



CYBERTECH

BRAND NEW, COMPLETE, ORIGINAL

CYBERSEX[®]

HOME VIRTUAL REALITY SIMULATOR SYSTEMS

Completely self-contained, designed for personal home use

READY-TO-ENJOY • NO COMPUTER NEEDED!

ELIGIBILITY REQUIREMENTS EXPLAINED BELOW

You'll Never Buy An X-Rated Video Again!

SEXUALLY ORIENTED ADULT ENTERTAINMENT AS YOU KNOW IT IS ABOUT TO CHANGE FOREVER; IF YOU WANT TO BE ONE OF THE FIRST TO EXPERIENCE THIS INCREDIBLE NEW BREAKTHROUGH, KEEP READING . . .

cybersex n. (sigh-burr-sex) - a sexual encounter that one experiences utilizing the new technology of "virtual reality," i.e. not occurring in reality, but with all the sensations, pleasure, and orgasmic response of real sex so faithfully duplicated, as to be virtually indistinguishable from the real thing. (See also cybersexual intercourse.)

In about 11 seconds, as you read this letter, your eyes will come in contact with what are assuredly **the two most significant words of the 20th century, and perhaps of history itself.**

Are you ready? Here they are:
VIRTUAL REALITY.

If you've never heard the expression, "Virtual Reality," or "VR," for short, *don't worry; you will.* I guarantee you that there won't be a single corner of the civilized world that will not feel the reverberations of this miraculous new discovery's impact.

If you *have heard* about "VR," or Virtual Reality, you know that it is the **most phenomenal breakthrough** to emerge from science in decades. The whole world is talking about it: *The Los Angeles Times Magazine* and other major metropolitan newspapers have covered it; Talk-show mogul Phil Donahue experimented with it on national TV in front of millions of viewers; Author Stephen King made it the subject of his best-selling-book-turned-blockbuster-movie, *Lawnmower Man*; Kids across of America are lining up at arcades and spending an entire week's allowance to experience 45 seconds of this mind-blowing new form of entertainment; A popular hotel/casino in Las Vegas has a coin-operated system installed that generates more income than most of its black/jack tables; There are even *some McDonald's Restaurants that have installed VR systems*, to capitalize on the guaranteed, magnetic draw of such an incredible attraction.

What is VIRTUAL REALITY? Quite simply, it is the most revolutionary concept that has ever hit the world of communications. It is nothing less than a *technology that can virtually re-create reality* - every sight, sound, smell, touch and sensation of any human experience can be duplicated, "cloned,"

with a system that simulates all the sensations of the Real McCoy, and allows a subject (you, for example) to experience and enjoy the little episode as *if you were really there; no human being can tell the difference.*

How have scientists come up with this breakthrough? By studying cerebral wave patterns and conducting complex computer analysis of how the human brain interprets stimulus, researchers have actually discovered "the building blocks" of sensory perception, and *more incredibly, are able to re-create, or "clone" those patterns*, resulting in an experience *so indistinguishable from the real thing*, that it has been dubbed "VIRTUAL REALITY."

Since the mind's conscious interpretation of incoming stimulus is what determines the nature of human experience, this means that **actual events in human experience can be synthesized, re-created at will**, to be "re-played" at any time, with any subject (you), like today's video cassettes, but on a **far more realistic level.**

Upon its discovery, the implications of VIRTUAL REALITY as an educational and entertainment medium were immediately obvious. Situations could be simulated and "played back" under test conditions - an unparalleled training aid for pilots, the military, police officers, health care professionals, etc.

As a medium of entertainment, however, its implications were **truly astounding.** Imagine being able to "re-live" any situation you desire, whenever you want, as often as you want to? Imagine "custom tailoring" a sexual experience to your own stringent requirements - every detail, every nuance - *exactly the way you like it.* Not only that, but also *available whenever you want it, as often as your body can handle it!* Gay or straight, the subject matter is at your total command; *the only limitation is the human imagination.* Are you beginning to grasp the phenomenal scope of this discovery?

"We've discovered that our imaginations are like high-powered race cars and in the land of Virtual Reality, there are no speed limits, no stop signs, and you never run out of gas..."

