



## **G = Games and Role Play for SEXUAL CONDUCTIVITY!**

**B**oth in real life adventures or romantic comedies, when you pay attention to what takes place just before sex, you'll notice that it's usually some form of fun physical interaction: Playful wrestling, dancing, pillow fighting, or accidentally being stuck in the rain and having to run together to find cover! As cliché as these examples may sound, we want to do what happens naturally that leads to sex, rather than relying on conversation, which by itself, is much less conducive to sex.

A fast way to get her going and bring sexual elements as early as possible is to introduce games and role-play, since they are done in a seemingly innocent manner!

*The goal is to rapidly create a dynamic in which you'll find elements of...*

- **Sexuality:** Sexual Themes.
- **Proximity and touch:** We're having a private experience.
- **Frolicking:** We're having fun in a frisky light-spirited manner.
- **Serendipity:** It feels like this is meant to be.
- **Secrecy:** We're the only ones who know this.

## Same Night Sex System

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- **Adventure:** We're doing something exciting.
- **Mischief:** We're doing something we probably shouldn't do, but who cares.
- **Bonding:** We're on the same page, getting closer and closer.
- **Exclusion:** There's us, and then there's the rest of the world.

Because usually, wherever you find these elements, you also find PEOPLE HAVING SEX LATER!!! I call this **SEXUAL CONDUCTIVITY!**

Here's an example as a reference for you to play with, until you're able to naturally come up with your own games on the spot! Pay attention to the presence of the elements I just listed above.

As you position yourself side to side, tell her: “OK, look around and let's play **‘Who's had some, who's had none!’** ready?”

Because you're going to talk about other people, in order to not be heard, it makes it OK to position yourself closer to her. It also causes the “You and her versus the rest” dynamic, plus the topic is now of a sexual nature.

Then pinpoint the most unlikely person to have had sex and say “Over there, for sure, so recent, probably didn't even get to wash.”

After goofing around about it for a bit, look at her and say, “What about you, let me see...?” Whether you first playfully guess or she answers before you do, use whatever comes up to have fun together.

When role-playing, to avoid being too “Heavy” and “Transparent” and to better build sexual tension, I like to use what I call “DUAL DIRECTION GAME™”.

For example, as a reply to her answering one of my more sexual questions, I'll jokingly tell her, “You pervert,” but at the same time tickle and wrestle her in rather permissively forward manner. So my words seem to be moving away from being sexual, while my body's going in full force. Or vice-versa. I'll teasingly say, “Mmm...wait until I take care of you tonight, no sex you had before will even count or compare...” and lean my body back like I am about to leave. And to reinforce that “Pull/Push” even more, every 3 to 4 times you synchronize and go in strong and direct, both with your words and body. In the end, sex is very much like dancing. Lead her without stepping on her toes, don't go too fast or too slow, then powerfully pick her up once in a while.

**Silly ideas for role-play:** Act out a confession, and then spank her sins out! Do a pretend wedding on the spot, then grab her and walk away for honeymoon sex! Act out ways that people would use to approach each other in the past. Start with first politely and very properly courting her, as in the Renaissance, then just grabs her and go cave man on her, as in prehistoric days.

Make sure that you get her to be proactive, to avoid being the “Queens Fool”, there to only amuse and entertain her! She HAS to do her part too. Sex is a give and take experience. Induce reciprocity from the start, meaning SHE HAS TO PITCH IN and OFFER YOU VALUE TOO!

One way to do that, is you initiate then tell her, “OK, your turn now.” Regularly reverse the roles.

# Same Night Sex System

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Be certain to ground these playful, wild episodes into moments of deeper connection, like two lovers who just had sex! So you also appeal to her need for comfort by being more than just the “funny guy”, but the truly multi-dimensional romantic hero she'll sexually surrender to. And by momentarily shifting gears, it tends to cause her to then go further on the next round!



**Exercise 10: Create Your Own Fun Sexy Games!**

Rather than giving you an actual routine, to help you start to create your own games on the spot, I will simply give you a topic that you'll turn into a game leading to role-play. Be certain it includes the pre-sex elements we mentioned: **Sexuality, proximity and touch, frolicking, serendipity, secrecy, adventure, mischief, bonding, and exclusion.** The topic is “Whom here is most likely to have sex tonight”. At least come up with basic idea! Have fun!

