

## **A Holder's Guide to Managing Keys on KeySafe**

### **Introduction:**

The KeySafe site provides keyholders a wide range of tools with which to manage their chastity relationships. Although originally designed to work with KeySafes directly connected to the web, these tools also work extremely effectively without a safe.

This guide provides an overview of how to use the Keys Control page. Think of the Key Control Page as YOUR chastity command center. You can use this page to grant your wearer a straightforward permission for release, or you can play quite sophisticated chastity and control games with your wearer, or you can simply check up on what your wearer has been doing on the site.

Rather than give a tedious list of functions and instructions, we will show you how to make the most of the features of the site by giving six examples of different ways to use the program. Each example builds on the previous ones and by the end, you will have learned how to use every tool on the page.

First, a word on how to best use this guide. We suggest opening up your Keys page and actual trying each of the examples on one of your wearers. We include screen shots, so you can see if your page looks like the example. Keep in mind that **none** of the changes you make actually takes effect until you press the Record Changes button. If you get confused or make mistakes, you can go back to your original settings by pressing Refresh/Discard Changes.

So you can play around all you want and change anything you want without worrying about what it will do to the program or your wearer. If you do happen to press Record Changes by accident, don't worry, just put the settings back where you want them, press Record Changes again and you are back where you started.

At any point if you have questions when you are on your Keys page, click on the blue link for the relevant feature. Detailed help will pop up. By using the help function as needed and trying the examples in this guide, you should quickly become a master (mistress?) of the site.

Enough set-up, let's get to tormenting those chastity subs!

### Example 1: Granting a Simple Permission

With all the features on the Keys page, it is easy to overlook the fact that much of the time you may want to do nothing more complicated than offer a chastity wearer a simple, straightforward, open-ended permission to release.

This is *very* easy to do. The starting point for **ALL** permissions you want to set is the Current Permission field, which is the top field at the far left of the wearer's key control area. Click on this box to open it and then click on **yes**. You will see that almost every other option is grayed out. Only the Features/Options and Game Odds field are available.

We will assume (for now) that you do not want to play a game of chance with the wearer, so move to the Features/Options field and click it to open and then click **none**. Now every other option is grayed out. If you wanted to give instructions as to how you wanted the wearer to use the permission you would type them in the Message to: box.

That's it! You are finished. If this was a "real" permission, you would now press Record Changes and the next time your wearer checked the Keys page, he/she would find a permission along with any message you sent (if they had a KeySafe the safe could now be opened). Once he/she accepted or declined the permission the Current Permission field would be set back to no.

If you tried this example on your Keys page, your wearer's box should look something like this...

Current Permission	911	Name	Email Address	Orientation	Status	Gender	Age	KeySafe	Last Permission	Permission Result	Return Keys
yes	<input type="button" value="Presets:"/>	Test Wearer	biged1908@gmail.com			male	N/A	Model 50	3 days	missed	<input type="checkbox"/>
Next Key = 23679352											
Window Start:		Feb 26, 2012 7:53:47 pm	Duration (min):	5	Repeats:	none	Interval (hours):	24	Missed:	do nothing	<input type="button" value=""/>
Features/Options:		none	Game Odds:	10% = 1 in 10	Upon Winning:	do nothing	Upon Losing:	do nothing	Missed:	do nothing	<input type="button" value=""/>
Message to: <input type="text"/>											
Reply from: <input type="text"/>											
<input type="button" value="Using Keyholder Time Zone"/>				<input type="button" value="Refresh/Discard Changes"/>				<input type="button" value="Record Changes"/>			

### Example 2: Setting a Single Permission Window

With a simple permission under our belt, let's get a little more complicated and set up a window of opportunity for your wearer to get permission for a release.

When you set Current Permission to yes, you set an open-ended window. Your wearer might not visit the site for a month, but when he/she finally checked in the opportunity would still be there. Let us say you instead wanted to give your wearer a limited opportunity to get a permission. You might want to reward the wearer for checking in punctually or you might want to tease your wearer by offering an opportunity he/she has little chance of finding in time. No matter what kind of window you want to set, you would follow these steps.

First, you would click on the Current Permission field to open it and then click on **window**. Some new options become available as soon as you click **window**. We will work through these three new options in order to set exactly the window you want.

The next step is to determine when you want the window of opportunity to start. Look at the Window Start field. You will enter the date and time you want to open the window in this box. Of course, you can always just type in the date and time directly (such as Nov 01, 2011 6:55:44 pm) keeping in mind that by default the window start time is for *your* time zone. However, there is an easier way to set the start time.

By typing **now** in the Window Start field, once you press Record Changes, the system will show the current date and time and open the window. If you want to set the window to start 1 hour from now, you could just type **+1 hour** (the system will interpret this as 1 hour from now). If you wanted to start the window 2 and ½ days from now, you would type **+2 days 12 hours** in the box. This should give you a rough idea how this field works, but if you need more examples, just click on the blue label Window Start. We will set a window for 3 hours from now so we will type **+3 hours** into the box. This time will be converted to date and time format when you press Record Changes.

