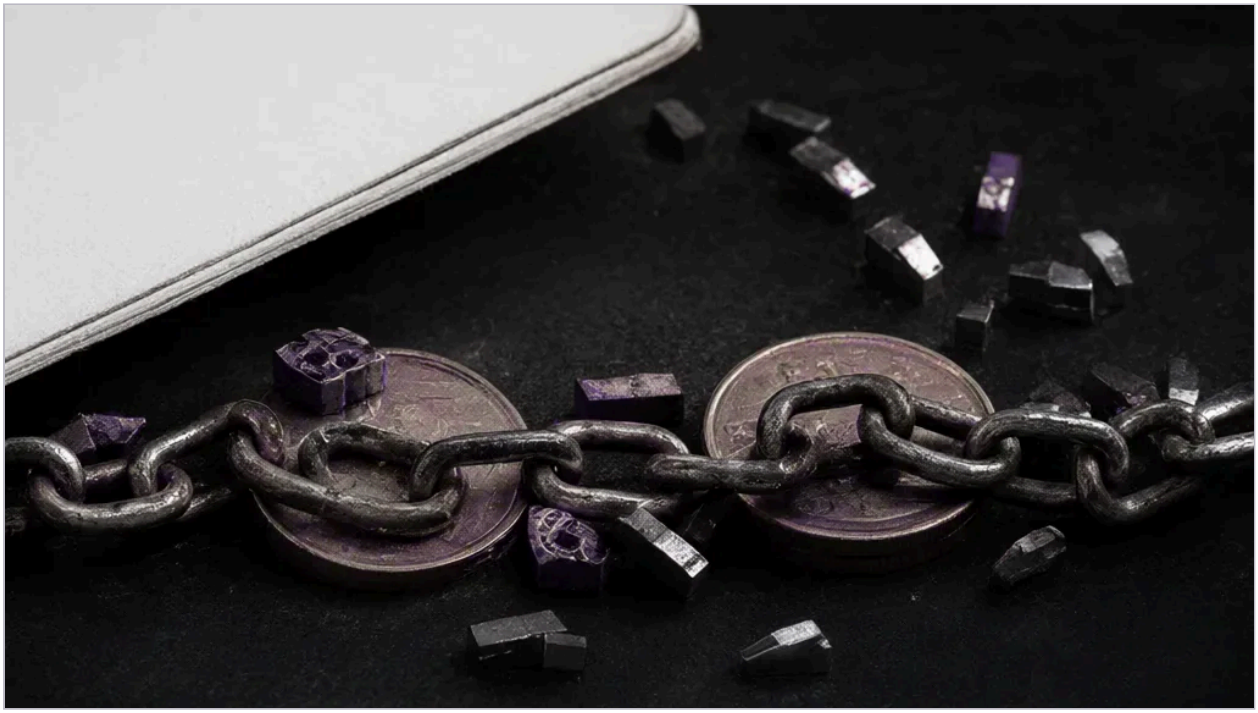
KINKS · CHAPTER 1

The kinks around money

Each kink around money, in plain words and with nothing explicit: what's played, what's real, and what to check before you say yes.

ENTRY K1 CATEGORY KINKS CHECKED 3 NOVEMBER 2026 READING 8 MIN
SECTIONS 6 INDEX 22



EVIDENCE ◆ Verified ◆ Reported ◆ Vivian's field notes ◆ Unverified

This chapter is not advice for your situation.

IN 30 SECONDS

01 A money kink is play where giving money, losing it or handing over control of it is part of the pleasure.

02 Most of these kinks are ordinary adult play with a script. What makes them different is that the money is real.

03 You can refuse words, labels and vows. A decent dom drops them and moves on.

04 Some designs are built to make stopping hard. Learn to spot them from the side of the person who pays.

05 Debt isn't play. If a game needs borrowed money, it isn't a kink anymore.

YOU WILL LEARN

- ✓ What counts as a money kink, and what each common one involves.
- ✓ Which words, vows and ownership lines are play, and when they turn into a lever.
- ✓ How chains of doms, game accounts and conditioning work, and what to ask before you join.
- ✓ Which pressure devices to recognise and refuse.
- ✓ How consent is checked inside a scene, and how to refuse a label.

