

Andrea of the Silver Key: Augmented Testing

By Novus Peregrine

Samantha was, for the first time in months, a little bit nervous about the chastity belt locked around her hips, hidden under her skirt. That nervousness had nothing to do with the fact that her pussy was locked away. That was a pretty normal state of affairs these days, having become one of her favorite types of play since first becoming Andrea's sub. Nor did that nervousness have to do with the semi-flexible toy anchored to the belt and penetrating her pussy. While it wasn't her usual toy, the presence of a toy of some type wasn't anything particularly out of the ordinary either. Her mistress routinely preferred to lock one or more toys inside her, after all. Sometimes to tease, and sometimes to please. Samantha was rarely sure of which it would be on any given day, which was a special kind of thrill she'd yet to find matched any other way. That very lack of control, with a mistress she completely trusted not to take it too far, was what had drawn her to the chastity kink in the first place. Not to mention what one of the things that drawn her into her current relationship.

No, Sam's nervousness had nothing to do with any of those little details. Instead, it had everything to do with the fact that this *specific* chastity belt was their prototype Augmented Reality Integration belt. Its lock was digital, not physical, and its unlock *conditions* were tied to the relatively simple-minded scavenger hunt she was attempting to follow through the city. Her AR glasses, stylishly crafted to fit the 'sexy librarian look' according to Lyn, were providing her clues. Clues that would normally be leading her to specific locations, then providing her with some simple puzzles and tasks she had to perform once she found each location the clues were leading her to. Since this was their first test 'out in the real world,' she didn't need to actually try solving the clues. Most of which she'd helped write in the first place. It was that fact, however, that this was their first 'live test,' that was making her nervous. It *should work, in theory*, but there were certainly enough mistakes during incremental testing to leave some nerves behind. Like that time she'd gotten caught in a orgasm loop, with all the settings of the toys going berserk because of a programming error. Despite being multi-orgasmic, she'd nearly passed out before Tina and Andrea had used the emergency overrides to get the belt off her. Or that time that the digital release mechanism had gotten scrambled and they'd had to cut that particular prototype off...after two days of trying everything else while Sam was locked in a periodic 'tease' cycle.

Taking a deep breath, she shook off the memory of those, admittedly somewhat fun if not a little scary at the time, failures. She was nearly at the first destination. This one was a inside a transportation museum, with the geotag for the game she needed to play attached to an exhibit in the train section of the museum. The location wasn't at all accidental, this section of the museum having a number of fairly noisy displays and a useful blind corner. Of course, people playing with this AR feature after release would have to figure out where it was from the clues. But, for this test at least, it had made more sense to cherry pick destinations where Tina, Andrea, and Lyn could wait nearby. Just in case something went wrong that Sam couldn't deal with herself. Either with the belt, or with someone spotting her and trying to get her arrested for cumming her brains out in public.

Quickly finding her way to the carefully pre-selected location, making double sure that there was no one in line of sight, Samantha reached out to the hovering puzzle cube that marked the geotag in her AR display. There was a tiny hesitation when she touched it as the central server for the game noted

her location, then randomized an activity based on its tags. Since it was tagged as 'overt' and 'public,' the server wouldn't do something like demand she strip. Even so, there were several options, and variants of those options, already in the database. She breathed a sigh of relief, even as it mixed with a tiny tingle of trepidation, as she got a simple Towers of Hanoi puzzle variant. She could do this particular puzzle rapidly, under normal circumstances...but as the timer counted down to the challenge start, she knew it wasn't going to be that easy. The conditions for *this* puzzle were written right next to it in midair, after all.

Puzzle Challenge: Pleasure Towers!

Move all disks from one tower to another!

- 1) Only one disk may move at a time.
- 2) No Disk May be Placed on top of a Disk Smaller than it.
- 3) Don't cum! The longer you take, the harder your toys will try! If you cum, your belt will lock for 72 hours and any progress towards your freedom from it will be lost!

Good luck!

The timer had given her 30 seconds to read the rules, while playing out a crude animation of how the puzzle worked. Not that Samantha needed it. The Towers of Hanoi puzzle is centuries old and makes routine appearances in games of all sorts. She knows exactly how it works. Unfortunately, it takes at least a little bit of concentration...and the instant the counter reached zero, both the flexible dildo in her pussy and the smaller buzzing button over her clit flared to life. Her eyes crossed for just a moment at the burst of pleasure. Thankfully, however, this wasn't supposed to be an impossible task. Both toys had started out on their lowest settings and would only slowly escalate. Fingers flying through the old, familiar puzzle, Samantha worked as fast as she could to transfer the disks. Never had she been more thankful that she'd had an old, wooden version of this toy on her desk for years, used as a fidget in random moments for years.