The third step is to determine how long you want the window of opportunity to stay open. The Duration (min) field sets this time. Let's say you want the window to stay open for 10 minutes, you would just type **10** into the field. If you wanted a 2-hour window, you would type **120** into the field ( $2 * 60$ ). For now, let's set it at **10** minutes.

Since this is a single window, we don't want any repetitions so you would make sure the Repeats field says **none**. Click on the box and set it to **none** if needed for this

example. We will not play a game this time, so make sure the Features/Options field is set to **none**. Finally, you could leave instructions for your wearer in the Message to: box.

You are now finished setting a single 10-minute window of opportunity for your wearer starting in 3 hours. If he/she checks in before the window opens, they will not have a clue that opportunity is about to knock. If they check-in during the window, they will be told that you have granted them a permission. However, if they check-in after the window has closed, they will be told that they missed a window and the time it ended, but they will **not** be told how long the window was opened. They won't know if they missed a 1-minute window or a 3-hour window.

Assuming you do not press Record Changes, your Keys page should look like this.

Current Permission	911	Name	Email Address	Orientation	Status	Gender	Age	KeySafe	Last Permission	Permission Result	Return Keys
window	Presets:	Test Wearer	biked1908@gmail.com			male	N/A	Model 50	3 days	missed	<input type="checkbox"/>
Next Key = 23679352											
Window Start: +3 hours Duration (min): 10 Repeats: none Interval (hours): 24 Missed: do nothing Features/Options: none Game Odds: 10% = 1 in 10 Upon Winning: do nothing Upon Losing: do nothing Message to: <input type="text"/> Reply from: <input type="text"/>											
<input type="button" value="Using Keyholder Time Zone"/> <input type="button" value="Refresh/Discard Changes"/> <input type="button" value="Record Changes"/>											

Before leaving this example, let's look at another way to specify the start time for the window that can be very useful if you want to set a window at an exact time for your wearer. Let's say you wanted to have your wearer have to be awake at an inconvenient time (1:30 am) to get his window. You could try to figure out how many hours your time zone differs from the wearer's and then figure how many hours and minutes from now you have to add to get the correct time ..... or you could switch the display from showing times in *your* time zone to showing times in the *wearer's* time zone.

There is a drop down box at the bottom of the Keys page near the Refresh/Discard Changes button that lets you switch between displaying times in your time zone and displaying times in the wearers' zone(s). Click on the box and set it to **Using Wearer Time Zones**. Now the page refreshes just like pressing the Refresh/Discard button and start times for *all* your wearers will now be shown in their respective time zones. Keep in mind that you must change the time zones *before* making other changes to the page or you will lose those changes when you switch time zones.

Setting a window to open at 1:30 am his time is now easy. Just type in the Day and Time directly (Jan 5, 2012 1:30:00 am in this example) and then Record Changes. Your Keys page should look something like this:

Current Permission	911	Name	Email Address	Orientation	Status	Gender	Age	KeySafe	Last Permission	Permission Result	Return Keys
window	Test Wearer	biged1908@gmail.com			male	N/A	Model 50	3 days	none	<input type="checkbox"/>	
Presets: Weekly C... Daily Cha... Minute In... 3rd Day ...											
Next Key = 23679352											
Window Start: Jan 05 2012 1:30:00 am Duration (min): 10 Repeats: none Interval (hours): 24 Missed: do nothing											
Features/Options: none Game Odds: 10% = 1 in 10 Upon Winning: do nothing Upon Losing: do nothing											
Message to: <input type="text"/>											
Reply from: <input type="text"/>											
<input type="button" value="Using Wearer Time Zones"/> <input type="button" value="Refresh/Discard Changes"/> <input type="button" value="Record Changes"/>											

### Example 3: Setting a Permission Window that Repeats

Now that you've learned how to set a single window for your wearer, let's learn about a way to make your chastity keyholding easier while making life more squirmy for your wearer. This section will show you how to set as many windows of opportunity as you want on a schedule you determine. You will even have the ability to add a random element to the schedule to further baffle your bottom.

In this example, we will set a shortish (10 minute) window of opportunity to open up every day for a week. The first starting time will be 1 hour 30 minutes from now. The initial steps are exactly the same as in Example 2.

First, click on the Current Permissions field and set it to **window**. Then go to the Window Start field and set that to **+1 hour 30 minutes**. Next, move over to the Duration (min) field and type in **10**. Now, it is time to do something different.

Click on the Repeats box. You will want to set a total of 7 windows, which means you will want the initial window to repeat 6 times. This may seem confusing unless you remember that the box indicates the number of repetitions. No reps mean you only have the original window. One rep would mean repeat the original window once for a total of two windows. You can set any number of repetitions from 1 to 14 or can choose to have the window repeat endlessly at the interval you define in the next step. For this example, we want 7 total windows, so we will put **6** in the Repeats box.

