

THE TARA TAINTON GAME GUIDE

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1. Introduction

Tara Tainton games are a group of masturbation challenges for men. They're apart from Tara's fantasy and role playing productions. About 2010 I discovered these games via friends and made purchases in accordance to my tastes. Like many novices, I mistook them to be a novelty and eventually forgot about them on the hard drives of spare computers. Having recently rediscovered many of these videos, I now play to win them. This game guide is based on my experience and is for helping prospective players choose which ones to buy. As important are tips for assisting players in maximizing their likelihood of success.

One never forgets the pleasure of his first game victory!

2. Game Benefits

There are two main game series, referred to as Cock Hero Challenge and High Speed Masturbation Marathon. Another series, the I Own Your Orgasms sessions, builds upon Masturbation Marathon. Games need not be played in any particular sequence. However, experience is helpful before attempting certain titles. Although they vary in theme, the majority require men to complete a number of masturbation segments and withhold climax through the end of the video. Here is a list of benefits for players.

- Improved stamina
- Increased male rigidity and quantity of release
- Satisfaction combining competitiveness with sexy challenge
- Confidence towards harder games

The interactive nature of the videos provides nearly unlimited replay value. The better you become, the more enjoyment is gained. In many respects playing these games is like participating in a unique sporting event.

3. Strategies

Every Cock Hero Challenge and High Speed Masturbation Marathon game is divided into segments. The former series uses music to govern the tempo of the player's stroking. Masturbation Marathons involve a wider range of motion. This makes Masturbation Marathons more difficult than Cock Hero titles. In turn, Cock Hero allows for ease of play and quickly gaining experience. Throughout each game segment Tara demonstrates the required masturbation speed and motion with her hands, arms, or occasionally a prop. She also teases and poses suggestively to entertain and provoke male response. The frustration caused by balancing stimulation and control accounts for the thrill derived from these activities.

In addition to self restraint, keeping up with Tara necessitates manipulating the grip and motion she asks of the player. These are proven methods for resisting Tara's attempts to lure a man into losing. Defeat results as often from Tara's vocal and visual enticements as it does from the masturbation action. Winning means completing the game without climaxing until permitted. Here are some suggestions to improve your chance of success.

Choose your game

Rarely will you win a game on the first play through. Start your collection with simpler titles. Use the free previews at www.tarainton.com and read player comments. It's helpful to aim for modest goals at first. See if you can last one or two segments before having to give into your urges. That might seem impossible for new players but it's how I became familiar with the formats and what was expected of me.

Be relaxed

Be sure to climax within a day prior to attempting any game. If you don't, Tara's instructions and teases will more readily beat you. Be seated comfortably and don't play when drowsy. Sleepiness makes a player warm up too slowly and advance too quickly through his plateau to the point of no return. Note that some titles are quite long so ensure you're hydrated.

Resist chatter

Obey Tara's commands as best you can but pay less attention to her taunts and teases. They're designed to increase your situational awareness and lead to a surprisingly sudden need to give up.

Technique

Unless stated otherwise, use half instead of full strokes. A full stroke is up from the base of your shaft, over the head, and back again. A half stroke is from the base to over the head or from over the head down to the base. Besides moderating stimulation, half stroking is easier on the arm through long segments. Stroke smoothly along with Tara's direction to avoid speed corrections that can trigger orgasm.

Grip

Tara commonly instructs players to use grips like a full hand wrap, one finger with thumb wrap, and two hands rubbing up and down or sideways. Less frequently she'll allow a choice of grip. This is more often found in Cock Hero Challenges. When given a choice, choose a grip with the least amount of contact. Grip strength is usually unspecified. This permits considerable flexibility in controlling stimulation. During segments where Tara dictates your grip strength, you'll have the least control. The only way to counter this is to have as little stimulation pent up as possible from the previous segment.

Beware of teasing

Don't let Tara's actions sweep you to the point of no return. In addition to taunting chatter, she'll employ sexy costumes and posing to reduce your control. Develop personal techniques of resisting such distractions. For example, during long segments give thought to chores or other hobbies. Periodically look away from the screen so you're less aware of what she and you are doing. Tara has a gift for flirting and wearing expressions appealing to men. The bigger her smile and the brighter her eyes sparkle, the more danger you're in.

