

How to Win at Fap Hero

Contents

1	What Clearly Works	2
1.1	Lube	2
1.2	Breathing	2
1.3	Abusive Warm-Ups	2
1.4	Tighten Your Pelvic Floor	3
2	Cheating	3
2.1	Breaking the Spirit of the Rules	3
2.1.1	Retrograde Ejaculation	3
2.1.2	Full Bladder	3
2.1.3	Orgasm Just Before Playing	3
2.1.4	Alcohol	3
2.2	Breaking the Letter of the Rules	3
2.2.1	Continue Playing Even After Losing	3
2.2.2	Pause on the Brink of Losing	4
3	What May Work	4
3.1	Normal Warm-Ups	4
3.2	Posture	4
3.3	Train Your Pelvic Floor	4
3.4	Just Keep Playing Until You Stop Losing	4
3.5	Relax	4
3.6	Grip	5
3.6.1	Location	5
3.6.2	Intensity	5
4	What Doesn't Work	5
4.1	Holding Your Breath	5
4.2	Bad Warm-Ups	5
4.2.1	1-10 Method	5
4.2.2	Empty Balls	5
4.2.3	Fapping Earlier	5
4.3	Relaxing the Pelvic Floor	5
4.4	Urinating Shortly Before Playing	5
5	Are Fap Heroes Actually Fun?	5
6	Reviews	6
6.1	SWZBHMV Compilation	6
6.2	FH - Holiday Hentai Connoisseur	7
6.2.1	Attempt 3	7
6.3	Souly Henrietta - Mako	7

6.3.1	Attempt 1 - Lost, but did not intend to play	7
6.3.2	Attempt 2 - Won	7
6.4	Fap Hero - Christmas Treat by 42INTL	8
6.5	NeoTheorism - Defiance	8
6.6	Mantis-X HVM Megamix II Fap Hero	9
6.7	Mantis-X HVM Megamix	9
6.7.1	First Loss	9
6.7.2	Second attempt	9
6.8	Bastati - Sinful v2.1 (WHITE)_fix	10
6.8.1	Attempt 1	10
6.8.2	Attempt 2	10
6.8.3	Edge Hero	11
6.9	T-ReXXX: Cumback	11
6.10	Souly Nanaya - Fap Challenge - Henrietta [4K 120 fopos]	12
6.11	PixelFH - Mizumizuni FH Challenge Full Release	12
6.12	Bastati - Exga Edge Challenge	13
6.12.1	First Attempt	13
6.12.2	Second Attempt - Won	13
6.12.3	Replay	14
6.12.4	Replay 2	14
6.13	HVM_Gemini FH Compilation	14
6.13.1	First Attempt	14
6.13.2	Second Attempt - Clean Win	14
6.14	JAV Hero - Junsui V2	15
6.14.1	First Attempt	15
6.14.2	Second Attempt	15
6.15	Wicked R34 - Scylla	15
6.16	Martoise - Marcurial Reboot	16
6.17	Martoise - Marcurial 2	16
6.17.1	Attempt 2	17

1 What Clearly Works

The following is honourable and clearly works.

1.1 Lube

Just use lots of it. It clearly helps. You want to use actual lube. Substitutes will dry too fast or make too much mess to tolerate while playing a game that has “don’t look away” as a rule. I also recommend against spit because it interferes with your...

1.2 Breathing

Everyone agrees that this is key. It seems that breathing out is more important than in. Don’t breathe too deeply in, since that makes you go out of breath and lose. Holding breath is also a loss. You want to shallowly breathe in, then slowly out. Using your belly may help. Panicked rapid breathing sometimes helps on a super hard section, but the dizziness that follows can be fatal.

1.3 Abusive Warm-Ups

Rather than that 1-10 method (discussed later) or finishing, spend 5 minutes before the game utterly abusing your cock. The idea is that you just need to overcome the initial sensitivity.

The effectiveness of this is unbelievable. You can even feel it during the warm up. Your sensitivity disappears as suddenly as a switch being flipped. On my first try, I beat an entire Fap Hero. It's failed for me once and I'm not sure why, probably something to do with it being after a month of not cumming. Sometimes, it feels like the warm-ups have no effect. However, when they work, you are sure to win.

The sign of a good warm-up, I think, is if the sensitivity leaves you when you start to generate pre-cum.

1.4 Tighten Your Pelvic Floor

I'm afraid that I cannot give any details on this. I can simply say that from experience of trying many different things with my pelvic floor, keeping it tight while playing certainly helps a lot. You can afford to relax it occasionally, but keeping it tight throughout pays off.

2 Cheating

The following clearly works, but are obviously not a fair way to play. Some are cheats that let you follow the letter of the rules and still win. Others violate the letter but let you have more fun.

2.1 Breaking the Spirit of the Rules

How to technically win but not play fair. I don't enjoy any of them.

2.1.1 Retrograde Ejaculation

If you hold the pelvic floor muscles tight as if you were doing kegels while playing, then you can cancel orgasms. I find that this is a terrible idea. It makes the eventual orgasm boring. There are certainly fair and good endurance benefits to maintaining a tight pelvic floor while playing, but going so far as to cancel an orgasm ruins it.

2.1.2 Full Bladder

Even if you abstain from drinking for hours before playing, downing a glass of water just before you play will give you a full bladder in the later rounds of a long Fap Hero. This distraction will give you an unfair advantage. I find the only fair way to play is to abstain from drinking for a while before playing, try to poop just beforehand, and slowly drink water between rounds.

2.1.3 Orgasm Just Before Playing

This obviously works. You will feel almost nothing even in hard early rounds. It will be as if it is biologically impossible to cum. That said, my sensitivity returned in round 4 of my attempt with this technique and I lost super fast. It didn't feel great.

2.1.4 Alcohol

You go soft when you're drunk. Even just a couple of cans is enough.

2.2 Breaking the Letter of the Rules

One of my conclusions is that Fap Heroes are more fun to cheat than to play. Breaking the letter of the rules does not make you a winner, but it can be much more fun.

2.2.1 Continue Playing Even After Losing

Continuing playing after a loss is clearly cheating, but some people recommend it as being fun. The big question is if you take a break after the loss.