The final step is to set when we want future windows of opportunity to open. The way to do this is to specify the time (in hours) between the opening of one window and the start of the next window. You want the window to open once every day, which is equal to 24 hours. So, you would type **24** into the *Interval (hours)* field. Make sure the *Features/Options* field is set to **none**; add a message if you want and you have done it!

Your wearer will get one 10-minute window of opportunity at exactly the same time each day for a week. The only way he or she will be granted a permission is if they happen to login during one of those short intervals. Otherwise, the most they will know is that they missed some kind of chance and when they missed it.

If you have not told your wearer that you have set permission windows, it can be very hard for them to figure out that they even have an opportunity, let alone that it repeats. Figuring out the frequency adds a bit more challenge. However, a particularly sadistic KeyHolder (or one who simply wants to tease) can add enough randomness to the repeat times to frustrate even a determined wearer.

It is very easy to add a bit of randomness to the time interval between windows. All you have to do is to add a decimal point and a couple of numbers after the decimal point and you will add randomness to their time (there is an exception if you type in less than an hour (0.5 for example) – please click on the help for *Interval (hours)* for details).

The best way to show this is with an example. Let's say you set **4** hours as the *Interval (hours)*. Then a window would open exactly every 4 hours. Now let's say you typed in **4.25** hours. In this case, the window would open every 4.25 hours **plus or minus .25 hours**. In other words, the next window would open anywhere between 4 hours ( $4.25 - .25$ ) from the last one or 4 and  $\frac{1}{2}$  hours from the last one ( $4.25 + .25 = 4.5$  hours).

Another example or two might help. Assume you typed in **4.5** hours in the *Interval (hours)* field. Then the next window would open anywhere from 4 hours ( $4.5 - .5$ ) from the last window to 5 hours from the last one ( $4.5 + .5 = 5$ ). The larger the fraction, the more randomness. A nice trick is to set the fraction at .99 (for example 3.99). This adds up to plus or minus (roughly) an hour to each interval, which can really confuse a chastity sub. Let's be mean to our wearer and make him or her wait almost, but not exactly, a day. You should type **23.99** (almost 24) into the *Interval (hours)* field.

Assuming you do not press *Record Changes*, your Keys page should now look something like this.

Current Permission	911	Name	Email Address	Orientation	Status	Gender	Age	KeySafe	Last Permission	Permission Result	Return Keys
<input style="width: 100px; height: 20px; border: 1px solid black; border-radius: 5px; padding: 2px;" type="button" value="window"/> <a href="#">Presets:</a> <a href="#">Weekly C...</a> <a href="#">Daily Cha...</a> <a href="#">Minute In...</a> <a href="#">3rd Day ...</a>		Test Wearer	biked1908@gmail.com			male	N/A	Model 50	3 days	none	<input type="checkbox"/>
Next Key = 23679352 Window Start: +1 hour 30 minutes Duration (min): 10 Repeats: 6 Interval (hours): 23.99 Missed: do nothing Features/Options: none Game Odds: 10% = 1 in 10 Upon Winning: do nothing Upon Losing: do nothing Message to: <input type="text"/> Reply from: <input type="text"/>											
<input style="width: 200px; height: 20px; border: 1px solid black; border-radius: 5px; padding: 2px;" type="button" value="Using Keyholder Time Zone"/> <input style="width: 200px; height: 20px; border: 1px solid black; border-radius: 5px; padding: 2px;" type="button" value="Refresh/Discard Changes"/> <input style="width: 200px; height: 20px; border: 1px solid black; border-radius: 5px; padding: 2px;" type="button" value="Record Changes"/>											

#### Example 4: Playing a Game with your Wearer

All of the examples up to now have had one thing in common. Once your wearer found your window of opportunity, he or she got a permission to release. If they happen to have a safe, then the safe opened. KeySafe now has a way to add an element of chance to these permissions. If you so choose, you can have your wearer play a dice game to determine IF he or she gets a release. Even if they find a window you set, they can discover that they have to win a game in order to get their release. Lose the game ... no release. Best of all, YOU, the holder gets to determine how hard or easy it will be for your wearer to win the game and get that release.

In our example, your wearer has been a good boy and you want to give him a 50-50 chance of getting a release during the next month or so. You have decided to give him one chance every week, but don't want to permit more than one release in the month. You are playing fair with him, so you send a message telling him that he will get a 15 minute chance exactly every 7 days for about a month and the first chance starts in 3 hours.

You would start by clicking on the Current Permissions field and setting it to **window**. Then go to the Window Start field and set that to **+3 hours**. Next, move over to the Duration (min) field and type in **15**. Then you would click on Repeats and click on **3** (for a total of 4 windows). One week is 24 hours times 7 days or 168 hours. You would type **168** in the Interval (hours). This time you don't add a fraction since you want him to find the windows (so he can play the dice game).

Now it is time to add the game to the mix. Go to the Features/Options field and click on it. Choose **dice game** to play the game. Some new fields will become active and we will discuss these in a moment. First, let's look at the dice game.