Countdowns and countups

Many players find these routines, which conclude some segments and comprise others, to be the most intimidating passages to navigate. Counting poses a double threat. They focus a man's attention on withholding his urges while increasing expectation of ultimate pleasure. Tara often includes them to make players squirm but even when they're for encouragement they can have a backlash effect. Increased exposure to counting and using tease avoidance techniques greatly lessen the risk of an untimely climax.

4. Core Games

My collection consists of the original Cock Hero and Masturbation Marathon releases. My purchases since 2011 were lost through computer upgrades. I might review more recent titles from memory in guide updates. Below are the games I feel every player should own before exploring others. They feature variety while remaining true to the concepts of the Cock Hero and Masturbation Marathon series.

- Cock Hero Challenge Are You Game?
- Cock Hero Challenge Beat It To The Beat
- Masturbation Instruction High Speed Marathon
- High Speed Masturbation Marathon Advanced Edition
- High Speed Masturbation Marathon Footsie Edition
- High Speed Masturbation Marathon Turbo Edition

As a player evolves his skill, he might seek additional novelty and challenges. For example, the High Speed Masturbation Marathon Nylonic Edition and the I Own Your Orgasms sessions utilize more elaborate motion and longer run times than the earlier videos.

5. Reviews

Fellow players are encouraged to post details of their successes and defeats at www.taratinton.com because I only review titles owned by me. Additional reviews may be forthcoming.

Cock Hero Challenge Are You Game?

Summary	A short masturbation game based on music.
Duration	15 minutes
Difficulty	2 of 5
Suggested prerequisite	Nil

This is the easiest game in either the Cock Hero or Masturbation Marathon series. Three segments of consistent stroking motion, each faster than the previous one. Light taunting, some tease. Ideal starting point for a player to learn how to master these games.

Cock Hero Challenge Beat It To The Beat

Summary	Complex sequel to Cock Hero Challenge Are You Game?
Duration	16 minutes
Difficulty	3 of 5
Suggested prerequisite	Cock Hero Challenge Are You Game?

Many segments with harder rhythms than Cock Hero Challenge Are You Game? Considerable teasing by barefoot Tara in white blouse and short skirt.

Masturbation Instruction High Speed Marathon

Summary	Entry point to the bulk of the Tara Tainton game library.
Duration	15 minutes
Difficulty	4 of 5
Suggested prerequisite	Cock Hero Challenge Are You Game? Cock Hero Challenge Beat It To The Beat

Short but may be challenging for novices. Emphasis is on learning proper form of grip and motion, less on tease. Countdowns can result in failure during first attempts. Tara is fetching in glasses and unbuttoned blouse.

High Speed Masturbation Marathon Advanced Edition

Summary	More variety yet easier than Masturbation Instruction High Speed Marathon.
Duration	24 minutes
Difficulty	3 of 5
Suggested prerequisite	Cock Hero Challenge Are You Game?

Playfulness compensates for this game's teasing and moderate run time. Beware of countdowns and Tara's disarming smile and pigtailed. Consider this before Masturbation Instruction High Speed Marathon.

High Speed Masturbation Marathon Footsie Edition

Summary	Long but Tara's most cooperative game.
Duration	52 minutes
Difficulty	2 of 5
Suggested prerequisite	Cock Hero Challenge Beat It To The Beat

Recommended for a first attempt at a longer title. Short segments keep this easy despite its length. Tara uses her feet instead of hands to guide the player. Some topless views. Tara works harder here than in any game I've played.

High Speed Masturbation Marathon In Flight Edition

Summary	Light fantasy theme but structured like other Marathons.
Duration	21 minutes
Difficulty	2 of 5
Suggested prerequisite	Nil

Retro airline setting and sound effects. Informal segments lengthen with time. Features increasing stroking speeds and several long countups. Expect difficulty if not relaxed before playing. Tara wears a pretty stewardess costume and strips down to just cap and boots.

High Speed Masturbation Marathon Turbo Edition!

Summary	Nearly an athletic contest with an impressive variety of motion.
Duration	43 minutes
Difficulty	5 of 5
Suggested prerequisite	Cock Hero Challenge Beat It To The Beat Masturbation Instruction High Speed Marathon

Ranks just below the difficulty of High Speed Masturbation Marathon Nylonic Edition. More frustratingly slow segments than usual. Introduces two new motions, stroking the head only and the shaft only. Tara is cute in bikini top and shorts.

6. Copyrights

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