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A restaging of a video originally done in experimental science fiction in Suzie Silver's class in 2017. The video, entitled *Pleasure Bullets*, depicts a streamer, painfully played by myself, who plays a first person shooter game with a pretty standard twist: **every shot deals pain**, and every death knocks you unconscious. My character, Not1Death, is a streamer without much charisma, and without death: he never dies, despite the fact that nobody in the video fights back against him with any skill. Upon a five minute loading screen in which the exposition is revealed, the game begins, only to reveal an error message: the game has been hacked by a group calling themselves the Liberteens. Essentially, these sexual hacktivists **turn all pain dealt by bullets into pleasure, and death becomes le petite mort (orgasm)**. Not1Death, unphased by this, decides to continue to play the game without a second thought, discovers the pleasure of getting shot, and eventually after fighting his long time rival, throws a grenade down which eviscerates both their avatars, and orgasms with his online partner: <https://www.youtube.com/watch?v=s9c4UbxgOlw>

I see this video as a particularly interesting conceptual realm, but one which I made with relatively little preparation. It has pacing issues, is relatively tame, barely touches on the concepts of streaming or sextoys, and I don't think my character is particularly well analyzed or developed.

I would like to re-examine this piece and restage it, and change several key aspects of the video, my performance, my actors, and the game itself.

1. Starts with a 30 second Twitch trailer as the exposition for the game. Rated M for Mature- already the issue of consent and maturity in a virtual space. How can it be verified in a real life scenario that nobody playing the game lied and actually weren't 18! Awful, awful, awful, but something that should be considered. Also in this hypothetical world: why *are* adults playing a hyper violent military-themed game which hurts you? Mere adrenaline rush, or already sexual masochism?
2. The video won't be improvised:
 - a. I have a script I'm currently working on which will inform each match and the decisions I make in each match.
 - b. Voice chat from other players: I am inclined to maintain that Not1Death is pretty steeped in machismo and would only have male identifying individuals on his friends list. However, his fan's voices are whoever I can immediately get, as the relationship between them and himself is inherently informed by the money they pay to play with him.
3. There will be a chat, indicating this is a live stream and situating it sharply in that world.
 - a. The chat will act in several functions. At first, they will be his rowdy comrades, anonymous, making references to fictional occurrences in his streams, and overall prompting something akin to a combination of:
 - i. Pilot/Trucker: coded signals, abbreviated language, a stoic simultaneously humorless and humorous disposition, confidence, numbers, and routine-- also not to be ignored is the relationship between sex workers and truckers.

- ii. Pewdiepie: coded signals, abbreviated language, a humorous simultaneously “post-ironic” and politically right of center disposition, confidence, routine
 - iii. Army recruiter: working the audience, humorous, camaraderie, stoic, confident
- b. The chat will become threatening as he starts to play with elite members and gets off the public lobby after the overwhelming amount of audible cumming he causes to anonymous players. They use , , , and  to connote that he’s doing something naughty, essentially revealing themselves as a moralist mob-- though without teeth, and this time Not1Death actually acts and interfaces with them, and starts banning those claiming he’s going to hell for what he’s doing (or planning to do)
- c. The chat, its vitality threatened, now becomes quiet, but users actually flip and start paying money! Huge sums, as indicated by a non referential fictional meme of a guy with sunglasses dancing which plays the line from M.I.A’s Paper Planes: “take your money” every time someone contributes, often adding themselves to a challenger queue. These mean that Not1Death will play with the gamertag of the user. Now the dynamic shifts, and Not1Death becomes the arbiter of orgasms to his submissive crowd.
 - i. He is all too happy to do this.
 - ii. This relationship is really to illustrate the relationship between what essentially amounts to cumming and entertainment. Easy, fast, and in this case, from an idol. It might be gratifying for both parties?
- d. People fight with increased intensity to kill Not1Death and make him cum, but he’s too good! How can I get footage of this? I am not a video game expert, so I was thinking of researching tool assisted stuff, bots, or other methods might work. If you have suggestions for making me or finding an elite gamer down to do this please let me know.
 - i. On a side note, Unity released a full first person shooter example here: https://unity.com/fps-sample?utm_source=youtube&utm_medium=social&utm_campaign=community_global_release_2018-10-23_unite-la&utm_content=sample-fps_ole-video which I can use as the wrapper for this project. I don’t have to build anything from the ground up, and I can edit all I see fit.
- 4. Before and while playing with chat, Not1Death experiences the custom animations the Liberteens have whipped up:
 - a. Kissing
 - b. Massaging
 - c. Lying down on the grass
 - d. Hugging
- 5. Fragmentation of the body in game and reality
 - a. I think that having multiple cameras focused on his hands, his devices like his “pain helmet” (a series of injectors on his head), his eyes, and his feet, which intermittently arrange themselves in the stream, will act to use the format a stream takes with his literal fragmentation due to a rapid pansexual awakening.

- b. The literal violence avatars suffer paired with custom animations made by the Liberteens might illustrate their critique of the ease with which first person shooters are made, fast, exploitative, without intimacy. Thus, to even be intimate in the space would be fast and exploitative.
6. The video, like its predecessor, ends with Not1Death seeing his rival is online. He immediately stops taking payment requests, turns off the notifications, and logs on to play with his friend. Everybody complains, begging him to take them on next, offering larger and larger amounts. But Not1Death plays with X_Sniper_Wolrd_X instead, who after some rounds are exchanged, is ultimately pinned down and is sniped. Not1Death dies and orgasms, and X_Sniper_Wolrd_X kisses the dead avatar, though Not1Death seems to feel the kiss too, smiling. He respawns, and almost immediately straps C4 to his chest, rushes at X_Sniper_Wolrd_X and embraces him. They fall to the ground, kiss, and both eviscerate each other. Not1Death, sweaty and embarrassed turns off the stream. As all this is heating up, people begin donating more and more money. "Take your money" should probably play as he orgasms.

Is this pornographic? Yeah? Does it read like fanfiction? Intentionally. How much of a streamer's, entertainer's, a cam model's world is genuine **affect**, and how does this manifest with financial gain? I want to use the hacking not just as an impetus for Not1Death's personal sexual discovery, but also revealing how his followers use money as a way to get access to him, whether that be in the beginning when he gives callouts in the chat, emotionally, ultimately as a sex worker (and how this manifests **spontaneously**, without laying groundwork or planning)? And the system he inhabits can really only facilitate a form of sex which is competitive, impersonal and sadistic. Not a problem when both consent, but it is certainly limiting, and this I think will be seen in the fact that Not1Death plays to *not* orgasm. This inability is solved when a superior player snipes him, which awakens him and literally makes him deliver his love in the form of an explosion from his heart, indicating he was never really a sadistic dom, as his chat definitely wanted him to be. Perhaps the genuine loss of affect (or need/legitimacy of affect) in a world with fast and immediate thrills reveals that sex and relationships have taken on new meanings in a virtual age. At the same time, meaningful and intense experiences are had in the occurrence, though purely based in the physical! In the end, this is a screed on how the mechanics of competitive first person shooters funnel and bind complicated concepts like love, physical sensation, sex, and relationships. I would love for this video to inspire more games and experimentations with gentleness and cooperation as their focuses. Have definitely been looking at Kyle Machulis' work with regards to this, and will probably do more reading on his research in teledildonics, the SexBox, and sex game controllers, such as in this article where he discusses the impersonal platforms of cam models and sex worker's rights: <https://www.pghcitypaper.com/pittsburgh/teledildo-or-teledildont/Content?oid=14326227>