If you choose the dice option, then each time your wearer finds a window and accepts the permission, he will have to roll a set of four computer dice to determine if he gets a release. The exact roll that he has to get to “win” is controlled by the odds you select. If the right roll comes up, he will earn a release (if he has a safe, it will unlock). On the other hand, if any other roll comes up, he will be informed that he lost the game *and* this chance to get released.

Now that you have selected to play the dice game, it’s time to set the chances of success for your eager chastity sub. Click on the Game Odds field and 14 different chances of success show up, ranging from a 1 out of 200 chance of a release to a 9 out of 10 chance of a release **per play of the game**. We wanted a 50/50 chance of him getting a release so let’s click on **50% = 1 in 2**.

Hold on a minute. Look at the bold text just below the Game Odds. This line says **With these selections, the odds of a release, if all windows are found, is 95% or greater**. What does this mean; we set 50% odds didn’t we?

What has happened is that you want to play the game more than once. While the chances of winning each game are 50%, the chance that he will win *at least once* in 4 tries is 95%. Think of flipping a coin. If getting heads is like getting a release, then in one flip there is a 50/50 chance. However, if you flip a coin 4 times, we all know that the chances of getting at least one head is a lot more than 50%.

It is very hard to calculate exactly what the long-term chances are when a game is played multiple times which is why KeySafe calculates those odds for you. As you change the odds or the number of repeats, the message in the line below the Game Odds field will instantly change as well. By playing with the Game Odds for each individual play of the game and the number of Repeats, you can get pretty much any long-term odds you want.

Go ahead, click on different chances in the Game Odds field and see how your wearer’s overall chance of a release changes. After some experimentation, you will find that the Game Odds that give you the overall chance closest to 50% is **14% = 1 in 7** on each individual play of the game. The overall odds are 43%.

However, we can do better. What would happen if we gave more plays of the game to your wearer? More chances to play should mean more chances to win. Let’s raise the number of Repeats to **4** (for 5 total plays of the game). Ahhh, the overall odds of him getting a release are now 51%, which is close enough.

We are almost done. You do not want the odds of each game to change over time so make sure the Missed and Upon Losing fields are set to **do nothing**. Also, you do not want your chastity sub to get *more* than one release so you want to go to the field labeled Upon Winning and set it to **cancel repeats**.

This field is very simple, but powerful. If set to **do nothing**, it means that your wearer will be able to keep playing until all the repetition windows are finished, no matter how many times he wins a release. If you set it to **cancel repeats**, then once your wearer wins a game and gets a release, all future repetitions stop. He gets only one release and then no more chances.

If you have followed the above example, then your wearer will enjoy 5 fifteen minute chances to play a game and possibly get a release during the next 5 weeks. These opportunities will turn up every week like clockwork (starting in 3 hours) and he will have a one in 7 chance of winning any given time with an overall 50/50 shot at getting a release. Your Keys page should look something like this...

Current Permission	911	Name	Email Address	Orientation	Status	Gender	Age	KeySafe	Last Permission	Permission Result	Return Keys
window	Test Wearer	biged1908@gmail.com			male	N/A	Model 50	3 days	none		
Presets: Weekly C... Daily Cha... Minute In... 3rd Day ...											
Next Key = 23679352											
Window Start: +3 hours Duration (min): 15 Repeats: 4 Interval (hours): 168 Missed: do nothing											
Features/Options: dice game Game Odds: 14% = 1 in 7 Upon Winning: cancel repeats Upon Losing: do nothing											
With these selections, the odds of a release, if all windows are found, is 51% or greater.											
Message to: <input type="text"/>											
Reply from: <input type="text"/>											
<input type="button" value="Using Keyholder Time Zone"/> <input type="button" value="Refresh/Discard Changes"/> <input type="button" value="Record Changes"/>											

### Example 5: Tormenting Your Wearer Using KeySafe

We have been really nice to your wearer up to now. We have given her straightforward permission to get a release, set multiple windows to get a release, and even given her a 50/50 chance at winning a release. No more Mistress Nice Guy, it's time to torment her using the KeySafe program.

In this example, we will use all the tools on your Keys page to run your sub ragged in a desperate search for permission to orgasm. While she will be going crazy with activity during the next 24 hours, you will expend only a minute or two of time to set up and then enjoy her predicament. What more could a sadistic KeyHolder ask for?

We will play the following “game” with your wearer. We will set random windows for her during the next 24 hours. Each 10 minute window will offer a dice game and will appear *roughly* every two hours. She will have a total of 12 chances to play. If she wins any game, she gets an orgasm, if not, she might have to wait a long time for another chance. Here is the especially sadistic part. The first window will have quite low odds of winning, but if she finds all the windows, by the last game she will have a 75% chance of getting to orgasm. However, for each window of opportunity she misses, her odds of winning will drop, possibly as low as 0.5%.

With KeySafe, you can set up this game in about a minute and then follow your sub’s progress whenever you choose to without her knowing you are “watching” her.

