

Strategies

Ideas to keep the game play interesting.

- ♦ Play - Strip 1, Strip 2 and Flaunt It cards early in the game to get clothes off quickly.
- ♦ Play - Kiss, Lick and Caress cards more often when there is still quite a bit of clothing as they are warm up actions.
- ♦ Play - Flaunt It cards at anytime in the game to mix things up and keep the pace of the game going.
- ♦ Play - Oral, Play and Toy cards later in the game when at least some teams may have removed lower body clothing.
- ♦ Play - Action cards such as Kiss, Lick and Caress on lower number card (1- 2) or when you are stuck playing an action card on top of another actioncard to change the suit.
- ♦ Play - Oral, Play and Toy on higher number cards (3 - 5).
- ♦ Mix group into teams and individuals if under 12 people or odd group size.
- ♦ If there are several newbies in the group, play mild rules (strip UNO™, light petting, and only erotic actions on their own partners.
- ♦ Encourage the time keeper to cheat (increase the time) when the right cards are played (oral, play, toy, etc).
- ♦ Mix minutes with seconds in the game play depending on the type of action.
- ♦ Play - Swing and make the teams swap partners to make new teams.
- ♦ Tell those people who are watching that when strip actions are required they should cheer on the team removing the clothing. This makes the watchers more interactive.
- ♦ Play - Strip 2 card if one team as one piece of clothing left and another doesn't split it between to two teams with clothes. (Use FLAUNT IT cards at the beginning of the game the same way.)



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After everyone in the game is naked!

A team that plays Flaunt It (wild cards) 2, 4, 5 names the fantasy of their choice from any team in the game for that specific time period on the card. (i.e "2" is 20 sec. or 2 min). They also continue to change the suit color.

Flaunt It (ALL) -- Wahoo!! The team playing this card gets to name the fantasy of their choice of any kind from any and all teams in the game for up to 10 minutes of pleasure. You determine the time length of the Flaunt It All card that works best for your group of players.

Hint: This is a great way to end the game and move the party along to the next level of events. For example, at a party we facilitated a team played the "Flaunt It All"; after there was quite a bit of tantalizing and teasing with the action cards and all clothing was off, their fantasy was to stop playing the game and everyone start performing sexual pleasures on everyone else in the game. In other words, use your imagination.....

Important Notes

- ♦ Make up your ending to the game, i.e. when all people in the game are undressed and each team has at least two actions performed, the game is over, or a fantasy card has been played and is being fulfilled.
- ♦ Designate a person (people) who does not wish to participate in the game as the official time keepers. When an action is played he/she or they are in charge of start/stop the timer and notifying the players when time is up. Even though the timer is loud, the action going on distracts everyone in the game easily. (Don't forget the padded time hint).
- ♦ Time keeping in a group is in multiples of 10 seconds for numeric cards, 1 - 5 (1 = 10 seconds, 2 = 20 seconds, 3 = 30 seconds, etc) or do multiples of 10 seconds. In smaller groups, you may want to mix minutes with seconds later in the game,
- ♦ Facilitator is someone who also does not wish to participate in the game play or would prefer to continually coordinate the game and suggest strategies to the teams playing.
- ♦ The facilitator is the master (or mistress) of the rules. He/She can change the rules at any point in the game to keep it interesting.
- ♦ New players can join the game at anytime. Put them on a team and make sure they are dressed to the same level as the team.

Accessories of any kind do not count as clothing. Shoes and socks can count as either 1 or 2 items (you decide).

FLAUNT IT!®

If you've got it Flaunt It!®

The SWING EVENT ICE BREAKER GAME



*If not, Flaunt It Anyway...
it's just between us!*

Team-Group Companion Guide

Overview

The objective of this document is to assist you in getting the group from the meet n' greet stage to the sexual state of the party in an enjoyable manner.

It is a brief explanation and overview of the game for a group. It gives you the general idea of the game and meanings of the cards for the game.

It can act also as your reference when explaining and facilitating the game. The facilitator nor the group playing need to know all the details in the general rules, nor all the varieties of playing. You and the group can also make up new rules or change existing rules as you go through the game so that it either speeds up or slows down the game to the group's desire.

Do not expect to finish more than one or two hands in the game. There are no losers so when you stop playing the game, the group should be ready for more intimate sexual activity and past just the arousal state.

Items needed for successful game

1. Have plenty of toys, lube and wipes handy.
2. "Flaunt It" game - Deluxe or Home Edition
3. Players
4. A timekeeper
5. A facilitator
6. Suggest players do not wear perfume - a lot of kissing or licking, etc.

Note: If you are planning to host a party, tell your guests in advance to bring their favorite toy so you do not have to provide all the toys. Toy ideas include vibrators, dildos, personal massagers, feathers, crops, cuffs, blindfolds. You may choose to use toys externally instead of internally. If you are planning to share toys, have plenty of lubrication and condoms available. Clean toys properly prior to and after use.