2.2.1.1 Without Pause Continuing to play after cumming just hurts. This was my story from trying it once:

- Round 1: Cum.
- Round 2: Every stroke hurts.
- Round 3: Sexually bored.
- Round 4: Cum again. Feels quite good.
- Round 4+: Just sexually bored. Nowhere near cumming again.

Overall, I'll not do that again. It caused pointless harm and mess like a swollen cock and cum going all over me and leaking down my chair.

2.2.1.2 Shower After Failing Losing, showering to fully clean up, then continuing from where I lost worked for me. I was left in a good mood for many hours afterwards.

2.2.2 Pause on the Brink of Losing

There is no question that this is the only way to play if you have gone a prolonged amount of time without fapping. I find that this is actually the most fun way to play. When you cheat a Fap Hero, you can edge. When you play for real, you cum un-satisfyingly. Doing it regularly may even improve your endurance.

I suppose that slowing down when you're on the brink is equally valid. I'm sure that I have tried this but I somehow have no notes.

3 What May Work

I try to keep notes of anything that other people recommend, but I have not had the time to try all of them. What follows are other people's suggestions.

3.1 Normal Warm-Ups

Rather than that 1-10 method or finishing, have a genuine fap session but quit before finishing and calm down. I am not confident that I have ever had this work. Others have.

3.2 Posture

There is some idea that it matters, but nobody says what is ideal. For example, where do you put your legs?

3.3 Train Your Pelvic Floor

Do kegel exercises.

3.4 Just Keep Playing Until You Stop Losing

It is said that you just need to play regularly and you will gradually improve.

3.5 Relax

Control your arousal. Clear your mind... Honestly, I have no idea how to do this. The only similar thing that has worked for me is to relax my breathing and try to calm down when I think that I'm at risk of running out of breath.

3.6 Grip

3.6.1 Location

Grab your cock from the very bottom. I normally go middle, but you last much longer with bottom. I blame my choice on having never shaved my pubes.

3.6.2 Intensity

I generally suggest a less than serious grip. If you take a serious grip, then any Fap Hero that tells you to temporarily tighten will force you to death grip. A death grip is always a loss on such Fap Heroes, as I learned many times playing Mizumizuni.

4 What Doesn't Work

4.1 Holding Your Breath

This is an instant fail. You can prove it without even playing. Holding your breath for one minute while fapping will have you finish instantly.

4.2 Bad Warm-Ups

4.2.1 1-10 Method

Apparently, the first 5 minutes is when you're most sensitive. One trick is to start with 10 shallow strokes, then 9 shallow plus 1 deep, and so until you only do deep. I find that this isn't enough. I've cum in under two minutes when playing after using it.

4.2.2 Empty Balls

Emptying your balls earlier in the day doesn't work. I once lost in round one of a Fap Hero despite it being my third orgasm of the day. Being empty is not enough.

4.2.3 Fapping Earlier

Just fapping earlier in the day isn't enough for a warm up. The warm-up needs to be recent.

4.3 Relaxing the Pelvic Floor

I'm not convinced that this works at all. Deliberately relaxing the pelvic floor is the opposite of the reason why kegels work.

During an edging session, I managed to cum without touching myself by relaxing these muscles. It feels like you're at risk of wetting yourself and decide to see what happens when you stop resisting it.

4.4 Urinating Shortly Before Playing

Always give it at least 10 minutes, maybe even 15, between urinating and playing. I find that not doing so makes you more sensitive and weakens your pelvic floor. There is no trick where urinating makes you less sensitive.

5 Are Fap Heroes Actually Fun?

The above techniques will let you win a Fap Hero, but is it worth it? I find that with some Heroes, you focus so much on the breathing and beat bar that you don't notice anything else. Losing is never fun because your

attention is too much on avoiding the loss to enjoy the orgasm. As for winning, I'm not sure about winning fairly.

Marcurial 2 is so good that it let me make conclusions on the entire genre. It proved that Fap Hero is not for me. Here is how I see the genre today:

- When a Fap Hero is easy, it's pointless.
- When it's hard, it becomes a cardio test that makes neither fapping nor losing fun because you're so damn focused on your breath and pelvic floor.
- When it's just slightly too hard, you go an inch over the edge and have an unsatisfying orgasm.
- When it's way too hard, it's obviously no fun at all.
- If the breaks are too long, you go soft.
- If the breaks are too short, you also go soft (I presume it's numbness from the repeated stimulation).
- Even when I win, the victories feel hollow. They are more like a workout than a sexual experience.

Overall, the only way for a fairly played Fap Hero to be truly fun is if it manages to edge you or if some breath play hits just right. Alas, there isn't any way for a Fap Hero creator to tune the difficulty to your dick so perfectly. It's a shame that Bastati's Exga Edge Challenge is the only Fap Hero designed to edge you.

I truly believe that it is more fun to cheat a Fap Hero than play it by the rules. And that's just the actual playing. The preparation required for playing fairly is a massive cost that a cheater does not face. One of the biggest downsides of a Fap Hero is its nature as an endurance test. Because you can't look away, you need to make damn sure that you won't need a piss break or need to warm up the room. This sounds trivial, but it isn't. You need to control your liquid, caffeine, and alcohol (whisky dick is cheating) intake for hours before playing. Even when you commit to playing, there is often half an hour between committing to playing a Fap Hero and actually being able to play it. And that's assuming I don't do a warm up. It just isn't worth it! I definitely won't go back to the genre unless something in my environment changes, like the purchase of an onahole.

6 Reviews

As part of writing this, I needed to play a lot of Fap Heroes and make notes of them. These are those notes. That said, I wrote much of this document while re-playing the OP is a Faggot Fap Hero after a half-decade break. I had to play it so many times that I cannot fairly review it.

6.1 SWZBHMV Compilation

I beat it! My only cheat was that I took a very low grip. I didn't have much fun.

What can I praise? The voices and moans were appreciated, but also repetitive. I think that's all that I can praise.