Start with setting the Current Permissions field to **window**. Next go to the Window Start field and set that to **now**. Now, move over to the Duration (min) field and type in **10**. Then you would click on Repeats and click on **11** (for a total of 12 windows). We want to give your wearer the maximum uncertainty so we will set the time between windows to range anywhere between 1 and 3 hours. We can do this by setting the Interval (hours) to **1.99**.

It’s now time to set the rules for the dice game. Go to Features/Options and select **dice game**. Next go to Game Odds and select **1% = 1 in 100**. Why 1%? Because as we shall soon see, with each dice game she finds and *loses*, her odds on the next game will improve one notch. If we want the final odds after 12 plays to be 75%, we count backwards from 75% on the odds list 12 times to get to 1% for the initial odds.

In order to make the odds improve with each lost game, go to the Upon Losing field and choose **increase odds** from the list. Now, when she finds, plays and loses a game, the odds will advance, from 1% to 2.5% to 5% to ....to 75%. That is *if* she finds and plays every possible game. What if she misses a window?

The sadistic answer to that question is provided by the Missed field. Go to that field and choose **reduce odds**. This simple choice has a big effect. Now, every time your wearer misses a window, the odds of winning the dice game drop by one level. If her chances at one point are 33%, then they drop to 25% after a miss, then to 20% after two misses, etc. Your wearer generally has no way to know either the initial odds for the dice game, or how many windows they have missed (they only get a message about the last window missed)

Please note that until your wearer actually misses a window or loses a game, they will not know that there is a penalty (or benefit) on the next window. Only after they miss a window or lose a game will they get a general message about their odds changing for the next game. In this case, we choose to tell the wearer the chance for gain and loss from the start. This gives her a real incentive to find each window.

Finally, you can set Upon Winning to **cancel repeats**, to make sure that the game will stop if she wins, so she gets only one orgasm.

Assuming that you have followed the above example, your Keys page should look something like this...

Current Permission	911	Name	Email Address	Orientation	Status	Gender	Age	KeySafe	Last Permission	Permission Result	Return Keys
window	911	Test Wearer	biged1908@gmail.com			male	N/A	Model 50	3 days	none	<input type="checkbox"/>
Presets: Weekly C... Daily Cha... Minute In... 3rd Day ...											
Next Key = 23679352											
Window Start: now Duration (min): 10 Repeats: 11 Interval (hours): 1.99 Missed: reduce odds											
Features/Options: dice game Game Odds: 1% = 1 in 100 Upon Winning: cancel repeats Upon Losing: increase odds											
With these selections, the odds of a release, if all windows are found, is 12% or greater.											
Message to: <input type="text"/>											
Reply from: <input type="text"/>											
<input type="button" value="Using Keyholder Time Zone"/> <input type="button" value="Refresh/Discard Changes"/> <input type="button" value="Record Changes"/>											

Before we look in on your wearer, let's recap exactly what we have done to/for her. The first window is easy to find, since it starts immediately (presumably you have told her when you are starting the game!). She plays and loses. However, when she checks in 2 hours later, she finds that she missed a window that closed 20 minutes previously. At this point, a cold feeling hits her; she realizes that you have added a random element to the time between windows and that it is at least 20 minutes.

She checks in an hour and a half later ... no luck. Another half an hour ... no luck. Another half an hour. Ahhh, she finds it and discovers she has a really poor chance of winning an orgasm. She plays and loses. She then waits an hour and a half... no luck. Another half an hour. Nooooo. She missed another window. And then she misses another.

Although she doesn't know it, she will have terrible odds for the next game. After the first window and her loss at 1%, her odds improved from 1% to 2.5%. However, missing that next window dropped her odds back to 1%. The next play and loss raised her back to 2.5%, but the two missed windows drop her to 0.5%. Notice that with these settings, each missed window has a double impact. Instead of getting a chance to win

an orgasm or improve your odds by a notch, you lose a chance to get an orgasm and decrease your odds. For example, if you were currently at 50% odds but missed a window, instead of having a 50/50 shot at an orgasm now or a 66% chance for your next window, you lost that 50/50 shot and will drop to a 33% chance for your next window. That is a huge swing in your chances next time. This type of game gives a powerful incentive to find every window even at low odds.

And so it goes for the next 18 hours. As time passes, she figures out that you have left pretty short windows and that she needs to check about every 15 minutes or so starting an hour after she finds a window until she finds the next one. Ooops. She fell asleep somewhere around hour 17 and missed a window.

By the time the 12<sup>th</sup> window appears, she is exhausted and her odds of release have not increased very much (up to 7%). She finally accepts the offer and sees the following screen...

**KeySafe Key Control Page**

**Great!** You have decided to play the game to determine if you get a release now or not. Below you see 4 dice. You need to hit the 'Roll the dice' button to start the game. Once the dice are rolling, you can either hit the 'Stop All dice' button, or you can stop the rolling, one dice at a time. Your fate will be decided based on the roll. If you wish to send a message to your Keyholder, wait until after you play the game to do so.

