VARIANTS · CHAPTER 3

Gamedom

Gamedom is domination played through a game: shared sessions, tasks on the sub's account, and sometimes the staged or real loss of what he built there. Here's how the soft forms differ from the one that can't be undone.

ENTRY V3 CATEGORY VARIANTS CHECKED 3 NOVEMBER 2026 READING 7 MIN
SECTIONS 6

EVIDENCE ◆ Vivian's field notes ◆ Unverified



PLATE V3

This chapter is not advice for your situation.

IN 30 SECONDS

01 Gamedom is domination that uses a game as its stage: playing together, tasks, staged scenes, and sometimes the loss of a real account.

02 Most of it is play. The part that takes something from you for good is the real destruction of an account you built.

03 Handing over a game login hands over more than a game, and many online games forbid sharing an account, so check the rules.

04 What's sold is the feeling. A staged scene gives you most of it, and you keep the account.

05 Gacha spending is real money. Your limit applies here like everywhere else.

YOU WILL LEARN

- ✓ What gamedom means and how its forms differ.
- ✓ What gacha cuck is, and why it's often a performance.
- ✓ What changes hands when a dom "fixes" an account, and how to say no.
- ✓ How to keep game play, gifts and unpaid grinding fair.

> *Gamedom is the gentlest way into this scene, with one exception: the part where you lose an account for real and can't get it back.*
>
> — VIVIAN

What gamedom is

gamedom is domination that uses a game as its stage. The dom plays with the sub, gives him tasks inside a game, or builds a scene around his game account, and at its hardest she wrecks what he built there: items, progress, ranks. A persona's offer list usually includes a gamedom card. ◆

There's no study of gamedom I could find, and no source I could cite on how it's done, so this chapter comes from experience and is marked that way. ◆

The forms differ in what they ask of you. This table covers the whole chapter.

Three kinds of gamedom

	WHAT HAPPENS	WHAT YOU HAND OVER	CAN IT BE UNDONE?
Playing together	Co-op or party games, game nights, streams	Time and company	Yes, you can leave at any moment
Staged destruction	A scene, an edit or a story about wrecking an account	Attention, and sometimes a spare account	Yes, nothing real is lost
Real destruction	Items, progress or ranks on your own account are lost for good	A login, and what you built	Rarely, and often never

Playing together

The softest form costs nothing. A dom plays with a sub: a second character, a co-op round, a game night. The hard part is finding the time, and time zones and region locks can rule some games out. ◆

A shared fandom makes a drawn persona feel real. The dom and the sub compare games, doms stream for their followers, and what keeps people together is the company rather than the money. ◆

> *If you want the best part of gamedom with no risk, just play. A party game gives you the teasing and the story, and you keep your account and your money. I'd pick a regular game night over a wrecked account every time.*
>
> VIVIAN'S FIELD NOTES

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PART 03

Gacha cuck explained

Gacha cuck is a kink where a dom visibly destroys or takes a sub's game account, throwing away his spending or his characters. What makes it work is how attached he is: the more he built, the stronger the scene. It's often shown through edits, and viewers have noticed that some of them look staged. ◆

As a performance, that's fine. Passing it off as real to other subs is lying to them. In my experience a dom rarely destroys items for real, because what sells

is the feeling. Accounts can be props too, and a post showing a dom "repairing" an account after going quiet may be using one as its story. ◆

Posts about a sub's game account spread further than an ordinary picture, which is why the theme is common, and a post proves nothing about what really happened. ◆

MYTH

~~*"Every gacha cuck scene shows a real account being destroyed."*~~

FACT

Many are staged edits or props, and a dom who sells the feeling doesn't need the damage to be real. ◆

MYTH

~~*"The sub chose it, so nothing can go wrong."*~~

FACT

Choosing a loss at the start doesn't decide how he'll feel about it later. A destroyed account can't be restored. ◆

MYTH

~~*"Real destruction proves the dom is serious."*~~

FACT

It only proves something was lost. You see how serious a dom is in her limits and her care, never in the damage. ◆

PART 04

Account fixing: what changes hands

In account fixing, the sub hands over a game login, and the dom plays while he watches, or without him seeing anything until she's done. Close cousins are game tasks for any title, and live tasks where the sub shares his screen and follows orders. ◆

Only the live task leaves your login with you. A game account is often tied to a saved payment method, a mail address and other services, and whoever holds the login can reach all of it. ◆ This wiki hasn't checked every publisher's terms, but online games commonly forbid sharing an account, so read your game's rules before you hand anything over. ◆

It's also a scam script. A stranger who wants a login, a recovery address or a one-time code isn't asking to play. ◆

RED FLAGS

A request for your game login is a red flag when

- It comes too early, too fast, or from someone you can't check.
- It asks for the recovery mail, a login code or the second step of your sign-in.
- It targets your main account, the one with the most spending behind it.
- It asks you to buy something in the game first, as proof.