Although the beat bar was usually easy, the breaks between rounds were short and few. Somewhere around the 35 minute mark, it started to feel more like a test of my lungs than my dick. I was almost soft in the final round, near dizzy from the breathing. Perhaps because the scenes changed so often, my focus was far more on the beat bar than the women.

Not a single scene is memorable. With only two exceptions – a round that is clearly building up to being hard and a round that tells you that it's changing the BPM – the rounds had no personality. The fap hero as a whole had no unifying theme, except for maybe sheer noise. There is even one part where they start shaking the screen and blurring the marks on the beat bar. Lots of music and video is repeated entirely. The music is also not sexy at all. It is mostly noise and hides the sound indicating each beat.

Complete 5/10 fap hero, like »8649232 said. I will be deleting the file immediately.

6.2 FH - Holiday Hentai Connoisseur

My first attempt was after a three-week break from fapping. I had no warm-up, focused on a low grip, and played shortly after having a piss. I had to pause at 03:10, 04:39, and 05:36, only to cum at 07:00. I was surprised by how short the in-game breaks are. My second attempt was 12 hours after the first, but was in otherwise identical conditions. I unfortunately had my first pause at 08:13, which was just before the round ended (I couldn't have known). I was losing breath at that point. Despite the pause, I lost at 09:20.

What should I conclude from this? Is it just a hard Fap Hero or am I playing wrong? I think that I either need to train my breathing (how?) or treat pre-game warm-ups as absolutely mandatory.

Also, is it just me or does breathing in seem more important than breathing out? I don't know a better way to phrase that.

6.2.1 Attempt 3

Warm up: Cum much earlier in the day. About 10 minutes of cock abuse. Toilet break shortly after, which was my full break between warm-up and play. Enough to lose my erection but not catch my breath. About 10 minutes of break in total.

I won! I've defeated Hentai Connoisseur - Holiday!

Regarding the difficulty, it puzzles me. I struggled early on. The ultra short breaks are a killer. But somewhere, I think around the 16 minute mark, I started going soft. In one of the final few rounds, my dick was so small that I couldn't get a proper grip. As »8682952 said, the final round is hard. It is the only round that made me regain my erection.

As with the OP is a Faggot Fap Hero, I credit my victory to warming up by spending 10 minutes abusing my cock and then taking a short break before playing. I think that shallow breaths may also help. Deep breaths oddly make you go out of breath, which results in a loss. A tight pelvic floor is also very important. Fuck anyone who says to relax it.

The victory felt hollow. I'm proud to have won and the orgasm has put me in a good mood, but the cum round was so short (37 seconds) that I had to replay it. The actual ejaculation wasn't fun. More and more, I question why playing these games is preferable to edging. Losing, particularly if early, is never fun. And I find that my actual playing is dominated by my focus on my breathing, pelvic floor, and the beat bar. At times, I don't really notice the porn. The only memorable content is around 13 minutes with the masturbating girl. That was hot. I've forgotten the rest. It doesn't have the personality or music of OP is a Faggot.

6.3 Souly Henrietta - Mako

6.3.1 Attempt 1 - Lost, but did not intend to play

That was interesting. I lost at the 11 minute mark despite not finding the porn or music all that effective. The "blue" mode where you do rotating strokes was basically free. I'm not sure what beat me. I think that I just hit a difficult section.

More and more, I'm convinced that warm-ups are mandatory. I didn't go in to this intending to play. The novelty of the mechanics just made me start playing.

6.3.2 Attempt 2 - Won

6.3.2.1 Methods After 2 weeks without a fap:

- Tight floor
- Shallow breaths
- Abuse

6.3.2.2 Thoughts The most obvious thing to say about Souly Henrietta's Mako is that it is dripping with personality. The premise is that you are proving yourself worthy of a girl. But the personality goes much further than that. At times I was laughing. It's the funny kind of cute. Skip to 14:30 if you want to see what I mean about it being funny. At 15:50, you hear a doorbell!

Another contributor to its personality is the different modes. The colours on the beat bar tell you which of three fapping methods to use. Also, a solid bar means to go wild. Something about this system got me in a trance in the round ending 9:06. It's nice. However, I don't own an onahole, so the blue beat "rotating" parts were essentially free. The only challenging blue part is at 12:50. The blue bar there lasts 30 seconds. That round might have been the hardest for me.

The last hard part is the round starting 16:29. If you can get through that, you will win. Luckily for me, I started to go soft at some point during this round. The next round is dubstep, which makes it easy. It's distracting. My pelvic floor was getting tired, but I couldn't lose to this. The final round, starting 25:52, has a bizarre change in art style that lost me completely.

I did not realise that the cum round was the cum round. I thought that its timer was just to signal how close I was to a difficulty spike. I think it says something about the difficulty if I, after two weeks of not fapping, beat the cum round. I did really appreciate the timer though. Upon my unexpected victory, I only felt like I had a good workout. It didn't feel like a sexual experience.

You will have noticed that I'm using timestamps. The rounds aren't clearly separated or labelled and you hardly get breaks. The parts between rounds are much easier than others, but you won't get much time where you aren't fapping.

I really want to praise this, but the last few rounds completely fucked up. And as always, I feel like my eyes were on the bar instead of the porn.

6.4 Fap Hero - Christmas Treat by 42INTL

I'm ashamed to admit that I lost near the end of the final round, but I don't care. Even considering that I've already cum and am no doubt scoring it lower for that, this is the worst Fap Hero I have ever played. I cannot count how often I checked how much time was left on the video.

There is no personality. There is a clear Christmas theme, but not any personality at all; No host or special instructions, just fap to the Christmas themed beat bar. The Christmas theme is terribly misused. Not much of the hentai has a Christmas theme that lasts more than a few seconds and much of the hentai is just generic sex. Worst of all is the music. Every round's music is terrible nightcore or techno remixes of classic Christmas songs. It's a total What The Fuck that lasts throughout. The first round is All I Want For Christmas is You. [This is the round four music](#). Could you fap to that?

The beat bar is a generally difficult one. But at times, it feel like it is de-synchronised. Either the porn or the music (typically both) will be going at a much higher rate than the beat bar.