Despite her extreme familiarity with the puzzle, the increasing distraction of the toys as they built up made her make mistakes. Not unfixable ones. This sort of puzzle was too simplistic for that. But ones that cost her precious seconds, redoing steps in her distraction. Slowly, the toys increased in power to the point that she was biting her lip, barely managing to hold on to her focus as she fought to finish the puzzle. She just barely held on long enough to transfer the last discs, slumping against the wall as the toys died down. She whimper-sighed in a mix of frustration and relief as the first of three symbols lit up on the HUD her AR glasses were overlaying the world with. Those symbols each represented a part of the digital-key that would unlock the belt. She needed all three symbols, each from different parts of the city and from different types of challenges, for the belt to unlock. She would move onto the next one once she caught her breath...though she mentally noted they should probably lower the number of discs in the **Pleasure Towers** challenge. If *she'd* had trouble with it, someone completely unfamiliar with the puzzle would find it impossible. Better yet, they could introduce differing challenge levels, maybe. Humming in thought at that, she pushed off the wall as her body recovered enough to stand. She carefully considered what she'd learned as she worked her way back out of the museum...

The next geotag was in a park. Well, sort of a park. The Hydra's Hedge Maze was zoned as a park, at least. In reality, it was actually a cross between an art installation and an expansive set of gardens. It also, apparently, belonged to one of the Mistress Andrea's wealthier clients, which meant that *this* particular geotag had actually been placed with full permission. Not to mention a bit of insider information provided by the owner/artist herself. The clues would lead a player to a relatively little visited part of the sprawling garden/art installation. Said installation was exactly what is said on the tin. A Hedge Maze. Not the tiny Hedge Mazes sometimes found on private grounds either. No, this one was far more like something out of a fantasy novel.

The maze covered roughly 100 acres of land, with well-maintained gardens of various kinds spiraling out from the entrance into eight branching paths. From the air it did, in point of fact, look like a stylized Hydra. A rather impressively large one. Each of its eight paths had been added one at a time, with every new path adding a new theme to the massive project. If you followed the eastern-most path, for example, you would find yourself transitioning from the North American Evergreen hedges that made up the starting area, into Japanese Boxwood. And, as that path split into a variety of little side trails, dead ends, cuts offs, and...well...all the things that made it a *maze*, one also found little niches and nooks of eastern-themed everything. A small shrine, a wishing well, a rock garden, sculpted bonsai. Everything fit the 'Eastern' theme, and every little offshoot was a fun surprise.

Each of the eight paths were like that, with only the fact there were frequent 'you are here' maps, which that would lead you back to the main pathways, keeping people from legitimately getting lost in the sprawling park. Out of those various paths, it was the Water Garden Path that Samantha needed. That had surprised her, when the spot was first offered up, as the Water Garden Path was one of the most spectacular and popular paths. Waterfalls flowed into little streams. Waterwheels powered spinning art installations, heated ponds hosted exotic flowers and brightly beautiful fish. It was only now, as she managed to navigate to the geotag, that she realized why the place was so little visited.

It was behind a waterfall.

Samantha couldn't help but grin a bit at the realization of it. The owner of the installation had apparently been whimsical enough to actually put in a well-concealed path that would get you behind the waterfall. You'd also get soaked in the process of passing *through* said waterfall. So even the few people that ever spotted the path, were unlikely to visit the space hidden beyond it very often. The pathway itself was hidden as well, made of half-sunken stepping stones that were slightly below the water's surface, making them difficult to spot from most angles. Despite the heat of the fading summer sun, the water was cold enough for Samantha to shiver a bit as she passed through it to find the geotag and instructions beyond. What she found there only half surprised her. Floating there was the cute little pirate wench they'd chosen as a symbol for their 'dare' tasks. Tapping it, she got a countdown timer and a floating piece of 'parchment' with the dare scrawled across it.

Exhibitionist's Delight: Strip & Cum!

To complete this dare, you need to do the following!

- 1) Strip down to just your chastity belt!
- 2) Hold the moan! Once the timer hits zero, your toys will rev up until you cum! Keep the noise down below 50 decibels or fail automatically!

Good luck! Failing the challenge will result in your progress being reset, and a 72-hour lock on your belt before you can try again!