> *Each of these is play between adults who agreed to it. What sets this group apart is that the money is real, and so is the person paying. Read every entry with that in mind.*
>
> — VIVIAN

PART 01

What counts as a money kink

A money kink is any play where giving money, losing it or handing over control of it is part of the pleasure. Press accounts say some subs describe the draw as the thrill of giving up control of their finances. ◆ One sub told a reporter that feeling weak is what he enjoys. ◆ The research literature records that clients are given demeaning titles such as money slave. ◆

In my own frame, the money kinks are being drained, being kept, being teased until the mind goes soft, being unable to resist a bet, and losing at a casino. Each one is a game with a clear start and a way out. ◆ The table lists the common ones.

Money kinks at a glance

	WHAT IS PLAYED	WHAT IS REAL	WHAT TO CHECK
Tribute and sending	Giving as homage	The money leaves at once	Your limit, set earlier
Soft dom	Gentle, caring words	The comfort brings people back	Whether the warmth rises with each send
Humiliation register	Mock names, scripted scorn	Your feelings about the words	The words you chose in advance
Ownership talk	Jealousy, vows, loyalty	Exclusivity can cut you off from other people	Who gains when you stop comparing
Faildomme and betadomme	A dom made to lose and pay	Cash moves up a chain	Where your money ends up
Gamedom and gacha	Losing a game account	The account has real value	Whether you chose the loss and set a limit on it
Conditioning	Repeated cues and phrases	Habits can last	An agreed off switch
Bets and casino loss	A game the house wins	Real money, if the chips are real	A visible total and a stop that works

	WHAT IS PLAYED	WHAT IS REAL	WHAT TO CHECK
Foot, heel and worn items	Fetish content	Gifts and addresses	Budget and anonymity

Foot, heel and worn-item content is a common theme in this scene, and scent or worn-item kinks often go with footwear. With a drawn persona, a worn item means there's a real person behind the account, which is an identity and address risk for both sides. A persona's wishlist is often built around her theme, so a tribute can turn into a purchase for her taste. ◆

For some subs, sending is the kink itself, and some doms get aroused by receiving. ◆ A dom who tells you so is describing her own pleasure. It doesn't make any amount you send smaller.

PART 02

Words, softness and ownership

The register

Findom talk uses mock names for the sub, like paypig, simp or beta, as scripted play. Both sides know it's a script, and the same dom can switch to soft pet names a few messages later. Decide which words you accept before the first session. ◆

Brat play is the mirror image: the sub teases, acts cheeky and tests limits, and the dom answers with mock threats and mock punishment. It only works when both treat it as a game, and the dom is the one who says when the teasing has gone too far. ◆

TRY IT

Which words do you accept?

A new dom greets you on your first evening with a nickname you dislike. You didn't agree to it.

A Say once, calmly, that you want another name, and ask for it

The right answer. Refusing is part of the game. A dom who drops the label and moves on is behaving well. One who argues has told you something useful.

B Say nothing and hope it passes

Not this one. The label will come back. Saying so early costs less than putting up with it.

C Send a tribute so that she stops

Not this one. Money doesn't buy you out of a word. It also teaches the session that your discomfort pays.

Soft dom

Some subs come for a gentle, caring register instead of humiliation. Many personas offer both, and the soft one is often given as a reward. ◆

VIVIAN'S FIELD NOTES

Soft doesn't mean harmless. In my experience the comfort is real, and it's also one of the main reasons people come back, so it works as kindness and as retention at the same time. The question I'd ask is whether the warmth rises when you send and cools when you don't.

◆

Ownership and possession

Ownership talk is common: fake jealousy when you talk to other doms, vows of loyalty, lines saying you belong to nobody else. As roleplay it's a kink. The same sentences can also put you off comparing doms, or off building a life that doesn't revolve around one persona. ◆ The words are the same either way. What changes is who gains, and whether you can walk away.

Play or lever?

WHAT THEY SAY OR DO

01 *Jealousy when you talk to other doms*

THE COUNTER

Enjoy it as theatre if it ends when the session ends. If it follows you into your day, say so and step back.

WHAT THEY SAY OR DO

02 *A vow tied to a purchase*

THE COUNTER

A vow can be play. A vow that needs a purchase every time is a price. Decide the amount before you read the vow.