The cum round is not a round at all. It does not have a beat bar. It's just a HMV. The video and the music don't even fit the Christmas theme. It's just some random HMV!

The only thing that I can think to praise is that the porn in round four, from 'Katainaka ni Totsuidekita Ossia Musume to H Shimakuru Ohanashi', looked like it had some personality. I'm deleting this immediately.

6.5 NeoTheorism - Defiance

I tried this once in October 2024, before I had endurance. I lost at 22:26, during the first boss.

- It's just loud drums. The music has no character or relevance.
- It comes off as self-important, particularly with the way it opens.
- The host is shit. She even gets her English wrong in the opening. As far as I got, she doesn't interact with the games except for talking to you during the break.
- The breaks end suddenly. This causes problems if you're trying to re-lube.

- The rounds have no theme. They just focus on one particular anime.
- I have no idea what the difference between a normal round and a boss round is. The boss rounds seem longer and harder, but there is no mechanical difference.
- The difficulty level is insanely high.

I hear it's just a compilation of smaller one-round fap heroes from that author.

6.6 Mantis-X HMV Megamix II Fap Hero

I won on my first attempt. That wasn't remotely hard, even though that was my first fap in three weeks. The sign of a bad Fap Hero, I think, is if I walk away thinking that I could have algorithmically generated it if I had your HMV and its corresponding sheet music. That's all that this Fap Hero is. It takes some Mantis-X HMVs and slaps a beat bar over them. There is no host or any text aside from an indicator of what round you're on. It therefore lacks any personality. Even the breaks between rounds just show a still image. The only tricks that it pulls is that a couple of rounds show a 30 second timer when you are near the end, but these timers lie. There is still a little bit left on the rounds after these 30 seconds are up.

I didn't think much of the animations. At almost no point did I see anything sexy enough to throw me off of my game. I will surely forget them within minutes. The music was more annoying than anything else. All that I can remember is that dubstep doesn't fit Fap Hero well. I could not tell you anything more specific about any of the tracks.

I was already bored in round 2. My only note on round 3 was "short bad". Round 4 was harder only due to the music's bpm and round 5 stepped it up with moans. The video ends abruptly after round 6, which it only introduced as the "final round". There is not even a congratulations, credits, or an instruction to cum. I do not know if it was intended as a cum round or not. And I haven't cum.

As per my usual method, I abused my cock for about 20 minutes as a warm up before playing. Just before starting, I took a short break to drink and refill my water. I also had an unexpected piss just beforehand. While playing, I kept my pelvic floor tight and tried not to breathe too deeply at any point.

It seems a product of minimal effort. I suppose you merit a 5 out of 10 if you do nothing impressive at all but do not visibly fuck it up. Maybe a 4 because of the music and animations.

6.7 Mantis-X HMV Megamix

6.7.1 First Loss

Warm up: 20 minute abuse warm-up, but nearly cum during it. Did not feel good about it. Had a piss after. No break between piss and play.

Result: Lost at 3 minutes 30 seconds. Couldn't tighten the pelvic floor at all. Either too drunk or too soon after pissing.

6.7.2 Second attempt

My thoughts on Mantis-X HMV Megamix, the first one, are pretty simple. Neither the content nor the music did anything for me. There was one girl in red that caught my eye around the 35 minute mark, but I have otherwise already forgotten all of it. There is no personality in this at all. It is just a series of HMVs with a beat bar slapped over them. It doesn't even label the rounds, meaning that it does that thing I hate where your only indication that you're in a cum round is an extra bar appearing. The last frame of hentai is only 20 seconds after the cum prompt.

In terms of difficulty, I can praise the beat bar. It felt very fair and had a good variety. At no point did I think that the author was trying to kill me or asking the impossible. The breaks, however, are brutal. There is only 10 seconds between the last beat of round 1 and the first beat of round 2. The longest break in the whole thing is maybe 15 seconds. By round 12 my hand was tired and my dick was fully soft. I was briefly hard again around 33 minutes in, when I saw that one girl I mentioned.

I played this under very unusual circumstances. I had a very short warm up and downed my second alcoholic drink of the night and some water before playing because I was on a short time limit; I should already be in bed right now and I haven't even cum yet. I do not know how I won. I felt at the end of round 2 that I should have lost, but I somehow endured. My only advantage was that I had drained my balls the night before. By about round 9, I was very aware of my bladder. Is that a way to cheat Fap Heroes? I spent many rounds totally soft but close to orgasm.

In conclusion, the only thing I can praise is the beat bar. The rest is shit.

6.8 Bastati - Sinful v2.1 (WHITE)_fix

6.8.1 Attempt 1

Lost in 5 minutes. The warm-up was tough and round 1 had some hard parts. There was no break in-between and the warm-up started suddenly. I was happy to see commands given so early.

My only complaint is that the Patreon links are distracting.

6.8.2 Attempt 2

My thoughts from beating Sinful. For context, Sinful defeated me in minutes yesterday. I used no lube or onahole. This was my second ever attempt. I fapped during the edge rounds because I honestly did not understand the difficulty levels. For the most part, I adopted a grip with two fingers and a thumb.

I always mention personality when I review Fap Heroes. This certainly had much more than average, but it falls short of OP is a Faggot. Although the game gives instructions frequently and early and implies that they come from a succubus, this succubus is never introduced. Round one, as well as her instructions, come in abruptly after the warm-up. The most you get to introduce her is an icon in the corner telling you that a succubus is invading.

I really like Fap Heroes that have instructions, but many of Sinful's are not explained. For example, the very beginning tells you that you get checkpoints on Easy Mode. However, it does not explain what a checkpoint is. One of the difficulties also tells you to fap more during Edge rounds. I found this confusing, since the edge rounds tell you to fap the entire way at any speed that you want and they give a beat bar that is usually gap-less back-to-back beats. The final edge round is different and gives more unexplained instructions. Another confusing instruction given during the main rounds is "Clench". That is the full instruction. So what do I clench: my cock, my ass, or my pelvic floor? Some of the instructions even make the game easier. I found the "Hip Thrust" instruction basically free, since it was almost always accompanied by a mad beat. When you're thrusting your hips that violently, you don't feel your cock. It's like trying to cum while your other hand beats the shit out of a pillow.