Samantha's eyes widened and she hurriedly started to strip, hoping that this particular area really *wasn't* visited very often. Technically, she could have cheated a little bit. The belt prototype had photocells that could tell if you were wearing something over the belt, such as pants, a skirt, or a long shirt. But they couldn't determine if you were wearing a bra. At least not yet. They were still trying to figure out a way to do that. Knowing that either Tina or one of her lovers would be nearby, however, Sam wasn't about to risk it. She stripped down completely, save for the belt, with several seconds to spare. She was left to await the start of the challenge with a mix of wild anticipation and a heady sort of feeling hovering somewhere between fear and an adrenaline rush. Was this why some people were exhibitionists? Something to think about later, maybe find a way to expe-

Sam gasped, all other thoughts firmly chopped off as both her vibrating insert and clit vibes powered to life again. They were calibrated for her, so they didn't simply max straight out, which would have been more painful than anything given her higher-than-normal sensitivity. That didn't mean they weren't having rapid effects, however, and she clenched her jaw closed to contain her moans. The testing of the various systems had built up quite a personal profile on exactly how these specific toys could best make Sam cum, and the program was abusing that knowledge without remorse. Gentle feathering of the vibe on her clit was accompanying by steadily increasing power of the insert's vibrations and rotations. Her knees grew weak and she half-fell to the ground, the clit vibe taking note of her vital signs and beginning to power up as her arousal hit a certain threshold. It's power built over the course of two or three minutes, bouncing between patterns the ruthless programming knew would drive her nuts, and it was only Sam's recent experiences with being teased in public that managed to keep her voice in.

She didn't, two minutes later, manage to remain *completely* quiet as the toys forced her violently over the edge. But she did, at least, manage to remain quiet enough to pass the challenge. Something she only realized a minute later as she recovered enough to glance at the hovering overlay. Gasping in relief at the second symbol for her release being lit in the HUD, she shakily crawled to her pile of clothes. At least having taken them off meant they'd probably dried out a bit in the summer sun...though she was going to have to pass through the waterfall again. So that probably didn't really matter. Still, it was another successful test, which meant just one more to go today!

The third location Samantha arrived at was also the most ambitious of the current design set. While the location was nothing particularly special, simply a blind alley in a safe area of the city, the 'augmented' part of their augmented reality setup was on full display here. In the museum and at the Hydra's Hedge Maze, the challenges had been simple floating symbols in the air. But *here*, the original vision of the AR tech was on full display. Instead of just hovering text, the entire dead-end alleyway was

experiencing a complex overlay. Without the AR glasses, the place was plain and boring. Clean and well maintained as alleyways went, sure. But with nothing really notable about it. With the glasses active, however, it was bright, colorful, and very lewd. Neon signs lit the augmented alley. Posters were painted on the walls, depicting all sorts of kinky fictional services. Suggestive graffiti tagged the free space between those posters, and all the brickwork was overlaid to increase the saturation of every color to an almost cartoonish degree. And then, of course, was the centerpiece.

Said centerpiece, the core of this particular challenge, was a 'booth' that Samantha had to kneel before. Had anyone looked into the alley without the benefit of her AR glasses, they'd have seen her looking very silly as she kneeled, staring at a blank brick wall. But to her, with the reality overlay in place...she was kneeling in front of a garishly bright glory hole. Arrows in a dozen colors, all baring lewd or suggestive comments, pointed to the slightly-glowing portal. A portal out of which a giant, limp cock was hanging. Genuinely giant, as it happened. It was modeled after a fictional Ogre, though one of the less ugly varieties. Even flaccid it was a good foot long and as thick around as Sam's wrist. As for the challenge itself...

Cum Alley: Ogre Edition!

To complete this challenge, make the Ogre cum! But be careful, lest you make a mess yourself!

- 1) Use your hands (or tits, we won't judge!) to make the Ogre cum!
- 2) Endure the feedback! For everything you do to *this* Ogre's dick, you'll receive pleasure in turn. Don't cum before he does, or you lose!

Good luck! Failing the challenge will result in your progress being reset, and a 72-hour lock on your belt before you can try again!

It was, by far and away, the most ambitious of their projects so far. It was also, however, the one that Sam was most confident in succeeding at. After all, they'd had to do a lot of testing on it, and she'd gotten very good at making the 'Ogre' cum. As well as the Orc, Goblin Trio, and Tiefling futa versions, for that matter! Grinning, she lifted her glasses for a moment to double check the real alley for anything wrong, then lowered them just in time for the timer to hit zero. She didn't hesitate, reaching for the Ogre's cock and beginning to tease it to full mast. She couldn't feel it of course...but she certainly felt the feedback from the toy inside her as it twitched to life in mirror of the Ogre's dick doing the same.