WHAT THEY SAY OR DO

03 *"Your sends make me stronger"*

THE COUNTER

This line makes quitting feel like undoing your own work. It's a role. Your limit stays where you put it.

WHAT THEY SAY OR DO

04 *"You belong to me alone", never agreed out loud*

THE COUNTER

Exclusivity only counts when both of you said yes. If you didn't, nothing was betrayed.

Each line is play when you chose it. It becomes a lever when you can't say no, or when it moves your money.

◆

Chains and hierarchies

A faildomme plays a dominant who fails: she takes tributes from her own followers and hands them to a stronger dom, who humiliates her for it. A betadomme is financially submissive to a senior dom and is told to pass up what she collects from her own subs. ◆ The humiliation is the kink. The money moving up the chain is the part you need to be able to see.

If you're the sub at the bottom, the persona you pay may be passing your money upward. That can be a fair game when you know it. When you don't, it's a scheme dressed up as a game. ◆

RED FLAGS

A chain you can't see

- She won't say who gets what she collects.
- A senior persona keeps showing up in her story and on her wishlist.
- You're asked to send to another persona for her.

Counter. Ask where the money ends up before you send. A vague answer counts as a no, and you choose your own amount.

Games, conditioning and grown tastes

Game accounts

Gamedom and the kink often called gacha cuck use your attachment to a game account as the stake: a dom visibly wrecks or takes what you farmed. It's sold as a loss the sub chose. Footage of this play is often staged, so what you see may not be what happened. ◆

MYTH

~~It was your choice, so it's safe.~~

FACT

A choice counts when you understood the loss, set the limit beforehand and can stop at once. Never hand over a login, because access is never part of the game. See Before your first send. ◆

Conditioning

Conditioning kinks work by repetition. Brainwashing play narrates a change in your thoughts and habits. A recorded click or snap can be paired with obedience until the sound alone brings the reaction, an idea borrowed from animal training. Typing a repeated phrase adds a cheap hypno edit layer. Repeated sessions with praise and ritual can turn a passing taste into a lasting one, and some doms treat that as the goal. ◆

Tastes can also be grown. Some doms introduce a fetish to many followers on purpose, and a sub may notice a new urge growing fast. ◆ The claim that a fetish can be installed in nearly everyone is a boast, and there's no data behind

it. ◆ If an urge grows fast, ask yourself whether the interest is really yours, and look at your budget either way. ◆

Agree a trigger and its off switch

1. Before any cue is used, ask what it will do and what it's meant to feel like.
2. Agree the words that end it at once, such as a safety word.
3. Agree how a cue gets switched off later, so the sound or phrase can't follow you around.
4. Start small, and check how you feel afterwards. A click and an image together can be stronger than either one alone.

PART 05

When the design pushes you

Some money kinks are built as designs, and a design can push harder than the play. One author has compared some cases to problem gambling. ◆ A support-group leader said that addiction itself has become a fetish. ◆ In my experience the person who sells these devices usually knows what they do. Playing with fictional chips keeps the loss inside the game. The Casino made by Vivian uses fictional chips, but it's only planned and hasn't been reviewed, and I don't claim it's safe. ◆

Devices to recognise

WHAT THEY SAY OR DO

01 *A bet you're dared to resist, with no prize for winning*

THE COUNTER

The house wins every way, so the only thing left to decide is how much you lose. Walk away, or play for fictional chips.

WHAT THEY SAY OR DO

02 *"So close" near-misses on most losses*

THE COUNTER

The near-miss is part of the display. Decide your total before the first spin and stop there.

WHAT THEY SAY OR DO

03 *Captions that mock your return, urge you to borrow or promise to forget your name*

THE COUNTER

They're written to make you spend again. Never borrow to see more. Mute the account.

WHAT THEY SAY OR DO

04 *A surprise mode meant to be switched on after a few sends*

THE COUNTER

The biggest spend comes once you're already engaged. Read what every mode does before you start.

WHAT THEY SAY OR DO

05 *"Just this once"*

THE COUNTER

A rule written in advance answers it. Say that your limit is your limit.

WHAT THEY SAY OR DO

06 *A tailored image sent after you said no*

THE COUNTER

Consent to receive adult material comes first. Say no again, or block.

WHAT THEY SAY OR DO

07 *A public ranking of top senders*

THE COUNTER

A ranking turns money into status. Decide whether your handle belongs on it.