Betty Jo and Darryl Sanderson, Spokane, WA*

The first Virtual Reality simulation systems began making their appearance at consumer electronic trade shows, and models were developed for commercial use in amusement arcades. It wasn't until 1990 that a man named Peter Webber, whose firm had been contracted by major movie studios to research new entertainment technologies, (and who also, incidentally, is writing this letter to you) came upon one of these systems at a trade show. In a brainstorm, he realized an as-yet-untapped area that would be an instant hit: **SEXUAL EXPERIENCES IN VIRTUAL REALITY - so detailed, so true-to-life, it would be a perfect "clone" of the real thing.** Every voluptuous curve of the perfect sex partner would be recreated to your specifications; that indescribable "tingling" in your groin; every sensation of a totally satisfying sexual experience - **exactly duplicated - indistinguishable from the real thing.**

If the magnificent implications of SEXUAL EXPERIENCES IN VR are still not clear, let's make a simple comparison between REAL SEX EXPERIENCE and CYBERSEX VR SIMULATOR EXPERIENCE:

REAL SEX

1. You may never have an experience with the "partner of your dreams."
2. Frequency often depends on mood and receptiveness of female partner.
3. Risk of pregnancy/disease can interfere and dampen pleasure.
4. Infrequent/not always available.
5. Finding and seducing partners can be very expensive.
6. For your pursuit, you need a nice car, a nice pad, nice clothes, and plenty of money.

CYBERSEX

1. You can enjoy your "dream partner" any time you want.
2. Frequency depends entirely on you; The words "no" and "headache" do not exist in virtual reality.
3. The safest and most satisfying sexual encounters known to man - always.
4. How often can you handle it?
5. For unlimited experiences, you incur a one time charge that costs less than dinner and a movie.
6. You need only an electrical outlet.

Please note - I've used a heterosexual scenario to make our point above, **but I want to make one thing perfectly clear: Virtual reality experience is entirely dependent on the orientation of the user - gay, straight, bisexual, groups, "kinky," or whatever - there is no sexual discrimination in virtual reality!**

To get back to our story, Peter Webber also happened to be a consultant to a major studio (which is why he was at the industry trade show to begin with). This new project became his private passion. After 3 years of intensive development, he developed the CYBERSEX HOME VR-SIMULATOR SYSTEM, so that the marvels of this new technology could be appreciated firsthand by consumers in the privacy of their own homes.

"Comparing a conventional videotape and a stereo system to a VR (virtual reality) system is like comparing a tricycle to a jet plane."

Kyle Miller, Nashville, TN*

Perhaps the most wonderful thing about technology is that it constantly seeks to improve upon itself, to make its wonders accessible to the most people at the most affordable price it can. A decade ago, video cassette recorders cost in excess of \$1,000; today they are little more than a tenth of that; the fax machines of yesteryear were very expensive; today's model are a fraction of their ancestor's cost; computers are yet another example.

And the same is true of Virtual Reality technology: the components that used to cost thousands of dollars can now be had for far less. This fact, coupled with the tremendous resources available to our movie and entertainment industry, make the time "ripe" for a breakthrough of this nature.

So why isn't this miraculous new form of entertainment - everyman's "DREAM MACHINE" - available on a mass level?

It's simple - the "giants" of consumer electronics - the firms that have the muscle and the savvy to put one of these incredible magic boxes in every home, don't want to release the goodies yet. They have to keep the price in the stratosphere, to "milk" the consumers, just like they did with VCR's CD players, and every other new development they've come

out with, until competition makes them lower the price tag to a more realistic, affordable level.

But it doesn't have to be that way - not this time. Take advantage of this invitation we've sent to you. Try out our CYBERSEX HOME VR SIMULATOR SYSTEM. Find out what the noise is all about, and why the whole world is buzzing. Then write a letter to the top bananas who produce the machines that we use to enhance our leisure time. Tell them how you feel about it. Demand mass production. To help you towards that end, we promise we'll ship you the genuine article, lock-stock-and-barrel, ready to use and experience, for only \$39.95 each. Or, if you prefer our multi person system will enable you to take that special person or persons through your journey to sexual ecstasy. The price of the multi person system is only \$59.95 each.

We've got the only system of its kind, right here in the movie capital of the world, ready to ship direct to you; we alone have found a way to deliver a system like this one for this price.

"Here words and pictures can't describe her... my dream girl from 'Cyber'..."

Leonard Soames, Baltimore, MD*

It's our hope that the commotion and public reaction and word-of-mouth publicity generated by our unusual marketing plan will alert the super-powers in home electronics to the demands of the buying public.



We have only three requirements in return for this incredible offer:

1. You must be an adult at least 18 years of age.
2. We request the name and address of another adult (a friend, relative or acquaintance) who is also over 18 and shares your interests in entertainment. We have provided a place on the order form for this information. Please fill in completely.
3. You cannot be an employee of CYBERTECH SYSTEMS, nor can you be a relative of an employee.

So what's in it for us? We're glad you asked. No, we're not bleeding-heart philanthropists, nor are we crazy. We just happen to own the patents on a lot of the peripheral technology that makes virtual reality possible. If it takes off like we think it will, one of the heavy hitters in home electronics will have to ink a deal with us. Then, a small group of technical engineers in Universal City, California will become millionaires overnight. My staff and I will be "virtually" set for life, as the expression goes. Now do you get the picture?

Peter Webber

*Unsolicited endorsements - on file at corporate office.

Applications to obtain this product must be filled out completely and signed to be eligible. There will be no exceptions.