

It's Gettin' Hot in Here!

Gettin' Ready

1. Fill in the spaces on the game board with actions to perform on one another.
2. On the cards, fill out actions you'd like performed by your partner. Each partner should fill out one page of cards, creating a "His" stack and a "Her" stack.
3. You'll need two small items to be game pieces, such as coins
4. Get a timer. A cell phone timer is good, but make sure the timer buzzer is not annoying.
5. Set the mood: candles, music, lighting, whatever your thing is. Make your space into a romantic retreat.
6. Start out dressed. Suggestion: wear something light and comfortable, like lingerie, cotton shorts, soft bra (basically something you can feel through)

Gettin' Goin'

1. Place game pieces on Start
2. The wife starts
3. Players alternate rolling the die and moving their piece
4. If the die shows 1-5, move that many spaces
5. If the die shows 6, draw a card from the His/Her Choice pile and don't move your game piece
6. If you land on His/Her Choice, draw a card
7. Each space or card gets one minute of play
8. The action is performed by the player who did NOT roll (example: wife rolls and lands on "Lap Dance" so the husband gives the wife a lap dance. Husband then rolls and lands on "Take off 1 piece of clothing" so the wife takes something off.)
9. Take turns until one player reaches the final space

Gettin' Hot!

1. Once a player's game piece crosses the heart line, all remaining clothing must be taken off by that player
2. If a player lands on the second-to-last space ("1 last request"), that player may request a replay of any action so far, or any action they missed during the game
3. For added hotness, make sure to stick to exactly what the card says. (For example, during "stare into my eyes," don't kiss, just gaze. Or on "Let your fingers do the walking," you may have to get creative depending on what clothing remains.)
4. Fight off the temptation to end the game early. It gets difficult the longer the game goes, but the pay-off is worth it!
5. Optional rule: the player that gets to the final space first gets to decide how things proceed from there (positions, locations, actions, etc.)