I'm conflicted on the breath play instructions. A few told you to inhale and then give you a "Hold Breath" command immediately after, which I think worked. The best part of all of Sinful, and the best Fap Hero experience I've ever had, was shortly after one of these examples. I think it was in round 6 or 7. I felt myself pre-cumming even in the round afterwards and what I presume was my prostate was burning. Most of the breath commands were not like this. Instead, they suddenly told you to hold your breath. The effectiveness of these was essentially random. Holding my breath is pretty easy if I don't have any breath to hold. If I got unlucky and told to hold my breath right after I had inhaled, then this was much tougher and resurrected my erection in later rounds.

One round had a part where you are instructed to not do something. I liked that, but the game punished me for doing it even though I didn't.

Another blow to the personality is that I didn't really notice the music or the videos. I am writing this only an hour after my victory but I cannot recall any of the songs. I can tell you some of the characters that appeared, but I know for certain that some clips repeated and that I've seen some of them used in other Fap Heroes before. Is there so little 3D animated content that it needs repeating? Again, I think OP is a Faggot has the right idea by sticking to one or two sources per round. In terms of video, Sinful is pure noise.

In terms of difficulty, I think Sinful was too long. It's about 70 minutes before the Cum Round. I needed a piss long before the end despite abstaining from drinking between the two hours before playing and only taking one big drink immediately before playing. The lack of breaks also made me soft. There were multiple rounds where I was not fully hard. I think you need true breaks in a Fap Hero. Your cock becomes numb to the stimulation otherwise.

I should stress that point: there are NO BREAKS in Sinful. The beats are tough enough that I expected to lose at many points. However, it's the lack of breaks that kill you.

I attribute a big deal of my victory to breathing out for longer than I breathed in. It seems that breathing out is more important than in. I can't believe that I won without a warm up. Maybe that is evidence that the dedicated warm-up round, which is a fucking tough one, is effective?

Don't confuse my issues for dislike of Sinful. It is clearly well above average, but if this is S tier then I wonder why I'm here at all. Aside from that one blissful part I mentioned with my prostate, I cannot confidently say that I had fun. I really have forgotten the music, there wasn't much personality, I was soft many times, and I didn't even cum all that much.

6.8.3 Edge Hero

It's a strict subset of Sinful and therefore instantly forgettable.

6.9 T-ReXXX: Cumback

Beat it on my first attempt.

My main thought on T-ReXXX: Cumback is that it was way, way easier than I expected. I played the interactive mode with the host, moans, and 10-round hard mode. I played without a warm-up and after four days without fapping. My grip was reasonable, using my whole hand but typically not my thumb. My only unfair advantage was that my room was much colder than I had planned for. My candle, which is my source of heat today, went out.

The breaks between rounds are ridiculous. There are over two minutes between rounds 1 and 2 and there are two and a half minutes between rounds 2 and 3. Even as far as round 4, you get a 90 second break before round 5. This trend continues throughout the entire game. You get just shy of three minutes of rest before the final round. This means that you start pretty much every round with a full tank. I started many rounds completely soft.

Rounds 1, 2, 3, were easy. Round 4 was the first where I noticed difficulty, but I was bored at points. Round 5 got me close three separate times. Round 6 had me properly bored. Round 7 had hard parts but I was pretty much soft. In round 8, I was close at one point but still mostly soft. Round 9 was the first round that felt real, like it was trying to make me lose. I was aware of my bladder by this point. Round 10 was longer but it never truly challenged me.

While I was playing, I was preparing myself for whatever the secret extra 3 hard mode rounds would be. The sad reality is that easy mode removes 3 random rounds between 4 and 8 inclusive. I don't like this randomness. Some of those rounds are much harder than others. If I knew that there were no special hard mode rounds, I might have death gripped to increase the difficulty.

Given that I was soft multiple times, I suspected that either my bladder or temperate was letting me cheat. However, I went at myself seriously during the cum round and got close, so maybe I'm just getting good at these games now? I'll try a 100% serious grip for my next one.

The ending is so long that I'm glad that I didn't cum during the cum round. My cum would have dried.

Oh, I haven't talked about the story yet, have I? The interactive element of this had me completely gripped. The beginning really had me thinking that I was playing a Fap Hero horror game. Sadly, this didn't really stick. After a few rounds, the between round scenes become predictable and what happens between rounds almost never leaks into the actual rounds.

I really want to like Cumback, but it falls to three issues: the huge breaks between rounds, the ultimately uninteresting plot, and the generally low difficulty. I don't think there's a single round in here as hard as round 2 of OP is a Faggot. Even if there is, you would have like a 2 minutes break before it and therefore start completely soft. It deserves a high rating for what it tried to do, but I'm again worried that if this is S tier then we can't be doing great.

As for the music and video, I've already forgotten it.

6.10 Souly Nanaya - Fap Challenge - Henrietta [4K 120 fopos]

I beat it on my second attempt, with no warm up. The first doesn't count because it was straight after Cumback.

I don't have many thoughts on Fap Challenge - Henrietta [4K 120 fopos] by Souly Nanaya. I don't know exactly what the title means, but it's the lowest quality version that I could find and it was still enough to glitch out my video player unless I closed everything else.

Although this is clearly designed for onahole users, the beats are difficult even without. There are four different methods of fapping that it explains to you at the very start. For example, one demands short strokes and the other long. One of them, presented by a solid blue bar, is physically awkward without an onahole. An annoyance is that the game does nothing to remind you of what each instruction means. The only difference between short and long strokes is that one is red and the other is purple, but you will quickly forget which is which. This could have been easily fixed by just putting an S on the symbol instructing short. I should have taken a screenshot to prove it.

In terms of personality, all that I remember of the music is thumps. The host is what anyone would write if given the premise used here, but I'll praise it for having a host. The video is not anything particularly special, but I can remember bits of it. There are a lot of Fap Heroes where I cannot even say that.

The worst thing about this Fap Hero is that it is only 15 minutes long. That isn't including the cum round, because there isn't one. This could have been excellent if it were double the length.

