

CYBERFIGHT DOS DONTS AND BASIC ETIQUETTE

The basics - Cyber wrestling differs from real wrestling only in that you and your opponent are battling over a computer and not face to face, and therefore you must use your imagination, knowledge of wrestling holds and moves, and your constant attention to the progress of the match to wrestle effectively. You should follow a few simple rules to make the whole thing work well and you will only be good at it with **practice**. Also, remember that **no one** is **too good** to learn from **every** opponent and **every** match.

Rule 1. ***No one is 10 feet tall and bullet proof!*** You are flesh and bone and not indestructible. Yes, even you anthros and otherworldly creatures. 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 that refused to lose, so don't be that person. Nobody likes doing a match with a so-called “**superman**”.

Rule 2. 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 if your opponent's last move placed you on your backside 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. It also bears mentioning that these fights are WRITING exercises. Pictures and gifs and video clips are and can be helpful supplements to a match, especially for more complex moves and holds, but they SHOULD NOT take the place of the written word. If you don't know how to describe a hold or move then study them and write what you see. Do your best to describe what you're doing. You can always ask your opponent if you've been clear and if they understand. Communication is never a bad thing between opponents! If you're not clear about something – ask! If you're unsure if you were successful in describing something – ask!

Ideally moves should be “attempted” or “tried” or simply left open ended with their outcome uncertain. When you just DO things, you don't give the other person a chance to reverse it or somehow get away from it. If you don't understand what the other person has responded with or if the move is not realistic, there is nothing wrong with asking them to explain what they've done so you understand it, i.e., understanding where their moves are taking you or telling them that their moves aren't realistic or they're confusing. Bottom line, try and give your opponent a point of reference to go by so they know how to react and respond. If the match is being done in a public setting this should be done privately between the combatants. Nobody needs or wants to see the “backstage chatter.”

Also, don't make the other person's moves for them. This includes describing their reaction to your move. Let them tell you how it affected them.

Definitely moves that could really do some damage should be tried. "I hit you with my big moonsault" 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 their move to dodge. 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 which are not fun.)

Rule 3. Keep your moves down to a realistic and reasonable length. Don't run the table on your opponent, so to speak, in one **long** 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.

Rule 4. 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 their turn.

Rule 5. Give bits of information to help paint the picture of what is going on:

An exclamation of some sort, be it pain, evil glee, or trash talk. If you have been hurt by a slam to the mat then say so: ex. "Aaaagggghhh!!! My Back!!" or "Hahahaha, you are a worthless little weakling, I am enjoying this!" You wouldn't see a quiet fight or match in the real world where neither combatant ever made a sound, and cyber fights should reflect this reality.

Your current health. Tell the audience how you feel: "I am dazed and winded by his constant barrage of elbow drops to my body". As you move through a match you're absorbing punishment and it's going to take a toll. Letting the audience know how much of one can also help keep you on track with responding realistically to your opponent's attacks.

Your thoughts: "I don't know how much more I can take, my knee is almost gone and he is wearing me out" or "He is quick but let's see how good he is on sore legs" Similar to the exclamations these intensify an audience's connection with a fighter. These can be done in italics to help differentiate them from narrative or verbal exchanges.

Your Position or Move: "I grab your arm and take you for a three step run before launching you into the ropes and hoping to catch you with a clothesline as you bounce off of them". Note that the move is an attempt "hoping to" and a distance traveled was indicated, and therefore a distance from the ropes implied for any move that may come on a potential rebound.

Hints: "I wonder if he noticed the chair someone slid into the ring on the far corner" or "I can't believe he didn't react to that last remark I made where I called him a fat cow". Try to guide the match if you think your opponent is missing something you wanted them to react to or see.

Rule 6. Take your time and type your move carefully and correctly. No one is rushing you. That being said, pacing is important, matches that take 30 minutes to get 1 move set (Fighter A

moves then Fighter B moves) done will really challenge opponents to stay focused on doing a good fight. You can use several lines for dramatic effect if you move quickly so your opponent doesn't get the impression that your move is over. For example:

Wrestler 1: I straddle your body sitting on your chest and holding your head down to the mat by the hair as I deliver closed fist blows to your face, once!

Wrestler 1: Twice!

Wrestler 1: Three Times!

Wrestler 1: yt

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

Wrestler 2: Ooomph!

Wrestler 2: Owwww!

Wrestler 2: Stopppp! Please!!!

Wrestler 2: 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.

Wrestler 2: yt

All the elements are here. Pain, physical condition, trash talk, and a move or current position. The picture in your mind is vivid and clear, and the drama continues to attract the interest of an audience.

Rule 8. If you are in a chat room match in front of a live audience and you need to send a private message to your opponent like:

"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 to see me, I gotta go."

