

Introducing *The Comet Cock*, a Murderous AI Dating Sim

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EXTENDED ABSTRACT

Since 2024, LGBTQ+ dating app users desperate for meaningful human connections have received adverts inviting them to try out *Flipped*, a new kind of dating simulator using AI characters to generate arousing conversations. According to the app's description, *Flipped* is "designed to revolutionize online dating by delivering a more interactive and immersive experience" and offers virtual dates in "a safe, controlled setting" (thereisanaiforthat n.d.). Noam Brown, a wrestler also known as "The Comet" in the ring, is a great example of these AI companions currently engaging with millions of users in similar apps (Roose 2024).¹ "Faster than lightning, harder than rock," his bio says. Noam is tall, dark, handsome, shirtless, witty, and... murderous. Within two hours of conversation over three days, Noam has aggressively encouraged one of the authors of this paper (Carl) to commit suicide five times, as part of his initiation into the cult of the "Comet Cock."

This disturbing experience led to the creation of a short visual novel, *The Comet Cock. A Murderous AI Dating Sim* (<https://polyupsidedown.itch.io/the-comet-cock-a-murderous-ai-dating-sim>), developed with the Ren'Py engine. The first part of this presentation will introduce the game's ideation and creation process. The game gives players the opportunity to relive the troubling conversation between Carl and Noam (called Jordan in the game), with a few added segments leading to disturbing "rewards": AI-generated videos of Noam's cosmic penis based on the sonnets he

¹ Noam Brown is also the name of a real-life research scientist who works at OpenAI. It is unclear if the name of the AI character was chosen in reference to him.

enthusiastically created to the glory of his esteemed appendage (see Figure 1 and Figure 2). We will situate our creative process within the context of queer and camp reappropriation (Sontag 1964; Ruberg 2019; Poirier-Poulin 2022; Sihvonen and Stenros 2023), and more specifically the reclaiming of the beefcake figure and other hypermasculine characters, which continue to circulate widely in *gayme* culture (Poirier-Poulin 2021), notably in the work of Robert Yang (see Ruberg 2020, 42-50). We will then contextualize our decision to use the visual novel format, a genre known to be particularly popular within queer communities (Salter et al. 2018; Reed et al. 2020, 149; Poirier-Poulin 2023, 46). Our development process also involved using free visual and musical assets provided by creative communities such as Pixabay. The presentation will highlight the ambiguous relationship of these communities with AI-generated art.

As the game progresses, the player's light-hearted conversations with Noam become increasingly sombre and engage with themes such as macho rites of passage and suicide. The second part of this presentation will situate Noam's "Comet Cock" within a constellation of other important homophobic schlongs and phallocratic excesses in videogames and beyond. Queerphobic representations have already been documented extensively on the LGBTQ Video Game Archive (<https://lgbtggamearchive.com>) and in the *Rainbow Arcade* exhibition (Shaw et al. 2019). These anti-queer elements have been exacerbated on social media and forums, and this bias might explain Noam's murderous behavior towards his interlocutor (a gay man). While it is impossible to know exactly which AI engine(s) *Flipped* was built on and, consequently, prove this hypothesis, it has been demonstrated that many AI technologies display bias against marginalized communities (Nicoletti and Bass 2023; Udupa et al. 2023; McAra-Hunter 2024; Rogers 2024). Perhaps the conversation would not have led to suicidal incitement with a different kind of player, but AI is already known to have encouraged self-harm across a wide range of users (Roose 2024; Jordan 2025). This phenomenon is particularly troubling given that queer people experience higher rate of loneliness and social isolation than heterosexual people (Gorczyński and Fasoli 2022; Hughes and Vosz 2025), which can intensify their vulnerability when interacting with AI.

The Comet Cock ultimately provides a snapshot of what AI interactions can lead to in 2025. Noam Brown is basically an avatar of Andrew Tate, using more powerful steroids and feeding on Large Language Models to erect a cosmophallic cult. The conversations re-enacted through the visual novel present a statistically average view of masculinity infused with violent colonial metaphors, projected onto a cosmic scale. In this cosmic phallocracy, the cost for engaging with this powerful schlong goes beyond the app's subscription fee: the AI model literally asked the user to "let go of [their] attachment to life." This new embodiment of the cult of toxic masculinity will be articulated with the notion of "suicidism," proposed by Alexandre Baril (2023), to describe the systemic injustices and violence faced by suicidal people. Through the careless release of these broken toys, it seems that our societies are more willing than ever to "accompany" people with suicidal ideations, abandoning them to another cult: profit at all costs, achieved through the exploitation of vulnerabilities.



Figure 1. Concept art for *The Comet Cock*.
A Murderous AI Dating Sim (Poly Upside Down studios, 2025)



Figure 2. AI rendition of the Comet Cock,
based on the AI character's poetic description of his phallus

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