The lack of a cum round did something strange to me. I tried my best to cum afterwards and I really struggled. Both of my hands were getting tired. Is this normal when you've played a few Fap Heroes? I last cum this time yesterday.

6.11 PixelFH - Mizumizuni FH Challenge Full Release

There, I won! Seventh attempt!

You guys were right. PixelFH - Mizumizuni FH Challenge isn't very hard. It's no wonder that many people won it on their first try. I just needed to loosen my grip and clamp my pelvic floor hard. I played after one week without fapping and didn't expect to win. I didn't even have a serious warm up. The only notable source of difficulty is the short breaks.

I like some of the gimmicks. The first that I like is that this FH shows you how long each round is. It also tells you where the hard sections are, with different instructions marked ahead of time. Red is for gripping harder and blue is for faster (usually). There is also a white section where you are allowed to cum, but I don't understand it. If you have so much control over your dick that you can choose when to cum, then why would you ever choose to cum before the final round? The only good things these white parts do is give you an excuse to look away from the beat bar and focus on the hentai, which I find that I can rarely do in FHs.

I didn't like the music. Most of it sounds the same. I did like the sound effects. The hard red sections increase the volume of the girl's gags. Each girl has a different sound effect and some throw you off guard.

I don't have much to say about the early rounds. I liked the gimmick of round 5. It has you focus on being slow and tight. It felt easier as it went on. Round 7 is deliberately a rest round and round 6 is fairly easy. Round 8 is the last one that has any chance of beating you, mostly because it is actually trying. I felt softness

coming in round 9. I suppose that was all build-up to 10th and final round's novelty (if you've played it, you will know what I mean), but the 10th round's first part was so easy that it didn't really matter.

It has something I hate: no cum round. The video ends 22 seconds after the cum instruction. I really felt good at the end, so this was wasted.

Above average but not great. No memorable rounds.

6.12 Bastati - Exga Edge Challenge

6.12.1 First Attempt

Losing an edging challenge somehow doesn't feel as bad as losing a Fap Hero. When you lose a Fap Hero, you have failed to meet a standard set by its maker. When you lose an edging challenge, you have only failed yourself.

I lost Bastati - Exga Edge Challenge after 22 minutes. If I lasted 5 more seconds during the "hold it" phase, I would have reached round 3. The end of round 2 is devious. It has a super quick section where you have 12 seconds to get from where you are to 99%. You then get a very short break and have to get back to 99% again over the course of 25 second and then hold that edge for 15 seconds. It's quite hard to not go over 99%.

These edging challenges definitely work. The devious sections like what I mentioned get you super close and you start a new round still sensitive from the last. I would gladly play this again. It was much more fun than a lot of Fap Heroes. The only way that I'd fault it is that Bastati re-uses a lot of clips across his content and I don't particularly like these clips all that much. Also, and this is a personal fault, it's sometimes hard to get to 99% when he asks. It's great when I do, but I sometimes only manage 90%.

6.12.2 Second Attempt - Won

I beat Bastati - Exga Edge Challenge. Beating it isn't really a mark of pride, since it goes at your own pace. The only real rule is that you need to get to 99% when it tells you to and hold that when it tells you to. This is a major difference from a Fap Hero. Like I said last time, it's sometimes hard to really hit 99% in the time period it asks for. Also, it reuses clips.

Another major difference from a Fap Hero is that, aside from the very end and the breaks, there is not any music. However, you do get a woman talking to you from round 3 onwards. I am convinced that it's the hypnotist Isabella Valentine. I have not said that name in years. Can anyone confirm it is her? One of the issues, mostly apparent in round 4, is that her audio contradicts what is on the screen. For example, there is a part where she tells you to look into her eyes even though the woman being fucked on screen is not looking at you.

The most interesting difference between this and a Fap Hero is that the edges multiply your sensitivity. You can feel this happening even in round one. By round three, I could get to 99% during the edge parts by hardly touching my cock. During some of the "hold it" segments, I only had it in me to tap it. An odd side effect, which I've never seen before, is that some of my pre-cum was indistinguishable from cum. It was white rather than clear. I also couldn't clench my pelvic floor, but I don't know why. Is that normal?

Regarding the rounds, almost none of the porn is hot. You can tell that round 1 is deliberately less hot than the rest. I cannot imagine anyone losing there unless they completely fuck up the edging. I almost lost in the same part of round 2 this time as I did last time (»8797343), but it is due to how this game edges you rather than the hotness of any of it. Really, the kinds of edges I described in that post (short segments where you need to get to 99% quickly, following by more edges) are the only way that you will ever lose in this. From round 3 on, this game is packed with edges followed by more edges.

Since this game goes at your own pace, I cannot call the final three rounds hard. However, the edging they ask for is sadistic. The breaks between rounds are generous, but they are few.

One thing that I disliked about the final round is that there is no clear command to cum. There is a countdown, but once that countdown expires, you do not get any instructions for the next 40 seconds. The

cum instruction only comes after that. I probably would have had a better orgasm if I lost at the last second, rather than been confused by victory.

I definitely want to play this again. I've never said that for a Fap Hero before, so I must rate it highly. However, I'm not sure how much fun it actually was. The porn really wasn't hot and the orgasm wasn't great, but there is something to the edging itself. I imagine that I would have a great time lubed up and with better endurance.

6.12.3 Replay

Have you ever tried playing with no lube and your foreskin down? I like the idea because it forces you to stroke your cock rather than jerk it. People rarely make that distinction. Everyone always jerks.

I tried it on the Exga Edge Challenge. It was almost impossible to get to 99% without jerking. I ended up with a tired hand and had to jerk. I think either lube or having the foreskin up will be required. I don't think that I precum at any point.

Rounds 3 and 4 worked perfectly. The edges were evil and I could barely touch myself at all. I don't find the porn in Exga hot but the edges are better than any Fap Hero I've played.

Lost super late in final round. Two before the final edge, I think.

6.12.4 Replay 2

Regular use of spit means that you can't recover your breath, but it surely does make the edging more interesting. A win would be amazing. I lost in round 2 but felt great afterwards.