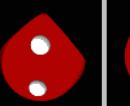
Your Keyholder has chosen a special combination of the dice, so in order to obtain a release, you will need to roll:

[Two matching pairs](#)

[Roll the dice](#) | [Stop All dice](#)

---

  
[Stop This die](#)

  
[Stop This die](#)

  
[Stop This die](#)

  
[Stop This die](#)

Did she win or not? How can you tell? Let's check out a very important tool on your Keys page to see exactly how she fared. Look near the top and far right of the control area for this wearer. There is a field called Permission Result. Under this title there is a blue shaded word ... [unlucky](#).

Well, you know what happened to your poor chastity sub. How did it happen? Did she find all the windows? Did she cheat? What were her final odds? You can find all of this information and more by clicking on the blue result, [unlucky](#) in this case.

When you click on the result, a new tab opens up which is your wearer's History page (most recent actions are at the top). You get very detailed information about her actions as the following sample page from a similar game shows...

Tue Feb 28, 2012 12:30:27 am	<a href="#">Wearers dice roll is unlucky</a>	2 4 2 1
Tue Feb 28, 2012 12:30:27 am	<a href="#">Wearer tries to roll this result:</a>	Two matching pairs
Tue Feb 28, 2012 12:23:09 am	<a href="#">Game odds are now set to</a>	7% = 1 in 14
Tue Feb 28, 2012 12:23:09 am	Next Window is active from	Tue Feb 28, 2012 12:27:58 am to 12:32:58 am
Tue Feb 28, 2012 12:23:09 am	<a href="#">Wearers dice roll is unlucky</a>	1 3 5 5
Tue Feb 28, 2012 12:23:09 am	<a href="#">Wearer tries to roll this result:</a>	Two matching pairs, but without either pair being craps (1 and 1)
Tue Feb 28, 2012 12:17:07 am	<a href="#">Game odds are now set to</a>	5% = 1 in 20
Tue Feb 28, 2012 12:17:07 am	Next Window is active from	Tue Feb 28, 2012 12:21:58 am to 12:26:58 am
Tue Feb 28, 2012 12:17:07 am	<a href="#">Wearers dice roll is unlucky</a>	6 6 4 4
Tue Feb 28, 2012 12:17:07 am	<a href="#">Wearer tries to roll this result:</a>	All 4 dice added together must equal either 7 or 21
Tue Feb 28, 2012 12:17:04 am	Next Window is active from	Tue Feb 28, 2012 12:15:58 am to 12:20:58 am
Tue Feb 28, 2012 12:17:04 am	<a href="#">Game odds are now set to</a>	2.5% = 1 in 40
Tue Feb 28, 2012 12:17:04 am	Missed a Permission Window that expired	Tue Feb 28, 2012 12:14:58 am
Tue Feb 28, 2012 12:05:34 am	<a href="#">Game odds are now set to</a>	5% = 1 in 20
Tue Feb 28, 2012 12:05:34 am	Next Window is active from	Tue Feb 28, 2012 12:09:58 am to 12:14:58 am
Tue Feb 28, 2012 12:05:34 am	<a href="#">Wearers dice roll is unlucky</a>	6 6 5 6
Tue Feb 28, 2012 12:05:34 am	<a href="#">Wearer tries to roll this result:</a>	All 4 dice added together must equal either 7 or 21
Mon Feb 27, 2012 11:59:42 pm	<a href="#">Game odds are now set to</a>	2.5% = 1 in 40
Mon Feb 27, 2012 11:59:42 pm	Next Window is active from	Tue Feb 28, 2012 12:03:58 am to 12:08:58 am
Mon Feb 27, 2012 11:59:42 pm	<a href="#">Wearers dice roll is unlucky</a>	4 4 3 3
Mon Feb 27, 2012 11:59:42 pm	<a href="#">Wearer tries to roll this result:</a>	All 4 dice added together must equal 22 or 23
Mon Feb 27, 2012 11:55:09 pm	<a href="#">Game odds are now set to</a>	1% = 1 in 100
Mon Feb 27, 2012 11:55:09 pm	Next Window is active from	Mon Feb 27, 2012 11:57:58 pm to 12:02:58 am

On this page, you can see what happened to each window. You can spot those she found, played and lost (thus raising her odds) and those she missed (and the resulting reduction in her odds). Her final odds were 1 in 7 – a 14% chance that she failed to make.

It is worth knowing that your wearer does NOT get this kind of detailed information. For instance, in this case she has no way of knowing for sure how many windows she has missed since her last check-in. The History page she sees looks like this ...