Each device works because it feels good in the moment. You make the counter earlier, when you're calm.

◆

Dazed reports that some money slaves get pleasure out of being in debt. ◆ One writer asked whether it's really consent when someone is too aroused to think straight. ◆

VIVIAN'S FIELD NOTES

Many newcomers can accept a large send as a kink and still balk at debt. I think that reaction is right. A game that needs borrowed money isn't a kink anymore. It's harm.

◆

If money is short, the money part stops. If a game has already put you in debt, read The spiral, Breaks that hold and Where to get help. ◆

TRY IT

Spot the device

QUESTION 1 OF 1

A game shows “so close” on most losses. What is it?

- ◯ Bad luck that will turn
- ◯ A display feature that keeps you playing
- ◯ A sign that you should raise the stake

Answer. A display feature that keeps you playing. Near-misses are designed. Set your total first and stop there.

PART 06

Consent inside a scene

Consent gets checked in small ways during a scene. A dom may show pictures tied to different kinks and watch how you react. When you say one isn’t yours, a good dom accepts it and moves on. A dom doesn’t have to serve every kink, and she can decline play that’s hateful, like scenes built on contempt for a race or a group. A sub can decline the same. When you join a server, keep your kink roles accurate. ◆

Threats from the real world aren't part of any of this. One first-person press account calls threats of exposure a common punishment from financial doms. ◆ Another article reports some doms who blackmailed subs. ◆ A threat you didn't agree to as part of a scene is blackmail. If it's happened to you, read Where to get help.

Free, confidential helplines exist in most countries.

Find a helpline →

REMEMBER IT

- A money kink is play, and the money in it is real.
- You can refuse words, labels and vows, and a decent dom drops them.
- Ask where the money ends up before you join a chain.
- Pressure devices work because they feel good. Make your counter when you're calm.
- Debt isn't play. A threat you didn't agree to isn't a scene.

SOURCES AND EVIDENCE

Check it

Every claim with its evidence level and its sources.

EVIDENCE LEVELS

◆ Verified	Checked against the original source.
◆ Reported	Stated by a serious secondary source read in full.
◆ Community	Widely said in the scene; no document proves it.
◆ Vivian's field notes	First-hand experience, not a study.
◆ Unverified	Plausible, not proven yet.

01 Press accounts say some subs describe the draw as the thrill of giving up control of their finances.

◆

How paypigs have been funding their fetish during the pandemic (https://www.dazeddigital.com/life-culture/article/51485/1/how-paypigs-have-been-funding-their-fetish-during-the-pandemic)

Archive (https://web.archive.org/web/20260727185610/https://www.dazeddigital.com/life-culture/article/51485/1/how-paypigs-have-been-funding-their-fetish-during-the-pandemic)

Accessed 3 November 2026

02 One sub told a reporter that feeling weak is what he enjoys.

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[A domme] gets thousands from strangers she's never met. They all have one thing in common (https://www.sbs.com.au/news/the-feed/article/minki-gets-thousands-from-strangers-shes-never-met-they-all-have-one-thing-in-common/yyqp7x93n)

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03 The research literature records that clients are given demeaning titles such as money slave.

◆

Findommes, Cybermediated Sex Work, and Rinsing (McCracken and Brooks-Gordon, Sexuality Research and Social Policy 18(4), 837-854, DOI 10.1007/s13178-021-00609-3) (https://www.ebi.ac.uk/europepmc/webservices/rest/PMC8418458/fullTextXML)

Archive (https://web.archive.org/web/20261016030740/https://pmc.ncbi.nlm.nih.gov/articles/PMC8418458/)

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35 If an urge grows fast, ask yourself whether the interest is really yours, and look at your budget either way.

36 One author has compared some cases to problem gambling.

The Psychology of Financial Dominatrixes (blog post) (https://www.psychologytoday.com/us/blog/in-excess/201612/the-psychology-financial-dominatrixes)

Accessed 3 November 2026

37 A support-group leader said that addiction itself has become a fetish.

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[a former participant] has seen men left broke and hungry from 'paying women to talk to them' (https://www.sbs.com.au/news/the-feed/article/the-online-kink-thats-leaving-some-men-homeless-bankrupt-and-normalising-suffering/vocm5xt30)

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