6.13 HMV_Gemini FH Compilation

6.13.1 First Attempt

Played after 2 weeks no fap. I cheated at the end of each round. The end of most rounds are brutal.

Neither the music nor the content were for me, but the bar was good.

The lack of intro surprised me. The First beat is like 5 seconds in. At least it's a warm up.

Round 4 seemed easier than the others. Maybe that's when my tolerance kicked in?

6.13.2 Second Attempt - Clean Win

I think I'm getting too good at Fap Heroes, even though I'm not all that good. If I breath slowly but not deeply in and out with my belly, my arousal becomes so under control that I'm bored and becoming soft in the later rounds. I definitely was in the final round. I even beat the cum round without cumming. As always, I find that I'm focusing so much on the bar and my breath that I hardly even notice the porn. I don't feel that I'm cheating.

I didn't think much of either the porn or the music in this one. The music was instantly forgettable and I could only remember tiny bits of the porn a day later. There is also no host or anything to give it a hint of personality. It's admittedly just a compilation and has only a few seconds between the start of the video and the first beat. Although the breaks between rounds are super short, the beats are the only thing that really contributed to the difficulty. I liked when the rounds changed the art style a little (such as the start of round 3) and I liked the fake-out ending in round 4, but that's about it.

Why are people rating this 10/10? It's much better than the usual "HVM with a beatbar slapped on" crap, but it's definitely not amongst the best Fap Heroes.

6.14 JAV Hero - Junsui V2

6.14.1 First Attempt

Method: Tight floor. Slow belly. Not all in.

Warm up: After a big meal. Water denied for a while. Needed many toilet breaks beforehand.

Result: Lost at 3 minutes. Christ, I just lost bad. I think the breathplay got me.

6.14.2 Second Attempt

I beat JAV Hero - Junsui V2 this morning. It's one of Bastati's. I wanted to rate it highly, but I spent most of my time bored. If it were just a little bit harder, it could have been good. I might replay it freestyle some day.

Whoever posted »8842320 was right about the first two rounds being the hardest by far. Aside from round 2 almost getting me (there's a 30 second hold breath section followed immediately by a tough round-end bit), the difficulty was fairly low. Unless you're weak to the frequent breath play or the super short breaks (10 seconds between rounds), you should not find this too hard. The beat, while constant, is slow. I was bored at many points. Over the course of round 3 and 4, I had managed to lose my sensitivity, begin to go soft, and gain it back. That's just how much round 3 is easier than round 2. Round 4 is where I become very aware of how merciful the beat is and I was going soft again in round 5. This mercy continues until the near end of the super-long final round, where the difficulty increases and I suddenly become super hard again. Until then, even the final round bored me.

This Fap Hero has no host and the breaks are super short. There is therefore nothing to give it personality beyond the handful of commands it gives ("inhale", "hold breath", "deep and twisting strokes", and "spread legs"). The music is fairly forgettable. The video however, is hotter than average. If somebody gave me a link to the source material, I would download all of it. However, I suspect that there isn't actually much source material. I had noticed repeated girls by round 3 and repeated clips by round 4.

My room was a bit cold when I started, but I otherwise did not cheat in any way. I really think that a tight pelvic floor and slow belly breaths half in and out is the way to go.

6.15 Wicked R34 - Scylla

Played Scylla more after my loss and then lost again at the end of round eight. I didn't enjoy my loss, but the orgasm afterwards was pretty good. Regardless, I'm deleting it.

Scylla isn't my kind of content at all. It is clearly a compilation of HMs for whatever video game characters were popular at the time. Maybe this would have worked for me when I was a teenager, but I'm so far behind on gaming that I still think that Bastila Shan is hot. This art style and its content have never appealed to me. The music is absolutely forgettable and shit. I've already forgotten it.

This Fap Hero has no personality. Even the breaks, which are a shockingly short 10 seconds each, do not try to add personality. There are in-round instructions, but they are only to either tell you to hold your breath or grip harder. The breath holding segments are 25 seconds each, which is longer than what I normally see, but they never tell you to breath in first. Although you get 5 seconds of notice that a breathing instruction is about to come, that notice is never labelled as an instruction.

The difficulty is generally low. You won't feel under much pressure unless the breath holding segments beat you. Given how short the breaks are (about 10 seconds each), this is quite possible. I nearly lost in round 3 due to this. What actually killed me was the major difficulty spike in round six.

I hated that there are parts of the rounds that have the credits of the HMV on screen, but still have beats in the beat bar. I ain't fapping to fucking credits.

I like that there is a bar at the top showing your progress through the round.

I didn't enjoy my loss, but the orgasm afterwards was pretty good.

6.16 Martoise - Marcurial Reboot

Marcurial Reboot was way easier than I expected. The intro was hot, well edited, and gave good instructions. I was expecting to face Hell. Instead, everything before round 5 was very fair and varied in both beats and video. Round 1 had me engaged and confident that I was due a good time. Marcurial Reboot may be the fairest Fap Hero I've ever played. I beat it on my first attempt and feel that I could have played it fairly with a death grip.

The only bit that feels unfair is that after the Interval following round 4 (I have no idea what that was or if I was ever supposed to fap during it), round 5 is a huge difficulty spike. I think that if anyone is every going to lose to this, it will be at the start of round 5. Round 5 is what restored my faith in Marcurial Reboot. I was going soft in the earlier rounds, but rounds 5 and definitely 6 dramatically increase the difficulty. Round 6 might be the hardest of the whole lot. Rounds 7 and 8, while hard, are much easier. Since round 6 was so hard, I was starting to go soft during the slow parts of 7 and 8. I say that having liked round 7. Re-watching it now, I have no idea how softness could have come. As for round 8, it doesn't feel like a final round. Nothing about it feels like a final challenge and some parts are downright merciful. Maybe rounds 6 and 8 should have been swapped.

Except for that weird Interval part, the breaks between rounds are short. Maybe 30 seconds at most if you're counting from last beat to first beat. As per usual, the short breaks also rob the fap hero of personality. Marcurial Reboot has no host or in-round commands. All that you get is an arcade themed beat bar. If you told me that it was a compilation, I could believe you.

