

Club Game

Books by Aaron Sleazy

Sleazy Stories: Confessions of an Infamous Modern Seducer of Women

Debunking the Seduction Community: The Exposition of a Sham Industry and a Primer on Seducing Women

Minimal Game: The No-Nonsense Guide to Getting Girls

Johnny's Journey: Critical Lessons from my Involvement with the Seduction Community (ed.)

Club Game: The No-Nonsense Guide to Getting Girls in Clubs and Bars

In German:

Schmierige Geschichten: Bekenntnisse eines modernen Verführers

Club Game

The No-Nonsense Guide to Meeting Women
in Clubs and Bars

Aaron Sleazy

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To Hank

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Preface

Clubs and bars are a source of never-ending frustration for many men. Weekend after weekend they go out, spending many hours and plenty of money, only to get virtually nothing in return. The image of clubs in advertising, music videos, or on the Internet home pages of clubs themselves has little to do with reality. On pictures it's all about beautiful people, and the promise of easy sex. Few men, and even fewer women, would openly say that they primarily go out because they hope to get laid. Yet, this particular goal is nonetheless high on their list. Most men don't really know how to reach it, though, which is reflected in phrases like "getting lucky". Luck does play a role, but you can increase your odds significantly. In this book I will show you how.

In fact, the odds are pathetically low for most guys. One might legitimately ask what the issue is, given that there are so many seemingly willing women around. A main cause of this problem is that people who don't go out regularly, and even many who do, don't quite understand

how clubs work, on both a sociological and psychological level. I will cover those areas in great detail, but don't worry, *Club Game* is far from being a dry academic exercise. Quite the contrary, it draws from my extensive experience.

I may have been a statistical outlier, considering that most people don't seem to get laid an awful lot from going to clubs and bars. Yet, all the possibilities are there. Girls certainly wouldn't doll themselves up if they only wanted to hang out with all their girlfriends. Night clubs make for a poor socializing environment due to noise and, normally, an excess of visual stimulation. If girls didn't want to get laid, they would stay at home and play board games with their friends.

Club Game is intended to bridge the gap between your expectations and reality. If you are at a complete loss and every time you hooked up with a girl it just happened and you didn't know how you did it, or because you were simply drunk, then you will learn a few things from this book. I won't promise that you'll get laid every night if you follow my advice. However, I would be very surprised if you didn't end up having more success with women as a consequence. Girls really are going out to meet guys — guys like you.

Aaron Sleazy

Acknowledgements

This book had a long gestation period. It all began with an invitation to give a seminar on club game in Oslo in 2008. This led to more seminars in Europe and the United States, but eventually life caught up with me, which meant that I had to put *Club Game* indefinitely on hold a total of three times. This book has existed as a draft for over half a decade, since it essentially was a byproduct of the preparation of my first seminar.

Without the help of some people *Club Game* certainly would never have happened. Arguably the most important role was played by Terry who introduced me to the alternative nightlife scene in London. I wasn't overly fond of mainstream clubs, but he showed me that night clubs can actually be a source of great fun, and not just because of the women. He also taught me how dress to get laid more easily. It was the starting point of something great.

Soon afterwards, I began posting stories of my adventures online, and the responses I received were motiva-

tion enough for me to keep writing. People felt that my insights were quite unusual and helped them to solve some of their problems with women. Some of those guys kept emailing me in irregular intervals ever since I hinted that I was working on a book on club game. Those reminders were much appreciated as well.

The few seminars I've given on club game also shaped the content of the book. I'd like to thank the organizers and attendees for making them possible. I furthermore would like to thank the attendees for their questions and feedback, which is directly reflected in this book. I also would like to thank the regulars on both my forum and blog for the fruitful exchanges I've had with them.

As *Club Game* was nearing completion, I received constructive feedback from a number of friends and followers. I would like to warmly thank, in alphabetical order, Assanova, Illuminatus, Isidia, Kriminal, and TheLetter for the time they've taken to read drafts, and send me their extensive notes. Furthermore, I would like to thank Corley Atherton for doing a great job at editing this book. He has been actively involved for the last two years.

Preparation

Preliminaries

Overview

Club Game is divided into two parts. The first part, Preparation, gives an outline of seduction, and highlights a number of important foundational steps. It is intended for guys who need a bit more help to get started. I mainly focus on how you can set yourself apart from your competition and maximize your chances of success. Don't worry, I won't make you wear feather boas, plateau boots, and night-vision goggles. The three chapters Preliminaries, Foundations of Success, and Getting the Edge should be viewed as one unit, and read from beginning to end.

Those of you who consider themselves to be doing pretty okay with women may want to either skim those three chapters, or skip ahead to the second part of this book, Party. In that part I focus on the finer details of club game. Note that I often mention clubs when I mean clubs and bars. The distinction is often arbitrary any-

way, since many bars have small dance floors, or charge for cover. Some are small clubs that only call themselves bars for marketing purposes, it seems.

In the chapter Club Sociology I present a high-level description of the dynamics in clubs. Many guys are oblivious to those. In short, I want you to learn how to discover clubs in your city that will make it easier for you to meet girls. This segues into the chapter High-Level Strategies, where I reveal effective methods for planning your night. Good preparation on that front will pay off handsomely.

The chapter Meeting Women is about the mindset and behavior of women you meet on your nights out. As you may know, they act quite a bit differently than during the day. A particular focus is on how to choose a woman to approach. An experienced guy will approach only a small handful of women, if at all, and have a very good chance of getting laid. Once you've decided which woman to approach, you may want to know how to approach effectively, which I discuss in the chapter Successful Approaches. This has very little to do with what proponents of the mainstream seduction community, so-called pick-up artists (PUAs) teach.

Once you've successfully approached a girl, you should focus on getting laid with her. The chapter Taking Action is about that. You will learn effective strategies that will dramatically cut down the time you need to get your dick wet.

I'm making the assumption that you, dear reader, are

male and interested in women. I also assume that you have some experience with women. There is no point in me telling you how great clubs are, and how easy it is to meet girls there if you hardly know what it's like to kiss a girl, or if you get nervous when a girl looks at you, let alone attempts to flirt with you.

In short, you should feel reasonably comfortable around members of the opposite sex. You should also be somewhat comfortable meeting girls, and know how to lead an interaction all the way to the bedroom. If you need two or three dates for that, that's fine. I'll then teach you how you'll get there much faster. On the other hand, if you have hardly any experience with women, then this book is probably not yet suitable for you. In that case I recommend you have a look at my book *Minimal Game* first, which is a basic guide to meeting girls.

You will get more out of *Club Game* if you happen to live in a big city. The downside, though, is that you will have to make a bigger effort to set yourself apart from the crowd. In smaller cities the nightlife is often less exciting, but there is also much less competition. Take your situation into account as you go through this book. This doesn't mean that the advice in this book doesn't apply to smaller cities. People may be a bit more uptight, but girls are girls regardless.