Tue Feb 28, 2012 12:30:27 am	Wearers dice roll is unlucky	2 4 2 1
Tue Feb 28, 2012 12:30:27 am	Wearer tries to roll this result:	Two matching pairs
Tue Feb 28, 2012 12:23:09 am	Wearers dice roll is unlucky	1 3 5 5
Tue Feb 28, 2012 12:23:09 am	Wearer tries to roll this result:	Two matching pairs, but without either pair being craps (1 and 1)
Tue Feb 28, 2012 12:17:07 am	Wearers dice roll is unlucky	6 6 4 4
Tue Feb 28, 2012 12:17:07 am	Wearer tries to roll this result:	All 4 dice added together must equal either 7 or 21
Tue Feb 28, 2012 12:05:34 am	Wearers dice roll is unlucky	6 6 5 6
Tue Feb 28, 2012 12:05:34 am	Wearer tries to roll this result:	All 4 dice added together must equal either 7 or 21
Mon Feb 27, 2012 11:59:42 pm	Wearers dice roll is unlucky	4 4 3 3
Mon Feb 27, 2012 11:59:42 pm	Wearer tries to roll this result:	All 4 dice added together must equal 22 or 23
Mon Feb 27, 2012 11:55:09 pm	Wearers dice roll is unlucky	2 3 2 6
Mon Feb 27, 2012 11:55:09 pm	Wearer tries to roll this result:	All 4 dice added together must equal 4, 5, or 24
Mon Feb 27, 2012 11:38:51 pm	Wearers dice roll is unlucky	1 4 6 3
Mon Feb 27, 2012 11:38:51 pm	Wearer tries to roll this result:	All 4 dice added together must equal 22 or 23
Mon Feb 27, 2012 11:22:44 pm	Wearers dice roll is unlucky	1 1 3 5
Mon Feb 27, 2012 11:22:44 pm	Wearer tries to roll this result:	All 4 dice added together must equal 22 or 23

One final note about this example. You can change any of the options at any time and they will take effect immediately. If you saw that your wearer's odds were dropping too fast, you could always increase them "by hand" using the Game Odds field. You could add or take away Repeats. You could make it easier on her by making the windows last longer or reducing the randomness between window start times. Or, you could make it harder on her. The point is that you can change the game *while you are playing it*.

#### Example 6: Having Fun the Easy Way by Using Preset Games

Sometimes all the options available to a Keyholder can seem overwhelming and you want some reasonable settings as a starting point. At other times, you may just want to set something up quickly and not have to think too much about it. For those times that you want to take it easy and yet still have fun with your wearer, we have created 4 completely different preset games. These games can be set with one click and best of all can be easily modified to make them suit your preferences.

Current Permission	911	Name	Email Address	Orientation	Status	Gender	Age	KeySafe	Last Permission	Permission Result	Return Keys
Window Presets:		Test Wearer	b1ged1908@gmail.com			male	N/A	Model 50	3 days	unlucky	<input type="checkbox"/>
Weekly C...		Next Key = 23679352									
Daily Cha...		Window Start:	now	Duration (min):	1	Repeats:	Infinite	Interval (hours):	0.017	Missed:	do nothing
Minute In...		Features/Options:	dice game	Game Odds:	1/2% = 1 in 200	Upon Winning:	cancel repeats	Upon Losing:	do nothing		
3rd Day ...		With these selections, the odds of a release, if all windows are found, is 50% or greater after 150 windows.									
		Message to: <input type="text"/>									
		Reply from: <input type="text"/>									
<input type="button" value="Using Keyholder Time Zone"/> <input type="button" value="Refresh/Discard Changes"/> <input type="button" value="Record Changes"/>											

In the screen shot above, if you look at the far left of the **Keys** box you will see the blue Presets: label and 4 choices under that label. If you slide your mouse over each choice, you will see a more complete description of that option. To choose one of these preset games, just click on it and all the appropriate fields will be filled in. Make any changes you want and then press Record Changes to start the game.

The four preset games are:

- **Game 1 – Weekly Chances:** this game gives the wearer slowly improving chances for a release once each week. It is designed to eventually grant your wearer a release, but depending on luck and how diligent they are, it might take a while. The window starts at the same time every 7th day, so they will have no trouble finding the permission windows. But a dice game will then determine if they get a release. The odds are initially very poor, but each week they play and lose, the odds will improve until they eventually win, which then stops the game. If they miss a window, their odds of winning will stay the same and they must wait a week for another chance. It is easy to modify the settings to offer a chance every day (or month) and start with a higher chance of winning if you desire.
- **Game 2 – Daily Chances:** this game gives the wearer one chance to get a release every day for the next 2 weeks. The idea is to give a wearer a small but reasonable chance of winning a release every time they play as long as they actually can find every opportunity to play. Otherwise they face a penalty. The windows are quite short and there is slight randomness as to when they occur, so the wearer's first challenge will be to find each window. Failure to find a window will reduce the chances of winning for the rest of the game. This is a huge penalty, so they have a strong incentive to find every window despite the challenge. If the wearer does find every window, a release (maybe more than one) is very likely, but not automatic. The game stops after 2 weeks.
- **Game 3 – Minute Intensive (shown in above example):** this is a short, but intensive game intended to keep your wearer constantly busy in order to have a chance at a release. The wearer will need to devote almost full time to this game until it ends (usually within a few hours) when a release is finally won. In this

game, there is a continuous series of windows, one immediately after the other, each leading to the dice game. But the dice odds are very low and never change, and it will take on average about 200 "throws" of the dice before the wearer finally wins, ending the game. We recommend that after you start the game, you check in after a time interval of your choice and end the game by setting Current Permission to no. One or two hours works well. If your wearer knows that they will have a limited amount of time, they will often behave like mice pressing a button trying to get pleasure. They will be glued to their computers by you.