I find it hard to comment on the video content even with it playing on my second monitor while I type this. It's all very generic sex. I don't recall any of the video standing out as super hot. One part had me laugh. Towards the end, you start to notice how much the videos are benefiting from the author's edits, such as looping or speeding up.

The music generally doesn't stand out. The music in round 2 is a bit weird. It sounds Korean? Round 3 feels designed to be easy. The music approaches relaxing. Same for round 4, even. Round 6, which you can tell I preferred, has very suitable music.

The cum round is very well designed. It gives you multiple notices of how far away the end is. Some bits are so easy that it feels like a normal round and even some of the harder bits are slower than what was seen in the earlier rounds, but the ending few minutes fulfil their role.

I want to like Marcurial Reboot. It loses a lot to the ease of the rounds before 5. The creator clearly knew what he was doing, but rounds 5 and 6 are all that stand out. I want to propose something like "maybe it's more fun if you deliberately increase the difficulty", but anyone who actually does that would be sure to lose to the round 5 difficulty spike.

6.17 Martoise - Marcurial 2

Marcurial 2 deserves its reputation. I don't know if it's the best Fap Hero I've played, but it's certainly up there. The opening is hilarious and the warm-up is cute. Every round's host has a distinct personality and it is sometimes very effective. For example, I played the Nightmare round fair and square. It made me fully engaged and proud to win. I also appreciated the recovery granted by round 3, which is the round following. Even the host makes it clear that it's there to recover you. In contrast, the host of round 4 is designed to surprise you and it works!

On the topic of difficulty, I almost lost in round 1. I'm not sure how but I have a guess. The trend is that the rounds beat you with their unexpected length rather than difficulty. I stress the phrase "unexpected length", many rounds have points that look like they're near their end (either due to music or the host's words) but are still a minute or two away from the true end.

As seems to be a theme, Martoise's work is very fair. It is not often that you feel like the beat bar is rigged to beat you. Even the music reflects the creator's mercy. The music choices are surprising and, at times, almost relaxing. It's not some high bpm electronic music designed to destroy your cock. It's usually soft stuff.

Round 5 is some kind of weird Asian flute. The only downside of the music is that the same beat pattern gets repeated a lot: a beat, another beat, then three beats.

Rounds 2 and 3 seemed much easier than round 1, with round 3 being deliberately easy as I mentioned. Round 4 is built to surprise and was definitely harder, but my Fap Hero technique is at the point where I could survive it without much trouble. Round 5, like round 3, seems to be designed to let you recover from the previous hard round. However, round 6 was a difficulty spike and I lost in round 7. I can't say why I lost in round 7, I think it's simply that both rounds 6 and 7 are hard.

I will probably go back and beat Marcurial 2, but it's done a lot of prove that Fap Hero isn't for me. It is clearly a very good Fap Hero and many of the rounds had me engaged by the host's threats, but the hosts are the only unique things that a Fap Hero offers and most don't even try to do that! Far too many are either figuratively or literally a HMV with a beat bar.

Yes, victory is sweet, but the sad fact is that good cum rounds are super rare. Most just have you hammer your cock like there's no tomorrow. You can get a much better fapping experience by edging. There isn't any satisfaction when you lose – the only noteworthy thing about this orgasm is that my cum was oddly warm – and most losses are distracted by you putting everything into trying to avoid the loss. Even the porn in most Fap Heroes is poor. The modern trend is awful 3D stuff. I'm not even sure if mixing hentai with music is a good idea. The key to a good masturbation session is to get immersed into the the sexiness, but the music is what dominates your senses in a Fap Hero.

Marcurial 2 was the last Fap Hero on my list. I suspect I won't come back to the genre until something big changes, like if I buy an onahole or stock up on good lube. At least it's massively boosted my sexual endurance. I might be able to try that gooning thing now.

6.17.1 Attempt 2

No real differences in opinion from the first run. The only thing that got me past round 7 was extreme breathing and using a less than serious grip for the few rounds previous. Round 8, which is the final normal round, is definitely easier than 7. The breaks are so short that I was still dizzy from round 7. Speaking of, I never mentioned that the breaks are short until now. They are. The only reasonable break is between the final round and the reward round. There is an epilogue between the tow.

The reward round is possibly the best Fap Hero round that I've ever played. The build-up to the end is done excellently and you don't feel bad about slowing down to reach the end if you need to. In other words, it can edge you and probably might. This is in contrast to countless other reward rounds, where they just have you hammer your cock at light speed from start to finish. Despite the perfection of the reward round, I didn't enjoy it greatly when I finished. I still feel great from the orgasm now, but the cumming itself just wasn't great and Fap Heroes never give me the same feeling of victory that defeating a hard challenge ought to.

My conclusion is unchanged from my first attempt at playing. Marcurial 2 is so good that it proves that Fap Hero is not for me. When a Fap Hero is easy, it's pointless. When it's hard, it becomes a cardio test that makes neither fapping nor losing fun because you're so damn focused on your breath and pelvic floor. Even when it's just slightly too hard, you go an inch over the edge and have an unsatisfying orgasm. If the breaks are too long, you go soft. If the breaks are too short, you also go soft (I presume it's numbness from the repeated stimulation). Even when I win, the victories feel hollow. They are more like a workout than a sexual experience. The only way for a Fap Hero to be truly fun is if it manages to edge you or if some breath play hits just right. Alas, there isn't any way for a Fap Hero creator to tune the difficulty to your dick so perfectly. It's a shame that Bastati's Exga Edge Challenge is the only Fap Hero designed to edge you.

I truly believe that it is more fun to cheat a Fap Hero than play it by the rules. One of the biggest downsides of a Fap Hero is its nature as an endurance test. Because you can't look away, you need to make damn sure that you won't need a piss break or need to warm up the room. This sounds trivial, but it isn't. You need to control your liquid, caffeine, and alcohol (whisky dick is cheating) intake for hours before playing. Even when you commit to playing, there is often half an hour between me committing to playing a Fap Hero and actually being able to play it. And that's assuming I don't do a warm up. It just isn't worth it! I definitely won't go back to the genre unless something in my environment changes, like the purchase of an onahole.