting errors, or bringing it up to date. We also developed the pyramid model of progressing and ranking one's progress.

This work relies on the efforts of hundreds, if not thousands, of cyber fighters over the years. We have distilled their experiences here. It is a work in progress and a labor of love by all of us.

HAVE FUN!