

KULDRIN'S KRYPT: A BDSM 101 PODCAST PRESENTS:

"ADVANCED IMPACT PLAY"

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By: M. Kuldrin / May 24, 2025

1. **"All warfare is based on deception Hence, when we are able to attack, we must seem unable; when using our forces, we must appear inactive; when we are near, we must make the enemy believe we are far away; when far away, we must make him believe we are near." -Sun Tzu 5th Century BC**
2. **Impact Play IS NOT permission to abuse, coerce, neglect, degrade, humiliate, traumatize, or harm a person in any way. If there isn't negotiation, consent, AND aftercare, it is abuse.**
3. **It is "Power with," not "power over," just like all things in BDSM. It is negotiated. It is consensual.**
4. **Advanced Impact IS NOT:**
 - a. **Just going as hard as you can on someone or having someone beat you as hard as they can.**
 - b. **It's not simply being known as a hard top or bottom.**
 - c. **It's not about the marks.**
5. **Advanced Impact Play IS:**
 - a. The definition of "advanced impact play" differs widely for different people. Some claim it doesn't exist because there is no such thing as beginner or advanced toys or because there is no such thing as "safe play." Others claim that anything beyond a mild ass spanking and a soft, lightly thrown flogger is "advanced impact play." However, I feel there is much more to it than either of those answers. It is personal based on the person's learning and playing. Someone who is well-experienced has the curse of knowledge and often forgets how long it took for them to develop their skills. Someone who takes to an activity naturally would likely move through the fundamentals so quickly they don't even realize they have stepped into what others would consider the next level. To help myself define "advanced impact play", I break it up into multiple parts and make the determination on which areas I consider myself "advanced."
 - i. **Physical:** Are the basic skills mastered? Have you studied anatomy (the structures of the body, i.e. skin, cardiovascular, respiratory, neurological, and all of the other organs and systems), physiology (how those structures work)? Can you apply what you have learned?
 - ii. **Mental:** Have you studied psychology? Do you have a grasp on your own mental state and emotional intelligence?
 - iii. **Spiritual:** Do you have an understanding of what you believe? Are you willing to become informed on the beliefs of your play partner?
6. **Safety:**
 - a. **F.R.I.E.S.:** Freely given, Reversible, Informed, Enthusiastic, Specific
 - b. **One size does not fit all.**
 - c. **Goal:**
 - i. What is the goal of the scene?
 - d. Thoroughly discuss hard limits. (Soft limits do not exist for this type of scene.)
 - e. **Aftercare:** Plan for check-ins for a minimum of a week after the scene.
 - f. **Tops can often experience a backlash after impact scene. Feelings of being an abuser, self-doubt, ... it's extremely important that both tops and bottom share the responsibility of reassuring each other.**
 - g. **Scene Ending:** There needs to be a solidly defined ending to every scene. Yes, it can be fun to poke and prod on the marks that were made, however, this is often unintentional abuse and can fuck with the bottoms headspace.
 - h. **Rollercoaster:** Plan ebbs and flows in the scene to make it an adventure.
 - i. **Hydrate: Never refuse drinking water!**
 - j. **Location Counts:** Plan the scene in a place that helps set the mood and where you won't be interrupted.
 - k. **Music-minded play:** Along with the location, sounds, music, and lighting play a large role in creating a mood that aids in the completion of scene goals.
7. **Negotiating Trauma-Informed Play**

- a. **What happened the last time you were traumatized?**
- b. **What kind of care was required for you to feel safe after you were last traumatized?**
- c. **What is the plan if one of us becomes traumatized?**
- d. **Is it an automatic end of scene?**
- e. **Do you want to do a check in at that point?**
- f. **Do you want to push through it?**
- g. **What if I'm not able to see you through your trauma?**
- h. **Is there a friend or therapist you can call?**

8. Demonstrations:

- a. Body (torso)
- b. Body (extremities)
- c. Dragon tails/tongues
- d. Floggers: Florentine and types of floggers
- e. Paddles: using different parts of the paddle
- f. Prevertables
- g. Temp Play and impact
- h. Whips

9. Mixing play types:

- a. Impact & electrical
- b. Impact & fire
- c. Impact & knife/sharps play
- d. Impact & psychological (fear, mindfuck, degradation, humiliation,...)
- e. Impact & rope
- f. Impact & ...

10. Aftercare

- a. Following the scene
- b. Check ins
- c. Secondary aftercare
- d. Check ins

11. Warnings:

- a. Therapy
- b. The mind can't let go of the scene/scenerio.
- c. Mild to serious injury
- d. Death

● **Sources:**

- Personal Experience <https://KuldrinsKrypt.com/impactplay>
- "The Art of War" - Sun Tzu