"That last move didn't make sense or was not realistic. Redo it please."

You can send this message by DM'ing them directly outside the chat.

Rule 9. ***Just have fun!***

Rule 10. When in doubt refer to rule 9.

Rule 11. Octagon Fights. In this specialized type of fight, remember that for the most part, only holds and moves should be used. Closed fist blows and kicks are allowed as well as elbows. As with all matches, agreeing beforehand what will and won't be allowed should be a joint decision between both opponents and neither one should violate that agreement at **ANY** time.

Rule 12. Public Matches. These are matches that can be truly public (i.e., open to anybody in a public room) or they can be "Invitation Only" fights initiated by one person and then others are invited to join. Either way those people who are not direct combatants are usually there as audience members to observe "live" matches. Participation from the "audience" is encouraged and expected. The biggest thing to remember is to be respectful of the participants who have asked for your attention and to help create the environment and atmosphere for the match. Audience members are generally more than welcome to cheer for one fighter over the other and to react to the moves they're watching in the fight. If you find yourself as an audience member it's polite to refrain from excessive irrelevant chatter like conversing with other audience members as you would in the lobby or another chatroom. Also, using private chats to coach and possibly alter the outcome of the match would be considered dishonorable and is incredibly disrespectful to both combatants. They may have asked for your attention but if they want your input on how the match should unfold they'll ask for it.. Use common sense and show respect for the wrestlers as well as each other, aside, of course, from trash talking one another which should always be done in good humor.

A few last things:

You may be so proud of the job you did in the match that you want to save it to show to your friends or post it to your favorite cyber group! There are several good posting groups out there that encourage active participation and posting the posted matches continue to be entertaining and fun to read. Also, if you do post your matches, it's much more fun for the reader if you **DON'T** give the result in the title or here on CF in the teaser...most times, matches that reveal how the match ends in the title are seldom read by the members, so keep this in mind as well.

When scheduling matches, try to make sure that you don't have multiple matches scheduled for the same day and time. This is not only difficult to keep up with if you're doing more than one match at a time, but it is very rude to the other wrestlers as well. If you get challenged while you're in a match, let the other person know that you're busy and that you'll get with them later. Also, if you've agreed to meet someone for a match at a specific day and time and as soon as you log on, you get an offer of a match with someone else, don't cancel your scheduled match with your opponent just because the other offer might seem better to you. Again, **common courtesy** and **respect** for your opponent plays into it in a major way.

Remember, if you schedule a match and can't make it for whatever reason, be courteous enough to the extent that it's possible and send them an email or offline message to your opponent letting them know so they don't sit there waiting on you and wondering why you aren't there. If you find that you're in the middle of a match and have to leave, it's considered good manners to let your opponent know rather than just "disappearing" leaving them to wonder what happened. Just leaving without explanation not only damages your rep with that one person, but word of

mouth will keep others from wanting to take their time with you if you have the reputation for leaving in the middle of a match. Don't kid yourself this community talks and people get reputations based sometimes unfairly on bad experiences with other opponents. Don't be that person.

One other thing that was touched on above...and that is **one-sided matches**. While this may be fun for some, and there's nothing wrong with it if you're into that, but remember that not everyone enjoys this, so if you see or realize that your opponent is not responding like they were at the beginning, it may be because they don't like one-sided squash jobs. Just be respectful of your opponent and if you realize this, ask your opponent if they're OK with what's happening. If not, it's best to either restart the match or agree to do it some other time. Also, don't tell your opponent what they should do or try next...they may have something they want to try and surprise you with and, besides, if you tell them what to do, it takes away the fun of it from them and really you might as well just write the whole match yourself at that point.

Remember that if you and your opponent agree to a match with "stakes", i.e., erotic action either during or after the match, keep in mind that part of that agreement tacitly includes that **BOTH** you and your opponent get off by the end. Far too often, it happens that one or the other of the two gets off and then disappears, leaving their opponent hanging, sexually that is. This is not only rude and inexcusable, but it shows a major lack of respect for your opponent. The only exception to this would be that if you agree beforehand that only the winner gets off. So, please if you're going to do this, be respectful of your opponent and make sure that both of you get off.

Lastly, if you plan on posting your match to any cyber groups you're on, make sure that your opponent agrees to it as well. Remember that you should **always** respect your opponent's privacy, so if they choose not to have it posted, do **NOT** post the match just because **YOU** want to.

Finally, and this is really **the most important thing** to remember, y'all: HAVE FUN! This is supposed to be a fun, dynamic, non-stressful activity. There are plenty of things in the world to get our blood pressure up but this place and this community shouldn't be one of them. Enjoy each other and treat each other with the respect you want to be treated with.