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Is 3DXChat Cursed?

BY JULIO — 2026-03-04

Is 3DXChat Truly Cursed?

While browsing Reddit — that sprawling digital crossroads of opinions, humor, and confessions — I came across a simple comment that lingered in my mind far longer than expected:

I've always wanted to play 3DXChat, but I don't because it's cursed.

A short remark, almost throwaway, yet it sparked a question worth exploring: *What does it mean for a game to be "cursed"?*

To reflect on this idea, I turned to an unlikely source.

THE DUAL NATURE OF ALL THINGS

One of the concepts described in *The Kybalion*[1], attributed to the teachings of Hermes Trismegistus[2], is the **Law of Polarity**. This Hermetic principle states that everything has two poles — two extremes of the same essence:

[1] https://en.wikipedia.org/wiki/The_Kybalion

[2] https://en.wikipedia.org/wiki/Hermes_Trismegistus

- Hot and cold degrees of temperature
- Light and darkness darkness as the absence of light
- Love and hate emotions on the same spectrum
- Good and evil perspectives along the same moral scale

If everything contains its opposite, then the question becomes: *Can something associated with "darkness" still contain light? Can a "cursed" world still hold goodness?*

ANGELS, DEMONS, AND SYMBOLIC SPACES

Are there bad angels and good demons? Is there evil in heaven and goodness in hell?

Before proceeding, dear reader, let me clarify that when I speak of angels and demons, heaven and hell, I do so symbolically. These archetypes help us explore human behavior, especially when we enter spaces where anonymity loosens the constraints we place on ourselves.

This brings me to a comparison drawn from my own background.

3DXCHAT AND THE SPIRIT OF CARNIVAL

Being Brazilian by birth, 3DXChat reminds me of **Carnival**, that annual eruption of color, music, and unfiltered human nature.

During Carnival, many shed their social masks and allow the "animal" within to run free. And yet, within that same environment, there are people who stay grounded, enjoying the celebration without being consumed by it.

Some even choose paths completely opposite to the dominant energy of the festival: organizing prayer circles, practicing charity, and cultivating reflection amidst apparent chaos.

So I ask again: *Is there goodness in hell?*

A DIGITAL MIRROR OF HUMAN DUALITY

3DXChat reflects this same duality.

Yes, its most visible purpose is erotic interaction. The sexual current is strong, undeniable, and central to the experience. But not everyone lets themselves be carried by it.

Even in this world, there are:

- RP rooms
- Themed builds
- Games and puzzle spaces
- Theaters, retro music lounges
- Prayer groups and study circles, even if they are few

In a place designed for one intention, people consistently find others.

IS IT TRULY "CURSED"?

Perhaps. Or perhaps not.

Like Carnival, 3DXChat simply **amplifies whatever its participants bring to it**. The sense of a "curse" may arise from factors such as:

- The freedom anonymity provides
- The lack of public accountability
- The masks we wear when nothing forces us to reveal our true selves

A previous article on anonymity and freedom[3] explored this issue in more depth.

But a space shaped by anonymity is not cursed by definition, it is merely **unchained**.

And what people do with that freedom reflects more on humanity than on the platform that hosts it.

[3] https://thehiddencircle.com/anonymity-and-freedom/

A FINAL QUESTION FOR YOU

So I leave you with the same question that began this reflection: *Is 3DXChat truly cursed?*

Or is it simply a mirror, one that shows us the duality we carry everywhere, even into the digital worlds we create?

Share your thoughts and experiences.