Counter. Keep the login. Offer a live task instead, where you share your screen and play, or use a spare account that holds nothing you love.

A safer version of the same scene

01 If you'd grieve the account, don't use it.

02 Use a spare account you can afford to lose, or let the dom tell the story through edits.

03 Keep the login, and keep your hands on the controls. The dom directs and you play.

04 Agree beforehand what's off the table, and a safety-word that ends the scene.

05 Set a limit for the evening, and put it on your card or tell a friend the number.

PART 05

Where gamedom meets money

Gacha spending is a well-established theme in 2DFD. A dom may want a sub to pay for her pulls, or she may pull live for a new character and invite someone to watch. In a session she may collect tributes all through the evening instead of once at the end, which keeps each decision small and the total easy to lose track of. Keep your own running total and check it against your limit after every send. A dom who stops you doing that is hiding the total. ◆

Doms and subs often play the same gacha games, and the scene uses the words for a heavy spender: whale, and gacha cuck. ◆ Those words make a real risk sound like a status. Compulsive in-game spending is real spending, and a pull charges your card like any other purchase.

Techdom designers borrow from commercial gacha games: pity counters, limited banners, farming loops. ◆ The mechanics that hook players hook subs just as well. Games where the house wins are covered in Games and casino play, and the rules for any tool that charges are in Safe design.

Subs also gift in-game items to their doms, and a dom takes it as proof her account is growing. It counts against your limit like any other send. Some subs grind a dom's accounts for her and do her daily farming. ◆ That's fair only if you chose how much, you can say no without losing your place, and she thanks you. Otherwise it's unpaid work she calls devotion.

PART 06

Mods, game rules and who else is playing

AI assistants now let people who don't code change items, skins or progression in many games. Modded versions with adult content get passed around as clips. ◆ Check the licence and terms of any game before you use a mod, because online games often forbid them. ◆

Minors may be on a shared game server. ◆ Adult mods belong only where every player is an adult, and every character in this scene is an adult, whatever the lore says. ◆ See What is 2DFD?.

TRY IT

She offers to fix your account

A dom you follow says your account looks neglected. She offers to take over the login for a night, play it for you and "fix" it, and says you don't need to watch. What do you do?

A Decline the login, and offer a live task where you share your screen and keep the controls

The right answer. Right. Your login stays with you, and you still get to play the scene.

B Hand it over, because she's been kind to you so far

Not this one. Kindness in a chat doesn't protect you. A login reaches payment methods, mail and more, and you can't take it back.

C Hand it over, but ask her to stay out of the shop

Not this one. A login that can play can also buy, and you can't control what a stranger does with it.

TRY IT

Check yourself

QUESTION 1 OF 3

Which form of gamedom keeps your login with you?

- ◯ Account fixing while you stay in the dark
- ◯ A live task where you share your screen and play
- ◯ Real destruction of your main account

Answer. A live task where you share your screen and play. In a live task you hold the controls. In the other two, someone else holds the login.

QUESTION 2 OF 3

A post shows a dom wrecking a sub's account. What does it prove?

- ◯ That the sub lost his account
- ◯ Nothing for certain, because edits and props are common
- ◯ That the dom is more serious than others

Answer. Nothing for certain, because edits and props are common. Staged scenes and props are part of the genre, and a post can't show what really happened.

QUESTION 3 OF 3

A sub grinds a dom's account every day. When is that fair?

- ◯ When he chose the scope, can refuse freely, and is thanked
- ◯ When the dom asks nicely
- ◯ When he has already given a lot

Answer. When he chose the scope, can refuse freely, and is thanked. Unpaid work needs terms. Without them it's free labour.

Gamedom words

Gamedom

Domination that uses a game as its stage.

Gacha

A game where random pulls give characters or items, usually for real money.

Pull

One random draw in a gacha game. Each one is a purchase.

Pity

A counter that guarantees a rare result after enough failed pulls.

Whale

A heavy spender. The word makes a risk sound like a status.

Gacha cuck

A kink where a dom visibly wrecks or takes a sub's account.

Account fixing

A format where a dom plays a sub's account. Ask who holds the login.

If a game is costing you money or login details you didn't plan to give, see The spiral and Where to get help.

REMEMBER IT

- Most gamedom is play, and playing together costs nothing.
- Many wrecking scenes are staged. What's sold is the feeling, and a staged scene leaves your account alone.
- A game login hands over more than a game. Keep it, and offer a live task instead.
- Pulls and gifts are real money. They count against the limit you set beforehand.
- Unpaid grinding needs terms: your scope, a free refusal, and thanks.

SOURCES AND EVIDENCE

Check it

Every claim with its evidence level and its sources.

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11 What makes it work is how attached he is: the more he built, the stronger the scene.

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