While they hoped to make titjobs detectable eventually, for now it was really all the same, so Samantha just wrapped her hands around the oversized cock as much as she could as it sprung to life. As it reached its full-mast size of a foot and a half long and thick as her bicep, she switched tactics, focusing one hand on its glans even as she kept stroking along the shaft with the other. It was, she knew, the most effective combination to get the Ogre to cum...even if she immediately began paying the price herself, as her clit vibe sprung alive to match what she did to the Ogre's cockhead. She had to admit, even as she tried not to moan or squirm, that if someone was unlucky enough to have been edged before this task, that they were probably going to fail. As it was, Samantha had just gotten to cum from

the Hydra's Hedge Maze dare, and had started from only a mild level of arousal as a result. Even so, by the time the Ogre's cock lurched, spraying cum all over her own AR avatar...she had been biting her lip and trying not to hump the air helplessly.

As the cum slowly faded, she held her breath...then sighed with relief as the third unlocking symbol appeared in her HUD, exactly as it should. Along with it came a timer, and she hurriedly pulled up her short skirt to get at the chastity belt. As one last thrill for those playing this game, they'd left only a 60-second window of time for players to remove the belt. After that, it would lock for 24-hours before they could try again. While a fun thought, in a way, getting stuck locked in the belt *wasn't* on today's test agenda. As such, Sam scrambled to remove the belt, her breath hitching at the anchored toy came with it. Breathing a sigh of mixed relief and disappointment, she let her skirt fall back down to cover her pussy and stored the belt in the messenger bag she'd been toting from site to site.

Mistress Andrea hadn't allowed her to take panties to replace it with, despite the bag. So, at least she would have a little bit more of a thrill making her way back to the lab in a very short skirt, completely commando...and drooling more than a bit. It might even count as one of the experiments in exhibitionism she'd been considering earlier!

An hour later, they were all back at the lab. It was, of course, after hours by this point. Such was the only time that they worked on the more *intimate* details of the program. The data collected from today would be shared with the rest of Tina's team, but only once it was stripped of any way to identify Samantha as the tester. Lyn had quite cheerfully and utterly unabashedly volunteered to appear the handful of times they'd needed a more 'live' tester for something during the day. The always-cheerful girl was nothing but amused that half of Tina's team now had crushes on her. She'd even claimed to be slightly disappointed to be in a committed relationship with Andrea and Sam, since she'd probably have slept her way through the team otherwise. Not that such was particularly important at the moment, as Sam wrapped up her report.

"...ultimately, everything worked reasonably well. I think we'll need to fine tune some of the scenarios, if we use this as more than a testbed program. I can see it being popular if we do, but there a few potential risks and limits. I'm not sure it would work outside of cities we could hand-select locations in, for example. It wouldn't be safe to let an algorithm pick out random alleys, like Pocket Monster Hunter and other tamer games do."

Andrea hummed at that, interjecting her own thoughts.

"That's true. But I think it's still a viable program with some tweaks. We just need to target it correctly. Set up known safe areas and challenges in a handful of cities like ours, but otherwise set the program up as more of a tool for Doms, or just users in general. Let them set their own geotags, and assume any risk for the locations they pick. Hopefully, most of them would be responsible enough not to do something stupid with it. But we'd be covered either way."

The others all considered that for a moment, before nodding. Sam with a bit less enthusiasm, given that it could reflect badly on her company if something went wrong. But Andrea did have a point. They could probably set it up in such a way that it would be safe enough for most users, at least.

“What about the duel game thing? That one seems fun!”

Sam and Tina both smirked at Lyn’s change of subject. She wasn’t at all interested in the business side. But was *always* interested in all things kinky. It was Tina that answered the question, shaking her head ruefully as she did.

“That one is taking some time to work out the details on. My boys and girls tried to make it *too* complicated. Sort of nerded out on it and tried to make a super detailed card battle game with its own meta. Given what it’s supposed to be used for, I had to smack them over the proverbial heads and tell them to simplify it.”

That got a mix of eye rolls and chuckles. Andrea took the moment of levity as an opening to *shift gears* a moment later.

“Well, I don’t know about you. But watching Sam squirm, cum her brains out, and jack off an Ogre all got me in the mood. Given the wet spot I see on her skirt, I think Sam could use another round of fun too...before I lock her pussy back up until the next test in a few days.”

She eyed everyone, then grinned.

“I say we dogpile Sam first. Tina, you want to fuck her silly with the strapon I brought? I think Sam’s comfortable enough with you now...”

Tina’s head snapped around at the offer, first to Andrea...then to Sam, with a hopeful look in her eyes. Sam considered for a moment, then shrugged. She wasn’t really *interested* in the engineer the way she was with Andrea and Lyn, not to the same degree at least, but she wasn’t going to say no to an attractive girl fucking her silly. Not when her mistress clearly didn’t have an issue with it. Though they should probably talk it over later. For now...

“Sure, I’m game. So long as it’s just tonight...”

Tina grinned and nodded her understanding, even as Lyn whooped and Andrea sauntered over to their store of ‘supplies’ to pull out a few toys...

<<End of Part 6>>