Abstract: CyberSenate is a flexible tool for the geometric analysis of two-dimensional spatial voting games. Configurations of ideal points can be created and modified by point and click methods, generated by Monte Carlo routines, or derived from empirical data (e.g., interest group ratings or NOMINATE scores). Indifference curves, median lines, Pareto sets, win sets, yolks, cardioid bounds, uncovered set approximations, and other constructions can be quickly generated on screen. These features along with more recent work on bounded rationality and Shapley-Owen values will be demonstrated.