- **Game 4 - 3rd Day Chance:** this is a very difficult game for the wearer to win and a great way to keep them aware of your control for an extended period. Very short windows will open slightly randomly every 3 days and the initial odds are very low. If the wearer finds a window but loses at dice, the odds will improve. But if the wearer fails to find a window, the odds get worse. Thus, missing a window is very painful and your wearer has a very strong incentive to find every window no matter how inconvenient. This is actually a fairly sadistic game since over time the window will move through each day of the week and very slowly move around the clock. To win, the wearer will have to be very diligent at finding nearly all the windows over a period that could stretch to several weeks.

### Conclusion:

All these ways to enhance your chastity play (and more) are available through the Keys page. If you have additional questions, please look at the help screens and feel free to play with the settings to get a feel for how all the options work. Remember, you can always press Refresh/Discard Changes to go back to your last saved settings and that nothing takes effect until you press Record Changes.

However, if you have made it this far, you have a really good understanding of how to use the KeySafe site to enhance your chastity relationships. Every one of these features works with or without a KeySafe. Using these tools, you can be a playful KeyHolder or a very sadistic one. You can use the site for simple denial, or you can make it the centerpiece of a highly interactive and absorbing chastity relationship. The tools are now in your hands and how you use them with your wearer is up to the two of you. We hope you have fun.

## **APPENDIX: Managing A New Wearer**

- Chastity control via the KeySafe site can be very intense and wearers are justifiably concerned about the risks associated with giving up control to someone they don't know. You may find that the wearer wants a lot more negotiation and/or a trial period of keyholding before actually locking on a chastity device (or using a safe).
- To address these concerns, a trial period for every new keyholding relationship is built into the site's software. You should know that there are 6 specific days during the first month of keyholding that a wearer can withdraw their offer and get their keys back. These opportunities to withdraw the keys occur on the 7<sup>th</sup>, 14<sup>th</sup>, 21<sup>st</sup>, and 28<sup>th</sup>, 29<sup>th</sup>, and 30<sup>th</sup> days after you accept their keys. The days the keys can be withdrawn have been spread out so that both of you can get a taste of what it is like for you to truly control the wearer's chastity and know that he can NOT get out whenever he wants. This period gives you both a chance to negotiate and learn about how to make chastity work to everyone's satisfaction.
- After the first month has passed, the wearer cannot take their keys back unless you have not logged into the site during the last 30 days. Sadly, some Holders play for a while and then disappear and this 30-day option protects wearers from those Holders. This is only an option and if the two of you are happy with only occasionally visiting the site, then the wearer can just ignore the option.
- Once you start in earnest, the wearer is likely to find it very important to demonstrate to you that he/she is really locked up. They need to know that you know how much control you have over them.
- The wearer may become much more needy and especially need more reassurance since if they are serious, they can no longer get out even if they want to. This makes them MUCH more attuned to possible deceptions on your part. If they discover you are not who you have said you are, they are likely to be deeply hurt and psychologically wounded.
- A wearer is likely to become more submissive to you over time as they strive to please the person who controls their access.

- However, a few wearers will become more aggressive, bratty or whiney when they hit the inevitable rough spots in chastity and discover they can't just end it on their own.

### **Stopping the Most Common Wearer Trick**

As a Keyholder, you need to know the tricks of a typical wearer so you can take appropriate steps to make sure you are getting the keyholding experience that works for you. Of course, the wearer may have different ideas and if you can't reach agreement, the best course is to return the keys and look for someone who is a better fit.

The most fundamental trick is to pretend to lock on a chastity device. Most Holders would be amazed at the number of ways guys can fake locking on their device. There are various ways to deal with this issue. Two basic tools are the web cam and the laminated key. If you and the wearer have web cam access, it is a simple matter to ask the wearer to buy a particular type of high-security lock (or you can send him one), open the package on camera, let you see the chastity locked with that lock and make sure that they tug on the chastity lock to make sure it is actually locked.

The keys to the lock can now be heavily taped to a piece of a local newspaper or magazine showing a date. The newspaper and keys can then be laminated using a cheap manual lamination kit available for a few dollars at an office supply store or put into a cheap, breakable plastic lockbox. Now the wearer can get off the chastity in an emergency, but you will know if they have used the emergency key because the laminate will have been cut (or lockbox opened). You can periodically ask for a photo of the emergency key and after a permission has been accepted, watch them relock the chastity and make a new laminate on the web cam. Even without the web cam, the laminated key idea provides a reasonable way to give you some real control.

What you want out of the keyholding experience could of course range from comfort with complete fantasy to a desire for total reality. Wherever you fall on that range, knowing how the KeySafe site works and how to deal with the most common trick that chastity wearers play should help you make sure you get the type of chastity experience you really want.